Werewolf: the Apocalypse Addendum

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Sanctioned Books
The following books are Sanctioned for use of mechanics in this Chronicle:

Laws of the Wild (Revised)
Hengeyokai MET (pgs. 96-99, the portions relative to Stargazers)
Laws of the Wild: Changing Breeds 1-4 (MET, Revised)
Laws of the Night: Camarilla Guide (Influences, pg. 26-35)
Book of the Wyrm MET
A) Character Creation

A1 – Concepts

1. Each player is allowed 1 Primary character, with full MC and XP benefits at any one time. Each player is also allowed 1 Secondary character made with up to MC 4 benefits.
   a. A player’s characters must be created in such a way that they will never interact with each other, even indirectly. It is the responsibility of the member to prevent their characters from becoming aware of each other. Players are required to ensure that their character never benefits from the actions of another of their characters.

2. In the event of a character death, a player is required to create the new character in such a way that it is instantly and easily recognizable that the new character is not the same as the old.

3. Characters may be updated within the first three months they are in play to account for new players or encountering a new system. The approval level for this update is the maximum approval level of the character. Tribe, Auspice and Rank may not be changed in this update. This update may only be performed once per character.
4. Any historical figure or character taken from White Wolf materials or from any work of fiction, without direct, written consent from the author, may not be recognizably used as the basis for a character.
5. For a character to have a positive interaction with a Wyrm Creature in their background is High Approval. No character may have been a member of the Black Spiral Dancers in their background.
6. Background interactions with other Supernatural types are High Approval.
7. Membership for a PC in the Beast Courts (background or current) - Not Sanctioned
8. Ties to members of the Ahadi or Emerald Courts - Top Approval

A2 – Character Sheet Systems

A2.1 – Starting Experience

1. Characters begin play with experience points equal to their Member Class x 5XP. These experience points and starting freebie points may not be spent on any Gifts or Rites that are outside their Tribe, Breed or Auspice.
   a. When a player gains a Membership Class, all of his characters may apply an additional Five Experience Traits per MC gained. If a player loses one or more MC, the Experience Traits granted to the character for the player’s lost MC(s) must be re-accounted for. These Traits are not removed from the character sheet. Instead, an Experience Trait “debt” is applied which must be paid off before the character can spend Experience Traits on anything else.
2. Completion and acceptance of the Character Creation Document by the presiding ST is worth 8 Experience Points. These traits do not count towards the character’s monthly total.

A2.2 – Earning Experience

1. The maximum number of Experience Traits that a player can earn in a month is six (6). Experience Traits gained for MC are an exception, as are the Experience Traits granted from the Character Creation Document.
2. Overcap: A character may benefit from up to ten (10) over-cap experience per calendar year. All over-cap Experience Traits must be clearly noted in the character's experience log. Over-cap for Feature Games is 1, Regional Events and Trade Shows is 2, and National events is 3.

A2.3 – Character Sanctioning and Records

1. All characters must be approved by the player's Low Approval Storyteller. A copy should be kept up to date and on file with that Storyteller. Low Approval Storytellers register their characters with their Mid Approval Storyteller.
2. A complete character record should include a character sheet, the character’s Experience Trait Log, and records/verification of any special approvals made on the character.
3. An Experience Trait Log will detail how starting Traits (including Free Traits) were spent at character creation and how Experience Traits earned after were spent. It will also list games attended and the Experience Traits gained for each game. Dates should be noted for each entry in the log. If there is uncertainty over a discrepancy between what is on the player's character sheet and the copy kept in the Storyteller's records, the copy in the Storyteller's records will be considered accurate.

A2.4 – Non-Player Characters (NPCs)

1. Approval levels for Non-Player Characters (NPC) Garou are the same as they are for Player Characters, unless listed below. NPCs may be created at any Rank (except Legendary) at low approval.
2. Experience Points for NPCs:
   a. STs may create NPCs with the following Base amounts of XP, plus the additional XP allowed by their storyteller level below.
      i. Rank 1 – 30 XP
      ii. Rank 2 – 60 XP
      iii. Rank 3 – 90 XP
      iv. Rank 4 – 120 XP
      v. Rank 5 – 150 XP
   b. Low Approval Storytellers may add an additional 50 XP to their NPCs during character creation. Mid may add an additional 100 Experience Traits, and High may add an additional 200 Experience Traits. Top Approval Storytellers have no restriction on NPC Experience Traits.
   c. Experience Traits may also be added to reflect the length of the chronicle (5XP per month).
3. NPC Approval Levels:
   a. Unless otherwise listed here, NPCs may be made at one approval level lower than the PC approval levels listed in B1 below.
   b. Use of Legends as NPCs - Top Approval
   c. Use of creatures from Book of the Wyrm (Banes, Fomori, etc.) - Low Approval
   d. Use of other character types native to other venues (Vampires, Changelings, Mages, etc.) - Low Approval
   e. Ajaba, Apis, Bastet (Khara), Camazotz, Grondr, and Kitsune are reserved for use by the National Staff only. Other Non-Sanctioned Fera types are Top Approval for use.

A2.5 – Freebie Traits
Characters gain 5 freebie traits, plus up to a maximum of 7 freebie traits gained from flaws, plus an additional max of 5 freebie traits gained from negative traits (+1 trait per) or a single derangement (+2 traits for one derangement). Use this chart for purchasing items with Freebie Traits:

<table>
<thead>
<tr>
<th>Attribute</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ability</td>
<td>1</td>
</tr>
<tr>
<td>Ability Specialization</td>
<td>1</td>
</tr>
<tr>
<td>Background/Influence</td>
<td>1</td>
</tr>
<tr>
<td>Rage</td>
<td>2</td>
</tr>
<tr>
<td>Gnosis</td>
<td>2</td>
</tr>
<tr>
<td>Willpower</td>
<td>2</td>
</tr>
<tr>
<td>Basic Gift</td>
<td>3</td>
</tr>
<tr>
<td>Merit</td>
<td>Variable</td>
</tr>
</tbody>
</table>

Freebie Traits may not be used to purchase Out of Breed/Auspice/Tribe Gifts. Freebie Traits may not be used to buy Rage/Gnosis/Willpower above 5 (or 6 for Black Furies (Willpower) and Red Talons (Rage)).

B) Character Types
B1 – General PC Approval Levels

**Not Sanctioned for PCs:**
- Ahadi
- Emerald Court
- Homid Red Talons
- Kucha Ekundu
- Hakken
- Boli Zouhisze
- Siberka

Homid or Lupus Male Black Furies (Players may have in their background being given to a new tribe, but may not purchase Black Fury gifts or rites at Character creation.)

Fera: Ajaba, Ananasi, Apis, Bastet (Khara), Camazotz, Grondr, Kitsune, Mokole, Nagah, Ratkin (Freak aspects), and Rokea

**Top Approval:**
- Metis (Silver Fangs) (This approval is required even to have a Silver Fang as one of the parents of a metis PC, even if the PC is not of the Silver Fang Tribe.)
- Kinfolk with Sorcery
- Ratkin (Non-Freak Aspects)
- Bastet (Bagheera, Balam, Bubasti, Ceilican, Khan, Simba, Swara)
- Gurahl

**High Approval:**
- Lupus (Glass Walkers)
- Metis (Red Talon)
- Stargazers
- Bastet (Qualmi, Pumonca)
- Corax
- Nuwisha - 1 per region

**Mid Approval:**
- Red Talon
- Kinfolk with the Gnosis Merit
- Lupus
- Metis (Black Fury, Fianna, Wendigo)

**Low Approval:** Unless listed above, the following tribes are low approval:
- Black Furies, Bone Gnawers, Children of Gaia, Fianna, Get of Fenris, Glass Walkers, Shadow Lords, Silent Striders, Silver Fangs, Uktena, Wendigo, Kinfolk.

**Tribebook Note:** All items and material (Gifts, Rites, Merits, Flaws, Abilities, Backgrounds, etc.) from Tribebooks are only available to members of their respective Tribe unless otherwise specified.

B2 – Breeds

B2.1 – Metis
**Chitinous Skin:** This Disfigurement does not give the character an additional health level.

**Weak Immune System:** Rather than having no Bruised health levels, a character with this Disfigurement has one less Healthy health level.

**B2.2 – Lupus**
Lupus PCs are restricted from using Character Creation Points to purchase the following Abilities and Backgrounds: Academics, Computer, Drive, Etiquette, Finance, Firearms, Influences, Law, Linguistics, Occult, Politics, Resources, Science, Security, Streetwise, and Subterfuge to demonstrate the Lupus’ unfamiliarity with Homid Society. Experience Points may be spent after Creation Points are used to purchase these Abilities/Backgrounds.

**B3 – Cubs**
Should you elect to create a Cub (Rank zero), you are not required to select a Tribe. If you don’t you will be able to select your Tribe after your rite of passage, although you cannot choose a Tribe that has Background requirements or limitations which do not match the Backgrounds you possess. Cubs start at character creation with three Willpower Traits. They have no Tribal Advantage or Disadvantage and do not start with the three free Tribal Gifts. They may, however, purchase gifts with XP. Once they complete their Rite of Passage, they receive the three starting gifts (one each of tribe/breed/auspice) for free, as well as gaining their Tribal advantage and disadvantage.

**B4 – Tribal Advantages/Disadvantages**

**B4.1 - Black Furies**
**Advantage** - Black Furies begin play with an extra Willpower Trait and may purchase their Willpower one higher than normal Rank Caps.

**B4.2 – Bone Gnawers**
**Advantage** - Changes to a level of Contacts per rank, useable once per session, and this is a secondary Contacts pool from any they may already possess.

Bone Gnawers may select Scent of Sweet Honey as one of their starting Gifts. This gift is listed in the Bone Gnawer Gift section below.

**Barking Chain** - The Barking chain is an advantage to spreading information across wide distances in a given VSS. A Galliard can instigate the chain with a successful static social challenge against 10 traits, retest Animal Ken. If successful the barking chain begins. The downside to this is that any Bone Gnawer Galliard also has to listen to the inane barking that can begin at random. Unless he wins a static mental against 7 traits during a barking chain not of his own creation he will be two traits down due to the incessant yipping and barking.

**B4.3 – Fianna**
**Advantage** - At character creation, members of the Fianna Tribe are given three free Ability Traits that can be used to buy any combination of the Abilities Brawl, Craft, Expression, Melee, or Performance. Abilities purchased with this Tribal Advantage have their Ability Trait Maximum for that Ability increased from 5 to 6.

**Disadvantage** - Any time a Fianna would spend a Willpower Trait to control a Frenzy or take reprieve from
Harano - they must spend an additional Willpower Trait to do so. Fianna are also at a -2 Traits in comparison of ties on all Willpower challenges regarding Frenzy or Harano.

B4.4 – Get of Fenris
Their starting gift selection is: Razor Claws, Resist Pain, Visage of Fenris.

B4.5 – Glass Walkers
**Advantage** - Begin play with 1 free Influence trait. They may purchase Influence on a 1 for 1xp basis (as opposed to 1 for 3xp), up to level 5, after which they must use the Dark Epics system of Meta-actions to progress any further. Glass Walkers are also immune to the Rage Restrictions on influence.

B4.6 – Red Talons
**Additional Disadvantage**: Red Talon PCs are restricted from ever taking the following Abilities: Computer, Drive, and Finance. Red Talons not a member of the Whelps Compromise camp are restricted from purchasing or obtaining any levels of Influence. Members of the Whelps Compromise camp are unable to purchase or Grow Influence beyond 2 points per Influence.

B4.7 – Shadow Lords
**Advantage** - Once per scene, a Shadow Lord may spend a Mental trait in order to gain Social traits equal to their Rank for the comparison on ties for a Single Social challenge, with no need to compare pure breed.

B4.8 – Silent Striders
**Advantage** - Once per session, a Silent Strider may perform one of the following: 1) Reverse the scene by one Action (not a full Round); 2) Have or locate a necessary mundane item necessary for the scene; or 3) May call for a single challenge they did not initiate to be redone. No traits or retests are expended on the original test and the Strider may change their victory condition if they desire. If the Strider initiated the challenge, use of this may only back up the scene to the point right AFTER he initiated the challenge. This advantage may be invoked at any time before the results of the challenge are applied.

B4.9 – Silver Fangs
**Advantage** - Each use of the First Tribe Retest costs a Social Trait.
**Disadvantage** - Choose a derangement from the following list (mechanics listed in the Apocalypse Derangement Guide): Amnesia, Ennui, Fugue, Hysteria, Intellectualization, Isolation, Manic-Depression, Megalomania, Perfection, Regression, Vengeful

B4.10 – Stargazers
**Advantage** - The Stargazer gains the free Mental trait of "Calm" that can exceed trait maximums, as well as a free level of the Enigmas ability, in addition, their Ability cap for Enigmas is increased to 6.
**Disadvantage** - If the Stargazer fails an Enigmas Challenge or a riddle contest (not just failing to answer a random overheard riddle, but a riddle placed directly to him) he becomes distracted with his failure for the remainder of the scene. The Stargazer is 1 Trait down on all Perception or Awareness challenges and is -5 traits for purposes of determining Initiative (order of challenges) in the first action of any combat scene.
**Starting Gifts**: Balance, Sense Wyrm and Falling Touch

B4.11 – Uktena
**Disadvantage** - Once an Uktena realizes a secret lies in reach, they are distracted until such time as they discover it. If they fail to discover the secret, they suffer a 1 trait increase on the difficulty of Static Willpower challenges, and are down 1 trait on social challenges for the remainder of the session, while not
actively engaging in discovering the secret.

ST NOTE: This disadvantage is easily abused. It is ALWAYS the ST's discretion on whether this disadvantage comes into play or not. This disadvantage is a secret of the Uktена tribe, something others should not be aware of, thus it requires Uktена Lore 3 for an outsider to know about this disadvantage.

B4.12 – Wendigo

**Advantage/Disadvantage** - These traits go above cap -

- Spring = Gain Physical Trait Energetic, -1 trait on all Willpower challenges
- Summer = Gain Social Trait Charismatic, -1 trait to resist Frenzy
- Autumn = Gain Mental Trait Reflective, -1 trait on all shifting challenges
- Winter = Gain Physical Traits Tenacious and Rugged, Must choose one Negative, either Callous, Dull or Witless.

<table>
<thead>
<tr>
<th>Northern Hemisphere -</th>
<th>Southern Hemisphere -</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spring: March 21st - June 20th</td>
<td>Spring: Sept 21st - Dec 20th</td>
</tr>
<tr>
<td>Summer: June 21st - Sept. 20th</td>
<td>Summer: Dec 21st - March 20th</td>
</tr>
<tr>
<td>Fall: Sept. 21st - Dec. 20th</td>
<td>Fall: March 21st - June 20th</td>
</tr>
<tr>
<td>Winter: Dec. 21st - March 20th</td>
<td>Winter: June 21st - Sept 20th</td>
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</tbody>
</table>

B5 – Tribal Camps and Organizations

All Camps are Low Approval unless otherwise mentioned in this Addenda. Beginning play as a Member of a Camp at Character Creation requires High Approval.

A Tribal Leadership position requires an approval level equal to the area over which they have authority.

Each Camp is different in it's methods of membership and durations, and as such the following rules are in effect in regard to Leaving/Switching Camp membership:

- Leaving a Camp - Low Approval
- Joining a New Camp, having learned none of the gifts or rites from the previous camp - High Approval
- Joining a New Camp, having learned any of the gifts or rites from the previous camp - Top Approval

Note: While some camps are more transitional, not all are. This is a broad spectrum to allow for all those facets. If your particular tribe is more transitional the justification for changes in camps will be far less strenuous than if your tribe frowns on such activities. To learn more on different camps feelings on such, it would be wise to contact your TribeLead.

The Lazarite Movement (Secret Society) – Reserved for use by National Staff

B5.1 – Black Furies

- Temple of Artemis - High Approval if Crone, Top otherwise
- Bacchantes - High Approval

B5.2 – Bone Gnawers

Man-eaters: Reserved for use by National Staff
Rat Finks: High Approval
Circle of Shadows: Top Approval - Also requires Elder Rank
The Swarm: High Approval

B5.3 – Children of Gaia
The Children of Gaia do not formally have camps anymore, but there are still some who secretly hold membership. Those who maintain membership in a camp do so in strictest secrecy for any being found out shall have disobeyed the orders of their Tribal Leadership.

The Anointed Ones - Reserved for use by National Staff
Bringers of Eternal Peace - Reserved for use by National Staff

B5.4 – Fianna
Mother’s Fundamentalists (current or past membership) - Not Sanctioned
Children of Dire - High Approval for Homids, Not Sanctioned for Metis.
Tuatha De Fionn - High Approval
Songkeepers - Low Approval for Fianna, Mid Approval for other Tribes.

B5.5 – Get of Fenris
The Swords of Heimdall - Reserved for use by National Staff
The Valkyria of Freya - While this Camp is Not Sanctioned for Males or Metis, it is Low Approval for Fenrir Females.
Ymir’s Sweat - Top Approval
Loki’s Smile - High Approval, Top Notification
The Glorious Fist of Wotan - High Approval for Lupus, Top Approval for Homid or Metis
The Hand of Tyr - High Approval

B5.6 – Glass Walkers
Mechanical Awakening: Reserved for use by National Staff
Wise Guys: Top Approval to join with NPC Sponsor, High Approval with PC Sponsor
Cyber Dogs: Top Approval
Corporate Wolves: High Approval
Dies Ultimae: High Approval
Umbral Pilots: High Approval

B5.7 – Red Talons
Winter Packs - Top Approval
Dying Cubs - High Approval
Lodge of the Predator Kings - Low Approval for Lupus, Not Sanctioned for Metis
Whelps Compromise - Members are given a -2 Social Trait penalty when dealing with other Talons who know they are a member of this Camp.

B5.8 – Shadow Lords
The Masks (Secret Society) – Reserved for use by National Staff
Society of Nidhogg (Secret Society) – Reserved for use by National Staff
Bringers of the Light - Top Approval
Judges of Doom - High Approval for Philodox, Top Approval for any other auspice
Children of Bat - High Approval
**B5.9 – Silent Striders**

Bitter Hex – Reserved for use by National Staff  
Eaters of the Dead – Reserved for use by National Staff  
Swords of Night – High Approval  
Wayfarers – High Approval

PC has previously held a major Sept position at the Wheel of Ptah – Top Approval  
Membership in the Strider Circus – Top Approval

**B5.10 – Silver Fangs**

**Houses:**

Only 7 of the Original 13 Silver Fang Houses Remain. To play a House not listed below is Not Sanctioned at this time.

Blood Red Crest - Top Approval  
Wise Heart - Top Approval  
Austere Howl - Low Approval  
Gleaming Eye - Low Approval  
Unbreakable Hearth - Low Approval  
Clan Crescent Moon - Low Approval  
Wyrmfoe - Low Approval

**Lodges:**

Membership in the Lodges are at the following Approval Levels. Most Silver Fangs have chosen a lodge by the Rank of Fostern, and advancement in the tribe is difficult, if not impossible, without lodge membership. Metis may NOT have membership in a lodge. Once a member of the Lodge, the character may choose their court preference without further need of approval.

Sun Lodge: Low Approval for Ahrouns/Philodox/Ragabash - High Approval for Galliards and Theurges  
Moon Lodge: Low Approval for Galliards/Theurges/Ragabash - High Approval for Ahrouns and Philodox

It should be noted that Kings & Seneschals must leave their lodge before they earn their position.

**Camps:**

The Gray Raptors (Top Approval, Fostern Rank or Higher, Royalist Ahroun & Philodox only)  
Masters of the Seal (Top Approval, Adren Rank or Higher, Ragabash and Galliard only)  
The Ivory Priesthood (High Approval, Adren Rank or Higher, Theurge only)

**B5.11 – Stargazers**

Ana-gamin or The Non-returners: Reserved for use by National Staff  
The Sacred Thread: Top Approval  
Ouroborans - High Approval  
Demon Eaters - Low Approval with the following understanding: "The final say of the nature of demons as defined in the Global Chronicle will be defined at a future date."

**B5.12 – Uktena**

Bane Tenders - Reserved for use by National Staff
Path Dancers - Top Approval - Path Dancers may learn a maximum of 3 paths from the list found under J9-Kinfolk, acceptable paths of sorcery. Of these, the Path Dancer must select a Primary path, which they may learn to Advanced, Secondary Paths are limited to 2nd Intermediate, and Tertiary to Basics. The Path Dancers Primary Path is included with the Top Approval necessary to join the Camp, after which, each additional Path of Sorcery requires High Approval.

B5.13 – Wendigo
Secret Hoop - Top Approval

B6 – Ranks

B6.1 – Starting Rank
MC 1-5 - Cliath or lower rank
MC 6-11 - Fostern or lower rank
MC 12+ - Adren or lower rank. To start a character at Adren also requires a High Approval.

All characters at creation begin with renown equal to the base requirement needed to obtain that rank.

B6.2 – Renown Gains
Characters can accumulate any number of temporary Renown Traits, but they may only convert one Renown Trait into a permanent Renown each month, or 2 with High Approval and 3 with Top Approval.

B6.3 – Rank Challenges
Challenging for the following ranks require the following:
Athro - High Approval
Elder - Top Approval

PCs may challenge for Rank no less than 6 months after they have completed a previous Challenge for Rank. (If you challenge in January, and complete your challenge in April, you may challenge again in October.) Exception: Cubs do not have a minimum amount of time to wait before they can challenge for Cliath.

C) Character Traits

C1 - Archetypes
Archetypes may be chosen from those listed in any MET book, no matter the venue.

C2 – Abilities

C2.1 - Crafts Ability
Items created with Crafts Level 6 are High Approval, and may only be created once every 6 months. Items created with Crafts Level 7 are Top Approval, and may only be created once a year.
C2.2 - Linguistics Ability
Linguistics is a single Ability, which allows a character to know languages other than her native tongue. One Trait gives the character one (1) additional language, two Traits gives two (2), three Traits gives four (4), four Traits gives eight (8), and five Traits gives the character sixteen (16) additional languages. While most PCs are capped at five traits of an Ability, those PCs with six Traits of Linguistics know thirty-two (32) additional languages, while those with seven Traits know sixty-four (64) additional languages.

C2.3 – Specialty Fighting Styles
Specialty Fighting Styles and Maneuvers are outlined in the Apocalypse Combat Primer.

Klaviscar: Requires Garou Lore x3, High Approval with PC Teacher, Top Approval with NPC teacher. Klaviscar as an ability, costs 1xp per ability, and each maneuver costs 1 xp to learn. Klaviscar is the only ability retest allowable when using Klaviscar maneuvers.

Iskakku: Requires Child of Gaia Lore x 3, High Approval with PC teacher, Top Approval with NPC teacher. Iskakku is an ability, costs 1xp per ability, and each maneuver costs 1 xp to learn. Iskakku is the only ability retest allowable when using Iskakku maneuvers.

Kailindo: Requires Stargazer Lore x 3, High Approval with PC teacher, Top approval with NPC Teacher, Kailindo is an ability, costs 1 xp per ability, and each maneuver costs 1 xp to learn. Kailindo is the only ability retest allowable when using Kailindo maneuvers.

No character may ever have more than one "Fighting Style" Learning Times for the ability are at VST discretion after the initial approval for the ability.

C3 – Lores
Characters receive the first level of Garou Lore, the first level of their Tribe Lore (if any) for free upon character creation. Characters also receive a number of free traits in Lores equal to the max Rank allowed by their Member Class. These free Lores cannot be spent for Lores specific to a non-garou genre or for Lores above 3. (So even if you play a cub but are allowed to be adren you get 3 freebies)

Any Lore x4 - High Approval (unless listed below)
Any Lore x5 - Top Approval

Any Out-of-Tribe x3 - High Approval
Any Out-of-Tribe x4+ - Top Approval

BSD Lore x2 - High Approval
BSD Lore x3+- Top Approval

Unique or Lost Lores - Top Approval:
White Howler
Bunyip
Croatan
Apis
Grondr
Camazotz

Outsider Supernatural Lores (Level 3 or higher) - High Approval:
- Vampire
- Wizard
- Ghost
- Faerie
- Demon

Learning a Lore that is specific to a special approval character type, not already listed, that the character does not belong to requires approval equal to the approval level for that type.

Silent Striders and Members of the Ivory Priesthood are permitted to buy Wraith Lore at High Approval. Fianna may purchase Fae Lore at High Approval.

C4 – Backgrounds

If a character gains a Background during play (keeping it more than a month), Experience Traits must be spent to pay for it. If a character loses a Background (or levels of) during play, those lost levels are held in reserve in case the character should later re-acquire or develop more levels of that Background during play. Influences do not follow this restriction.

The Ancestors, Pure Breed and Rites Backgrounds may only be purchased with Freebie traits during character creation (not Experience Points). Purchase of any of these backgrounds with Experience Points, after character creation, requires Top Approval.

C4.1 - Ancestors Background

The Ancestors background allows a player to expend a level of the background and make a Simple test. On a Win or Tie the character gains a phantom level of an ability they do not currently possess to be used immediately as a retest for the current challenge. This use of the phantom ability counts as the ability retest for that particular challenge. In addition, if a character wishes to initiate a challenge that is specific to an ability they do not possess, they may expend a level of the background and make a Simple test. On a win or tie they gain the ability to make the challenge. In this case they may NOT expend another level to gain a retest for the challenge, the use of ancestors merely allows them to initiate the initial challenge. Using the Ancestors Background may not be done in Combat.

C4.2 - Clout (Shadowlord)

1-3 - Low Approval
4 - High Approval
5 - Top Approval
Assisting other Shadowlord PC’s or NPC’s are grounds for raising Clout.

C4.3 - Fame Background

Fame maximum range for modifying other backgrounds is changed as follows:
- Fame 1: Bordering Domains (within same state)
- Fame 2: State/Territory/Province
- Fame 3: Multi-State/Region/Multi-Province: High Approval
If you are physically present at a game that is within your level of Fame’s reach, you may use your influences freely without expending Fame.

C4.4 - Mentor Background
Mentor is Mid Approval for Get of Fenris PCs. Mentors will not teach out-of-Tribe Gifts. Learning a Gift from a mentor includes all the disadvantages of learning Gifts from another Garou. Mentors can teach rites of the same level as the Gifts they can teach.

C4.5 - Pure Breed Background
Pure Breed Lvl 4 - High Approval
Pure Breed Lvl 5 - Top Approval

Pure Breed loses its mechanical benefit if you are not a member of the Tribe you have Pure Breed with.

Whenever a character with Pure Breed loses temporary Renown Traits, he will lose additional traits equal to half his Pure Breed total, rounded up (e.g., Pure Breed 1-2, lose an additional 1 Renown, Pure Breed 3-4, lose an additional 2 Renown, and Pure Breed 5, lose an additional 3 Renown).

C4.6 - Rites Background
Rites must be chosen from Laws of the Wild (revised). If you choose to take the Background to level 5, then you may choose to take one point’s worth of rites from your Tribe’s Tribebook. Each level of the Rites background gives you one “point” to spend on Rites. Minors are 2 rites for 1 point, Basics are 1 point each, and Intermediates are 2 points each. Only characters starting at the rank of Adren may choose Intermediate Rites with the rites background at character creation.

C4.7 - Spirit Network Background
In order to make the game more immersive and in order to empower Theurges to keep a close watch over their sept and packmates, we are reintroducing the Spirit Network Background from “The Book of Auspices”. You can find more information about this Background on pages 57 and 58 of the Book of Auspices. The background is altered as follows:

* Prerequisites: Theurge only, must possess Spirit Speech.

Level One: Low Approval -- You have a few spirits on the lookout for useful or interesting information within your Sept.
Level Two: Mid Approval -- Several spirits are willing to share what they have seen with you within your area.
Level Three: High Approval -- You have unseen eyes in countless different locations in the area at any time within your region.
Level Four: Top Approval -- Spirits far and wide seek you out with strange information to give you about the nation’s offenders and saints.
Level Five: Top Approval/Global Notification -- Unless the Gauntlet is very high, very little escapes the notice of your watcher spirits. You know the greatest offenders and the greatest allies of the broods.
### C5 – Influences

#### C5.1 - Influence Background

Influence may be bought for 3xp per level (or 1xp per level for Glass Walkers) up to level 5. After level 5, rules in Dark Epics regarding meta-actions must be used to progress any further. No single influence may exceed ten levels.

Influence rules and level descriptions are as written in Dark Epics (levels 1-5 and actions allowed) and the Laws of the Night: Camarilla Guide (levels 6-10).

Influence Levels above 5 - Mid Approval
Influence Levels above 7 - High Approval

Each Influence category within a Region should not have more than one character with level 10, two characters with level 9, and three characters with level 8.

#### C5.2 - Influence System

Influence rules from the previously listed sources are used as written with the following changes.

Characters receive double their level in actions for each category of influence they possess.

Growth to a new level of influence requires a number of banked growth actions equal to your next level squared. (e.g. to go from 4 to 5 would cost 25 banked growth.)

You may not bank more growth total than what you need for your next level.

You may neither grow nor lose more than 1 level per month per category. Levels bought with experience do not count to this limit.

All Table Actions cost their listed level in actions to perform.

Table actions represent a guideline for what is possible with a given level of influence and should be used as flexible examples as to what can be accomplished.

When making contact with another person's influence for the purpose of a trace the contact lasts for a number of months equal to the number of successful actions. (Eg. If you put out a 4 point watch looking for people using finance influence to acquire funds you would be able to complete a trace on that influence up to 4 months later.) (Eg.2. If you encountered a block of 5 actions on an endeavor you were performing you would be able to trace the block for up to 5 months afterwards.)

Similar limits are imposed for use of the Follow and Attack actions. (Eg. If you successfully traced an influence with 3 actions you could attempt an attack or follow any time during the next three months, after which you would need to attempt a new trace.

The follow action allows you to refresh the duration of your contact. (e.g. I have already successfully
watched and traced my opponent. My trace had 3 actions. At the end of the third month I use 3 more actions to Follow. If they are successful then I may attack him any time in the next three months.

Transfer of actions between influence categories owned by the same character is allowed without other restriction. Local storytellers are encouraged to customize the cost of transfers from one influence to another but the cost cannot be lower than 2 to 1. (e.g. In Portland the city has a very close connection between Occult and university forces allowing for a 2 to 1 trade between those two areas, but there are few if any Underworld sources so all transfers to or from Underworld influence are at a 6 to 1 cost.)

The results of a trace provide enough information for the character to successfully identify the owner of the influence.

Contacts, Allies and Mentor may not perform Meta actions. Allies and Mentor may perform Table actions up to their Level.

Muleing: Actions must be submitted by the player themselves and cannot be submitted by a designated agent.

Garou suffer significant penalties from their rage when interacting with influences. All Garou are limited to a total number of levels equal to their permanent Social and Mental Traits plus their total kinfolk dedicated to influence.

Glass Walkers and Kinfolk use the normal limits (Physical + social + Mental).

**C6 – Merits and Flaws**
Possessing over 7 points in Merits – Top Approval

**C6.1 – General Merits/Flaws**
The below Merits and Flaws are general to all character types in this venue.

**Acute Sense** (1pt Merit): You have a particularly sharp sense (specify which one). In all tests with that sense, you are +2 Traits on challenge-resolution. You may have multiple Acute Senses, but you may only take this Merit once for each sense.

**Ability Aptitude** (1pt Merit): You have a natural affinity for a particular (but not combat related) Ability. You are +2 Traits on all tests directly related to that Ability only (not with powers that would use the Ability for a retest). This bonus only applies to a single Ability (for those that require a specific focus such as Performance or Science).

**Ambidextrous** (1pt Merit): You are equally skilled at using either hand. You do not suffer the normal two Trait penalty for performing actions with your off hand. In addition, you do not need to have the prerequisite number of Ability levels appropriate to a weapon in order to get the advantage of using two weapons (or a shield) in combat.

**Catlike Balance** (1pt Merit): You almost never slip, stumble, fall or even get dizzy. Your sense of balance
is so well developed that you can walk with ease even on a narrow ledge or wire. You are +2 Traits on resolution of challenges where your balance is a deciding factor.

**Common Sense** (1pt Merit): You still have a lot of gut insight and everyday practicality. Whenever you’re about to do something that runs counter to common sense, the Storyteller or Narrator can make suggestions about the action. This Merit is excellent for new players who are not familiar with the intricacies of the game.

**Daredevil** (3pt Merit): Not only do you take outrageous risks, you survive them. Whenever you take a risky (some would say foolhardy) course of action - one with a Static difficulty of at least eight Traits or a potentially harmful outcome - you get one free retest on the attempt. This bonus applies only to combats where you are outnumbered or sorely outclassed (Narrator’s discretion).

**Eidetic Memory** (2pt Merit): Your memory is nearly perfect, and you recall almost everything you experience with incredible clarity. A single turn of attention is sufficient to commit a page, picture or short conversation to memory. If you are involved in combat or otherwise distracted, you must make a Static Mental Challenge, difficulty of six Traits, to successfully memorize the contents of your subject of scrutiny. You should keep a “cheat sheet” of your memories to aid you and the Storyteller in “recollections.”

**Enchanting Voice** (2pt Merit): Your voice is naturally resonant and commanding. All uses of your voice grant you two Bonus Traits; you can seduce, intimidate, and cajole with just a few well-chosen words.

**Favor** (1 or 3pt Merit): Approval level is the same as the NPC.

**Hard of Hearing** (1pt Flaw): You have some difficulty hearing. You suffer a two-Trait penalty on all tests of hearing. Obviously, you cannot have this Flaw and the Merit: *Acute Sense: Hearing*.

**Iron Will** (3pt Merit): This Merit gives the character a free retest when attempting to resist mind-influencing powers. This Merit does not work against powers that influence emotions.

**Luck/Lucky** (3pt Merit): The character gets a free retest once per session on any non-combat challenge.

**Natural Leader** (1pt Merit): Natural magnetism and leadership capabilities spring from your actions and words. Others want to follow you, and you easily take charge. You gain two Bonus Traits on tests of leadership. You must have at least six Social Traits to take this Merit.

**Natural Linguist** (2pt Merit): You have a remarkable grasp of any languages that you speak or write (as per your Linguistics Ability). You gain 3 bonus Traits on all challenges related to language. You also know twice the number of languages that your level of the Linguistics Ability would normally allow.

**Oracular Ability** (3pt Merit): The signs and portents of everyday life are clear to you, offering up the course of the future. Once per session, you may attempt to read a particular omen by making a Static Mental Challenge with a difficulty of eight or more Traits (Narrator’s discretion). If you succeed, you receive some insight into the current situation, allowing you to claim one retest at some point during the night as you draw on the visions that you interpreted.

**Quiet Heart** (4pt Merit): This Merit gives the character a free retest when attempting to resist emotion-influencing powers or frenzy.
**Resistant to Wyrm Emanations** (6pt Merit): High Approval - You get a free retest in challenges where Wyrm-taint is involved. You are immune to the damage from radiation, balefire, etc., unless it is used as a damage dealing attack (i.e., the BSD uses the Balefire Gift, hit with the Radiation Elementals Blast charm, etc.) Likewise, you are immune to bane possession.

**Short** (1pt Flaw): You have trouble seeing over things, interacting with tall people and escaping notice due to your proportions. You can only take two steps in an action instead of three, due to your small size. You also have trouble reaching countertops and manipulating objects designed for normal people (like cars). You should wear a tag to note your condition if you are not actually that short.

**Sign of the Wolf** (2pt Flaw): While in Homid or Glabro forms, you suffer an additional -2 penalty to your interactions with normal humans.

**Silver Tolerance** (7pt Merit): High Approval - Whenever you take damage from silver, you may make a simple test to convert the damage to lethal. Also, it takes a pair of silver items carried to cause you to lose one Gnosis Trait.

**Speech Impediment** (1pt Flaw): A stammer, Tourette's Syndrome or other speech deficiency makes communication difficult for you. Roleplay your deficiency, and suffer a two-Trait penalty on all verbal communication. You cannot have this Flaw with the Merit: *Enchanting Voice*.

**Supernatural Ally**: Not Sanctioned.

**Supernatural Companion**: Not Sanctioned.

**True Faith**: Not Sanctioned.

**Vengeful** (2pt Flaw): You want to even a score with some group from your past. You plan ways to get your revenge constantly, and if presented with an opportunity for vengeance, you must spend a Willpower Trait to take some other action for the scene.

**Wolf Years** (1pt Flaw): This is a 1 point Flaw.

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**C6.2 – Tribal/Character Specific Merits**

**Caern Child** (*Black Fury*) (5pt Merit): High Approval, cannot travel more than 1,000 miles from home caern.

**Ghost Sight** (*Silent Striders*): This Merit does not allow for communication or the ability to hear things in the Dark Umbra.

**Gift of Wepauwet** (*Silent Striders*): Reserved for use by National Staff

**Homid Ancestor** (*Red Talon*) (2pt Merit): High Approval

**Kinfolk: Gnosis** (*Kinfolk*) (3-5pt Merit): This is changed to the following (3-5) Merit: 3 points allows for 1 Gnosis, 4 for 2, and 5 for 3 Gnosis.

**Naive** (*Child of Gaia*) (1pt Flaw): You suffer a -2 trait penalty on any challenge to sense or detect malicious
intent, whether it be the Gift: Sense Wyrm, use of the Empathy Ability, or defending against deception from the Subterfuge Ability.

**Notable Heritage** (Silver Fangs): Top Approval.

**Supporter** (Child of Gaia) (2pt Merit): Once per session, you may inspire fellows with your speech, writing or leadership, giving any ally that is working towards your same goals, and present for the performance one Trait up on one challenge of their choice that they have to make during the same scene or following scene. The effects of this Merit do not stack with other uses of this Merit.

**Winter Garou** (Red Talon) (4pt Merit): Top Approval

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**D) General Rules**

**D1 – General Mechanics**

**D1.1 - Comparing Traits**
When comparing Traits, players declare their total maximum number of Traits. A player may still declare fewer Traits than she actually possesses in the category if she desires.

**D1.2 - Permanent Traits**
Traits granted by Totems or Tribal Advantage may exceed rank caps for Attributes, Abilities, Backgrounds, Rage, Gnosis and Willpower. These traits may be bid and lost as normal and count towards your totals for the comparison of ties. All renown grants from these sources is given as Temporary renown.

**D1.3 - Retests**
Rites represent a separate retest category from Gifts but follow the retest limits outlined in Dark Epics (p70).

**D1.4 - Relenting to Challenges**
A character cannot relent to Mental or Social Challenges while in Frenzy.

**D1.5 - Interaction for Powers of Investigation and Stealth**
A hidden subject may normally be challenged by an investigator only once per scene. Any additional tests must be approved by the presiding ST, and normally only if something has changed in the scene to draw attention to the hidden subject. Any power which grants enhanced senses and pinpoints a target may attempt to pierce concealment. Powers which reveal the presence of something but does not pinpoint may not. All challenges to discover a hidden subject are changed to a contested mental challenge. All ability retests are changed to an appropriate Investigation or Stealth ability. Willpower may not be used as a retest for either party. Gifts that would normally prevent any contested test to see or be seen instead use this guide when opposing each other. Each participant adds a bonus to the challenge based on the level of the power if any (None = 0 Basic = 1, Int. = 3, Adv. = 5). A hidden subject will not be discovered on a tie, unless
they have drawn attention to themselves, determined by the presiding ST.

**D1.6 - No Mass Combat**
Ignore the mass combat system presented on pg. 192 of Laws of the Wild Revised. All challenges are resolved individually with retests and overbids as appropriate.

**D1.7 - Rage**
A character may not spend more Rage Traits than half his permanent base Physical Traits in any given turn (rounding down).

**D1.8 - Shifting Forms**
Shifting forms only requires a challenge under stressful conditions. The Garou selects the desired form and engages in a Static Physical Challenge using his base Physical Traits only (no bonus Traits from Gifts or forms). Traits are not lost if this challenge fails. If successful, he transitions to that form from his current form at a rate of one form per turn.

Additionally, a character can change into his breed form instantly without a challenge or the use of Rage or Primal-Urge Traits. Form-based Attribute Traits are replenished when the Garou's normal Attribute Traits of that category are replenished.

The Customizing Forms Optional Rule is not used.

**Crinos Form**
Metis in their breed form (Crinos) regenerate and are allergic to silver.
Base Claw Damage: 2 Aggravated
Base Bite Damage: 1 Aggravated

**Hispo Form**
Base Claw Damage: 1 Aggravated
Base Bite Damage: 2 Aggravated

**Lupus Form**
Base Claw Damage: 1 Lethal
Base Bite Damage: 1 Lethal

**D1.9 - Movement Speed Limitations**
Any movement buff that doubles your movement instead allows +2 steps in combat and doubles your movement out of combat (but not to exit combat).

**D1.10 - Peeking**
Garou may only peek from the Umbra to the Real World, unless they are Uktena whose tribal advantage grants them the ability to peek from the real world into the Umbra.

**D2 – Places of Power**

**D2.1 - Caerns**
Caern levels are at the following approval levels:
1 - 3 - High Approval / 4 - 5 - Top Approval
Second Caern within a VSS - Top Approval

Caerns up to level 3 may be included in the original application to the RST for approval of VSS. This does not require a separate approval, merely that it be included within the applied for VSS. Any Caerns developed or discovered later in the chronicle must be applied for as required.

D2.2 - Pits
“Wyrm” Pits are at the following approval levels:

Pit 1-3 High approval, Pit 4-5 Top Approval as it currently is.
Corrupted Caern: 1-3 High Approval, 4-5 Top Approval if Only Place of Power on VSS
Corrupted Caern: 1-5 Top Approval if second place of power on VSS.

Pits come with the following amount of BSD’s included within the application.
Level 1 - Up to 20
Level 2 - Up to 50
Level 3 - Up to 75
Level 4 - Up to 150
Level 5 - No top limit, no less than 200.

Cleansing a Pit completely - High Approval
Converting a Cleansed Pit into a Caern - Top Approval

D2.3 - Hives
Hives - A hive of BSD’s designates an unusual amount of Organization amongst nomadic packs of BSD’s who do not have a home Pit in the area.

Hive of 1-5 Nomadic Packs (5-25 BSD’s) High Approval
Hive of 5+ Nomadic Packs (25+ BSD’s) Top Approval

Nomadic packs of BSD’s - Low Approval. BSD packs may work in the same area, or work together, but when they begin to create a hierarchical leadership structure, they begin to form a Hive, at which point VST’s should seek the hive approval listed above.

D3 - Umbral Realms
Travel to Malfeas, Erebus or the Summer Country requires Top Approval. Travel to all other realms are handled by the High Approval Storyteller.

E) Gifts
E1 – General Gift Information

Out-of-Tribe/Breed/Auspice Gifts:
Basic Gifts/Rites - High Approval
Intermediate Gifts/Rites - Top Approval
Advanced Gifts/Rites - Not Sanctioned

Any gift that allows for spending additional traits to extend duration, or grant additional effects, is capped at 5 traits maximum expendable.

Any Gift listed as a Camp Gift may not be purchased by any Garou not of that camp. If the camp Gift is also available through another Tribe/Auspice/Breed, they may attempt its access that way, but they may not learn the Camp Gift.

Some Gifts require a challenge, but are unclear as to who is being challenged. Unless specifically stated otherwise, the challenge is against the target of the Gift. If there is not a target, then it is a Static Challenge against six Traits for a Basic Gift, seven traits for an Intermediate, and 10 traits for an Advanced Gift.

Any Gift that does not have a listed Ability retest can be retested with Occult or another Ability the presiding STs deems appropriate.

Bone Gnawer Gifts:
**Patrol-Gift: Any gift that uses the "Patrol-Gift" mechanics requires notification of the Spirit Keeper prior to play, and receiving a "Patrol Spirit" card (this card represents the dedicated gaffling or jaggling spirit required for the Gift). When using the gift, a player may request any player not currently involved in a scene to act as the spirit, granting them the Patrol Spirit card and whispering the effects of them. While representing the spirit, they cannot be challenged nor can they challenge anyone except the target of the Gift, and use the appropriate symbol indicating they are in the Umbra. Once the use of the Gift is complete (or 10 minutes have passed, if open-ended, as per the Gift), they return back to the Gift-user and return the Patrol Spirit. Only 1 such Gift may be used by a character at a time.

**Giant-Steps: Any Gift or Rite which uses the "Giant-Steps" mechanic must be assigned a catch-phrase, such as "BOOM!" for Kitchen Chemistry. Whenever that Gift goes off (represented by the players using the given catch-phrase), players freeze where they are. Then, starting from the center of the effect, the player using the Gift counts off the given number of "Giant-Steps" (the only requirement is that they must have at least 1 foot on the ground during the measurement). For ease of play, try going towards those that are furthest from the impact to see if they (and, by default, anyone closer) are affected. If you play in a public place, please use discretion in selecting and using your catch-phrase, to avoid scaring non-players.

**Props: Some Bone Gnawer Gifts require the use of props, such as a pot for Cooking. Unless safety/security does not allow, these props are required. If there is a safety or security concern, a prop card must be used when activating the Gift.

Fianna Gifts:
The following gifts are considered “Camp Gifts” for their respective Fianna Camps:
Brotherhood of Herne:
  *Sense of the Prey (basic): As the Ragabash Gift.
  *Open Moon Bridge (intermediate): As the Ragabash Gift.
  *Totem Gift (advanced): As the Metis Gift.

Children of Dire:
  *Breath of the Wyld (basic): As the Black Furies Gift.
  *Trackless Waste (intermediate): As the Red Talon Gift.
  *Gaia's Vengeance (advanced): As the Red Talon Gift.

Grandchildren of Fionn:
  *Sense Wyrm (basic): As the Metis Gift.
  *Razor Claws (basic): As the Ahroun Gift.
  *Wrath of Gaia (intermediate): As the Silver Fangs Gift.

Songkeepers:
  *Tongues (basic): As the Homid/Nuwisha Gift.
  *Wisdom of the Ancient Ways (intermediate): As the Philodox Gift.
  *Fabric of the Mind (advanced): As the Galliard Gift.

The Whispering Rovers:
  *Heightened Senses (basic): As the Lupus Gift.
  *Scent of Beyond (intermediate): As the Philodox Gift.
  *Gate of the Moon (advanced): As the Silent Strider Gift.

Tuatha De Fionn:
  *Sense the Unnatural (basic): As the Lupus Gift.
  *Name the Fae (intermediate): As the Lupus Gift. **Name the Spirit**, but it only functions on determining the type and power level of Fae creatures and Changelings.
  *Geas (advanced): As the Philodox Gift.

Glass Walker Gifts:
All Gifts from prior incarnations of the Glass Walker Tribe (Warders, Tetrasomians, Iron Riders) are unavailable at chronicle start, and Top Approval afterwards.

Silver Fang Gifts:
All House gifts may be learned at Low Approval by members of that House, and may not be learned by any Garou not of that House.

All Lodge Gifts may be learned at Low Approval by members of that Lodge, and may be learned by members of the opposing Lodge at High Approval.

Gleaming Eye House gains access to the following Gifts as House Gifts:
  **Glib Tongue** (as the Fianna gift)
  **Watchful Eyes** (as the Black Furies gift)

Ivory Priesthood gains access to the following Gifts as Camp Gifts:
  **Ghost Speech** (see below)
Ghost Paths (see below)
Walk Between Worlds (see below)

Grey Raptors gain access to the following Gifts as Camp Gifts:
   Raptor Wings (see below)
   Monitor the Transgressor (see below)
   Halo of the Sun (as the Child of Gaia gift)

Masters of the Seal gain access to the following Gifts as Camp Gifts:
   Open Seal (as the Ragabash gift)
   Intrusion (as the Glasswalkers gift)
   Invisibility (as the Uktena gift)

Lodge Gifts:
Full Moon Cleansing, Gibbous Moon Song, Half-Moon Mnemonics, Crescent Moon Fata & New Moon Legerdemain are the only Moon Lodge gifts sanctioned for play.

Stargazer Gifts:
Mantra Gifts: High Approval for Stargazers to learn. (Do not apply for these in a consolidated app.) Not sanctioned for non-Stargazers. Players are encouraged to utilize the mantras in the write-ups for role-playing aspects, to showcase how rare and involved these gifts are.

Uktena Gifts:
The following gifts are considered “Camp Gifts” for their respective Uktena Camps:

Bane Tenders:
   Basic: Sense Wyrm (as the Metis Gift)
   Intermediate: Spirit Ward (as the Homid Gift)
   Intermediate: Spirit Drain (as the Theurge Gift)

Children of Wyld:
   Basic: Create Element (as the Metis Gift)
   Intermediate: Beast Life (as the Lupus Gift)
   Advanced: Wyld Warp (as the Black Furies Gift)

Earth Guides:
   Basic: Tongues (as the Nuwisha Gift)
   Intermediate: Attunement - Urban (as the Bone Gnawers Gift)
   Advanced: Assimilation (as the Homid Gift)

Ghost Dancers:
   Basic: Strength of Purpose (as the Philodox Gift)
   Intermediate: Shadows by the Firelight (as the Galliard Gift)
   Advanced: Totem Gift (as the Metis Gift, Ghost Dancers can call on Turtle as the Totem of this Totem Gift)

Raiders:
   Basic: Taking the Forgotten (as the Ragabash Gift)
Intermediate: Grasp the Beyond (as the Theurge Gift)
Advanced: Thieving Talons of the Magpie (as the Ragabash Gift)

Scouts:
Basic: Heightened Senses (as the Lupus Gift)
Intermediate: Scent of Beyond (as the Philodox Gift)
Advanced: Gate of the Moon (as the Silent Striders Gift)

Skywalkers:
Basic: Call to Duty (as the Philodox Gift)
Intermediate: Grasp the Beyond (as the Theurge Gift)
Advanced: Reach the Umbra (as the Silent Striders Gift)

Web Walkers:
Basic: Control Simple Machine (as the Glass Walkers Gift)
Intermediate: Attunement - Urban (as the Bone Gnawers Gift)
Advanced: Chaos Mechanics (as the Glass Walkers Gift)

E2 - Alphabetical Listing of Gifts

Ancestral Incarnation (Stargazers): May only be used once per game session.

A Thousand Eyes (Shadow Lords): The swarm will not go anywhere that appears dangerous to it and will immediately flee if attacked. Gift user may end the Gift prematurely at any time.

Aura of Confidence (Shadow Lords): This gift grants win on ties when defending against supernatural challenges, as well.

Balor’s Gaze (Fianna): The difficulty of the Willpower challenge for the victim is equal to the Rage of the Garou employing this Gift. Tormented victims of this Gift suffer a 5 Trait penalty on all challenges while afflicted. Targets who are already at the Wounded health level are treated as Incapacitated while under the effects of this Gift. Victims with the Gift: Resist Pain, are instead at a 3 Trait penalty on all challenges while afflicted, and are not treated as Incapacitated if already at the Wounded health level while afflicted by this Gift. Spending a Willpower Trait to resist the effects of Wound Penalties grants the same protection as Resist Pain during the turn it is spent.

Blessing of the First Pack (Red Talons): Top Approval

Blizzard of Arrows (Black Fury): Maximum number of targets is 5+ users levels in Archery. Must be normal arrows, may not be used with Talen arrows.

Bloody Feast (Wendigo): This Gift is a Static Gnosis Challenge. Gain one Ferocious or Tough Trait per level of damage inflicted, instead of one per two levels.

Bridgewalker (Galliard): Moonbridges made to last until the next Full Moon are still for your sole use.
**Budget Approval Process** (*Glass Walkers, Corporate Wolves*): The Challenge is a Static Mental against 6 Traits. Success means you can deduce which member would be best to approach in a group (no larger than 5 members). You may ask this OOC "Hey, I'm looking to make a deal with you guys - which one of you is most likely to deal with me?", and the others are obliged to respond truthfully.

**Burning Blade** (*Silver Fangs*): This gift’s duration is based upon the user’s permanent gnosis. Throwing the weapon immediately ends the effect.

**Burning Fire Mind** (*Stargazers, Mantra*): Armor includes any gifts or rites that add health levels. Inappropriate uses of this gift should affect the character negatively, losing renown and suffering appropriate social stigmas from its use if needed.

**Buzzword Language** (*Glass Walkers, Corporate Wolves*): This is a Static Social Challenge. The Challenge is to accurately convey the message; all others here is jumbled (but reasonable) business jargon.

**Call of the Wyrm** (*Galliard*): This is an opposed Social Challenge.

**Call the Storm** (*Shadow Lords*): Lightning Bolts from use of this gift do 3 aggravated damage, not 10.

**Call to Duty** (*Philodox*): This Gift can only summon non-Wyrm spirits to aid you.

**Calm** (*Children of Gaia*): The user of this Gift can elect to help bring a Garou target out of frenzy instead of stripping Rage. To do this, the user of this Gift spends a Willpower Trait and engages in a Static Social Challenge (difficulty 6 Traits), if successful, the frenzying Garou gets to make a Willpower Challenge against her own permanent Rage, and is a number of Traits up for this challenge equal to the rank of the Gift user. If successful, the frenzying Garou immediately exits frenzy. If use of this Gift is unsuccessful, the Gift user becomes the immediate target of the frenzying Garou's ire.

**Circular Attack** (*Stargazers*): The Gift user may not spend Rage Traits for additional Rage Actions, though they may still spend Rage for Counterattacks or other effects.

**Clap of Thunder** (*Shadow Lords*): This power is changed to: Any victims of this power, make a static willpower challenge vs the gift user’s permanent willpower. Failing the static subjects the victim to the power.

**Clarity** (*Stargazers*): The Stargazer may also attempt to see though magical obscurity, disguise, and illusions (such as Curse of Aeolus, Chimerstry, Obfuscate, or Obtenebration.) by defeating the power's creator in a Mental Challenge (retest as dictated by the power being challenged).

**The Cleaving Hoof** (*Children of Gaia*): This gift lasts for a scene or until the retest is used.

**Clenched Jaw** (*Ahroun*): *Spend a Rage trait after a successful bite attack.* All biting attacks deal an additional level of Aggravated damage. While clenched, the victim is considered grappled, you are three Traits up to maintain the grapple. You may attempt a normal physical challenge at +2 traits to attempt to deal bite damage on each of your actions. If the victim manages to defeat your grapple, the strength of your clenched deals the victim a level of lethal damage on the way out.
Coils of the Serpent (Uktena): This gift may only be used once per scene. When activated, a number of tentacles equal to the Uktena’s occult rating are summoned. If this is less than 5, the Uktena may choose to spend a Physical trait, per each additional tentacle he would like to summon. No more than 5 tentacles may be created. Each Tentacle has a number of traits equal to 2 times the number of tentacles summoned. They may be directed by the Uktena to attack the same target, or multiple targets, though never more targets than the Uktena’s occult rating. See Grapple rules in the Combat Primer. Grapples are broken as normal with a physical challenge vs a tentacle, plus 1 trait for every extra tentacle grappling the target. The tentacles do not inflict damage, and last until the end of the scene, they are broken, or until the caster dismisses them.

Cold Voice of Reason (Shadow Lords): This is an opposed Social Challenge.

Command Spirit (Theurge): You cannot command spirits to leave areas or items to which they are bound.

Cool Mind (Glass Walkers, Cyber Dogs): Note that use of this gift does not negate/cancel any power; it merely allows the user to act (relatively) normally, without emotional persuasion for 3 rounds. At the end of the Gift, all powers still in effect, as well as any new power used successfully on the gift-user, resume. Any power that would be affected by Cool Mind still goes through it’s normal challenge; if successful, it is held back until the power ends. (example: A Cyber Dog under the effects of Dazzle may act normally for 3 turns by expending a Willpower Trait, but afterwards would fall back under the effects of the gift for the remainder of the scene.)

Cooter’s Revenge (Bone Gnawers): The weapon created by spending a rage lasts one scene/hour.

Corner Shot (Glass Walkers, Wise Guys): The Mental Challenge is Static against 10 Traits (No Bonus Traits from the Gun are counted in this challenge). Success allows for a subsequent ranged attack as normal (single shot only).

Coupe de Grace (Black Fury): This Gift will not add more than two levels of damage to an attack, and is single target only.

Create Element (Metis): This Gift can be used to attack a target with fire or earth on the round it is summoned. Attacking a target is a Mental vs. Physical Challenge (retest Occult). The damage done by a successful attack from this Gift is one Lethal damage per Gnosis Trait spent, up to three Lethal damage.

Custom Built (Glass Walkers): Frivolous use of this Gift may result in loss of Honor and Wisdom, as well as Spirit Enmity.

Dam the Heartflood (Silent Striders): Any target successfully affected by this Gift cannot use any powers or items that require their own blood as an activation requirement.

Dark Aerie (Shadow Lords): This gift grants a bonus or penalty on stealth tests between +2 and -2 based on lighting conditions at storyteller discretion.

Desperate Strength (Bone Gnawers): This gift allows for as many retests as the character wishes to spend Willpower for, but any damage suffered by this gift is unpreventable, and heals at the normal rate for aggravated damage. Damage sustained by Desperate Strength may not be healed with Healing Talens or with Gifts such as Mother’s Touch during a game session. It may be healed with Talens or Gifts during
downtimes between games.

**Direct the Storm (Shadow Lords):** This gift is a contested Willpower Challenge.

**Distractions (Galliard):** This is an opposed Social Challenge.

**Dumpster Diving (Bone Gnawers):** As written; the Storyteller determines the exit point when this gift is used. For purposes of this chronicle, you may only go to the borders of the approved VSS. Using this gift to travel outside the confines of the VSS requires coordination with the applicable storytellers.

**Eagle’s Beak (Silver Fangs):** The user must be engaged in active combat to activate this gift.

**Electroshock (Glass Walkers):** Spend a number of Rage Traits. Each Trait inflicts two levels of electrical aggravated damage on a chosen opponent. You may divide this among three opponents, provided they are either being touched by you (make a Physical Challenge against unwilling targets) or they are touching something conductive (water, metal or each other). This power has no effect on non-conductive materials, and cannot target an opponent protected by them. You cannot spend more Rage than half your permanent rating on this gift. No single target may take more than 5 Aggravated wounds from the use of this Gift.

**Elemental Gift (Lupus):** Successful use of this Gift summons a Rank 3 Spirit. The type of Elemental summoned is at the Storyteller’s discretion, though player role-play should help guide the type of Elemental summoned.

**Empathy (Silver Fangs):** If you win the challenge, you understand the group’s desires in a broad sense: attack or mediation, harsh punishment or clemency, etc. Spend one Mental Trait to understand desires that haven’t been articulated.

**Exorcism (Theurge):**
- In order to Disable a Fetish Not in your possession - Contested Social Challenge, Success disables Fetish for the remainder of the scene.
- In order to Permanently Exorcise a Fetish - Must be in your possession, Static Social Difficulty 3 times the level of the Fetish.
- In order to Exorcise the Bane from a Fomori - Contested Social Challenge. Success causes the victim to fall unconscious. Any damage done to the victim will allow the bane to reassert it's possession and the fomori to awaken. If the victim is unconscious and a second exorcism attempt is successful, the bane is permanently exorcised from the fomori and the host body dies unless the Theurge succeeds on a Static Mental challenge difficulty 12, and has a way to immediately heal the host within the following round. Failure on the challenge, or failure to heal at least 2 health levels worth of aggravated damage, causes the host to die immediately.

**Fabric of the Mind (Galliard):** To use this Gift, spend any number of Gnosis Traits and make a Static Mental Challenge (difficulty 10 Traits, retest with *Performance*), and risk up to five Mental Traits. With success, for each Mental Trait risked a dream creature, being, or item is brought into reality. The conjured dreams exist outside of combat for five minutes per Gnosis Trait spent, or inside combat for one round per Gnosis Trait spent.

Sentient imaginations cannot know information or specifics that you do not know, and are unable to act independently without your direction. Imaginations use your permanent Mental Traits for all challenges, and
have corresponding Ability levels to what you have. Each Imagination can attack foes and act once per round. They deal damage according to what they are dreamt into existence with.

Each conjured dream can deal up to three aggravated damage, four lethal damage, or five bashing damage per round. Damage from these imaginations is real in every way, and persists even after the Gift ends.

Imagined items can be fantastical in their capabilities, and are limited only by the Storyteller's discretion, however, the onus of the capabilities of the Imaginations is on the player's ability to completely describe the dreams, where they come from, and all of their intricacies.

During the duration of this Gift, these Imaginations are considered real. Intermediate Stargazer Gift: Clarity does not negate the damage or existence of Imaginations. Sense the Unnatural and Sense Magic detect a magic type the same of that of the Gift user.

**Face in the Crowd** (*Bone Gnawers*): The actions of the crowd must be directed at something other than itself. Silly, abusive, or stupid commands (as determined by the ST) automatically fail.

**Faerie Kin** (*Fianna*): Requires Fae Lore 3 and Fianna Lore 3 to learn or a spirit quest to the Arcadia Gateway to obtain. Changelings summoned with this Gift use the Faerie Kin template for statistics. See the Faerie Kin Guide for use of this Gift.

**Falcon's Grasp** (*Silver Fangs*): Bonus traits are granted based only for grappling attacks that do not inflict damage.

**Family Debt** (*Glass Walkers, Wise Guys*): Not sanctioned.

**Feral Lobotomy** (*Theurge*): The Challenge to use this Gift is an opposed Mental Challenge, not Mental vs. Willpower +3. The number of Mental Traits permanently destroyed with successful use is one plus an additional Mental Trait per two additional Gnosis Traits spent. For each Mental Trait destroyed, the target also receives a permanent *Bestial* and *Feral* negative Social Trait. Feral Lobotomy works only *once ever* against a particular target.

**Fetish Doll** (*Uktena*): The Garou can only have one Fetish Doll created at a time. The challenge to injure the target is a Willpower Challenge (not a Static Mental Challenge against the target’s Willpower).

**Fetish Doll** (*Silent Striders, Bitter Hex*): PC gains one trait of Spirit Enmity ‘Uktena’ if a Fetish Doll is ever used on an Uktena, per use.

**Find the Transgressor** (*Shadow Lords*): Knowledge of the violator's whereabouts lasts until the user physically confronts them, they die, or the user activates this Gift with a different target.

**Fire in the Belly** (*Fianna*): The difficulty for the Willpower challenge is the Gift user's current Rage.

**Flames of Hestia** (*Black Fury*): Separate uses of the Gift are required for each purpose.

**Fog of War** (*Fianna*): Not Auspice Specific. Replace With: To employ this Gift the user spends one Gnosis Trait and chooses a number of targets not exceeding her permanent Gnosis Rating. She then engages in a Social Challenge against the targets (the user of the Gift need only bid one Trait for all of the targets, and
throws against them all simultaneously; *Performance* is the retest, but the user of the Gift need only spend one *Performance* ability to retest all targets). Each target successfully afflicted by this Gift is two Traits down on all challenges and must retest any successful challenge for the remainder of the scene (or until the Fianna is killed or knocked to Incapacitated) as a result of the illusory distractions summoned by the user of the Gift. Victims of this Gift with the Intermediate Stargazer Gift: *Clarity* can use that power as normal to try and not be affected by *Fog of War*. Faeries and Changelings are immune to the effects of this power.

Successful use of the Gifts: *Sense the Unnatural* or *Sense Magic* automatically permit a contested Mental Challenge (retest Subterfuge) to recognize the effects of this Gift as an illusion, but do not end the effects of the Gift. Illusions detected by these Gifts read as both Gaian and Fae.

**Friend in Need** (*Bone Gnawers*): You cannot transfer the Gift: *Friend in Need* through the use of this Gift.

**Geas** (*Philodox*): To target an individual with this power is an opposed Social Challenge versus the target. To target multiple individuals with Geas, spend a Gnosis Trait per target and engage in an opposed Social Challenge versus the individual with the highest Social Traits in the group. The defender against this power is at a +1 per person the user targeted for comparison of ties.

**Ghost Paths** (*Silver Fangs, Ivory Priesthood, Basic Gift*): Treat this exactly as a Garou identifying and tracking animals (by scent or by looking for tracks, at the Priest’s discretion), but apply it to ghosts instead. Note that Garou may not be able to go everywhere ghosts do to follow the trail - remember, some ghosts can fly.

**Ghost Speech** (*Silver Fangs, Ivory Priesthood, Basic Gift*): As the Theurge Gift: Spirit Speech with a few differences. The Ivory Priest may spend a Mental Trait to “peek” across the Shroud into the Shadowlands. This Gift also enables communication while peeking with those who dwell in the Shadowlands, whether “demons” or spirits of the dead.

**Gibbous Moon Song** (*Silver Fangs*): The retest gained from this gift may not be used for any gift that requires a Social Challenge, for example Mastery. Also, Galliards gain the social trait Charming in addition to the other traits gained by activating this gift.

**Gift of the Porcupine** (*Metis*): Anyone who strikes you with a Brawl or Grapple attack suffers two Aggravated levels of damage.

**Gift of the Spriggan** (*Fianna*): Each increment of size increase or decrease beyond the first costs a Gnosis Trait. No more than three additional Gnosis Traits can be spent to increase or decrease. Each size increase grants three Strength-related Physical Traits. Each size decrease grants a one Trait bonus in all stealth challenges.

**Glib Tongue** (*Fianna*): Replace With: This Gift causes listeners to hear your words as presented artfully and persuasively. Spend one Gnosis and make a Social Challenge (difficulty 8 Traits, retest *Expression*) to activate this Gift for a number of turns equal to your permanent Social Traits. You are considered two Traits up on all non-harmful Social Challenges, and as a result are able to more easily convince people of your perspective or cause. You also gain a free retest in any *Empathy, Expression, Leadership,* or *Subterfuge* challenge while this Gift is active, as you are able to easily navigate modes of conversation and speech.

**The Good Death** (*Get of Fenris*): Top Approval
**Gnaw (Lupus):** The additional damage from this Gift is Aggravated damage, not Lethal damage.

**Graceful Strike (Silent Striders, Dispossessed):** This Gift is active for a scene, the additional level of damage is never Aggravated.

**Gremlins (Ragabash):** This Gift only requires the target item of this power be within line of sight, not to be touched by the user. This Gift can affect Fetishes, however, permanently destroying non-Wyrm Fetishes causes a loss of temporary Wisdom Renown equal to the Gnosis Rating of the Fetish. Destruction of a Wyrm Fetish can earn temporary Glory at the Storyteller’s discretion. Affecting a Fetish with this Gift requires a Social Challenge (difficulty is twice the Fetish’s Gnosis Rating).

**Guardian Fortitude (Uktena):** Only Supernatural means of regaining willpower are allowable during this gift’s duration.

**Hand Blade (Silver Fangs):** This gift grants 3 bonus traits and deals 3 aggravated damage. You may not use this gift in conjunction with Klaivaskar maneuvers. Gifts that specifically increase claw damage do not increase the damage done with this gift (for example, Razor Claws). However, if the Silver Fang has Silver Claws activated, the hand blade deals silver damage, likewise with Luna’s Avenger. Gifts that increase damage done by natural attacks (such as Kiss of Helios) stack with this gift.

**Hare’s Leap (Lupus):** Make a Static Physical Challenge (difficulty 6 Traits, retest Athletics). Success allows you to jump vertically up to a number of steps equal to half your current physical traits., or up to a number of steps equal to your current physical traits horizontally for your next jump. Using Hare’s Leap requires an action.

**Harrier’s View (Silver Fangs):** The pack alpha must present the plan to the Storyteller in advance for the trait bonus. If the plan is not followed as it was designed, the trait bonus is lost.

**Heart of Fury (Ahroun):** After succeeding in a Static Willpower Challenge, you gain a one-Trait bonus in challenges to resist Frenzy, plus an additional Trait per Mental Trait you spend.

**Heaven’s Guidance (Silent Striders):** This Gift only works in the main realm, not in the Umbra or Umbral realms.

**Help Me (Bone Gnawers):** This gift does not work on supernaturals. Only one per game/session.

**Hidden Secrets (Shadow Lords):** Challenge is contested mental, retest subterfuge.

**Hootenanny (Bone Gnawers):** The PC using this gift must be able to continue to play music and only concentrate on that activity. The PC may only bid stamina based traits when attacks are made against them and continue to play.

**Howl of the Unseen (Fianna):** Successful use of this Gift lasts for a scene, instead of a turn.

**Icy Chill of Despair (Shadow Lords):** Activation costs Gnosis but no initial challenge is required. Any who wish to act against user as described must make a successful social challenge against user (retest Intimidation) or spend one Willpower per round of malicious action.
I Got a Rock *(Bone Gnawers)*: Only can be used once per challenge

**Image of the Saints** *(Glass Walkers, Wise Guys)*: This is a Static Mental Challenge against your opponents' mental traits (yes, like *See Aura*). This Gift will show you the target's Nature, if applicable. Against Garou, it shows their Pack totem (or other significant allegiance), while other supernaturals are detected by an associated saint in addition to their Nature.

**Inspiration** *(Ahroun)*: Each person affected by this Gift gains either a Free Willpower Trait or a free retest on their next Willpower Challenge for use in the same scene Inspiration was used. A character cannot benefit from Inspiration more than once in a scene.

**Interrogator** *(Shadow Lords)*: This Gift requires a Social Challenge, not a Static Social Challenge against the target's Willpower. The once per month per target limit applies even if the Gift is not successful.

**Intrusion** *(Glass Walkers)*: If a Challenge is required (only for very secure doors: Bank Vaults, 1-ft thick iron security doors, etc.), it's a Mental Challenge (difficulty determined by ST), retest Security.

**Invoke the Spirits of the Storm** *(Wendigo)*: Lightning bolts cause five levels of aggravated damage, not ten.

**Jam Technology** *(Homid)*: This gift cannot affect fetishes and talens.

**Jam Weapon** *(Children of Gaia)*: This gift effects a chosen target, not necessarily the nearest, though they must still be within earshot. This gift lasts for 1 turn, plus an additional turn per social trait spent upon activation.

**Kitchen Chemistry** *(Bone Gnawers)*: Can only be used once an hour/scene. Using the 1-Trait Option requires a Physical Challenge (retest *Athletics*) to hit it's intended target for the full 2 Aggravated wounds. Any other character that is in the area to be hit may also take part in the challenge (the Gift-user needn't risk additional traits) in order to move away before it lands. Those still in the area of effect at the end of the challenge (either because they lost the challenge or did not leave the area) take 1 Aggravated wound from the explosion. Players should keep in mind that this gift does not and should not always require that the object be thrown as a ranged weapon. Triggers and Detonators should be used when appropriate. An ST is free at their discretion to allow the bomb to do greater structural damage to an area or building, when it does not involve characters (PC or NPC). The device should follow the trait difficulty as it is in the book. A five trait device should use the Patrol rules indicated in this addendum.

**Last Ditch** *(Glass Walkers, Dies Ultimae)*: The Challenge is a Static Mental, against 7 Traits. Only the one initiating the Gift needs to spend the Gnosis and make the challenge, the other participant need only know the Gift.

**Laugh of the Hyena** *(Bone Gnawers)*: This Gift provides a free retest on any Mental Challenge to resist mental domination or control. It requires the Gift-user to obvious cackle like a hyena whenever calling upon this Gift.

**Leshii’s boon** *(Silver Fangs)*: The secondary Willpower vs. Gnosis Test is based upon permanent traits.

**Locate Spirit Tutor** *(Silver Fangs)*: The difficulty of this test is raised to 10 traits.
Loki’s Touch *(Get of Fenris)*: High Approval

Luna’s Armor *(Children of Gaia)*: Can only be used once per scene.

Luna’s Avenger *(Silver Fangs)*: This gift provides immunity from the silver damage, but the user remains vulnerable to any other damage associated with the weapon.

Madness *(Metis)*: The user of the Gift can also pick, choose, and alternate between up to three Derangements to afflict the target during the duration of this Gift.

The Malleable Spirit *(Theurge)*: At the ST’s discretion, certain spirits may be too powerful to be affected by this gift.

Merciful Blow *(Stargazers)*: If the Garou wins a physical challenge to strike a foe, they may choose to stun her opponent instead of inflicting damage. If the challenge is successful, they must expend a Gnosis Trait. The foe is stunned for the rest of the scene and cannot initiate any actions, unless snapped out of it by a touch from someone else. They may be snapped out of it by an ally if that ally spends one full action shaking them out of it, though they will be out of the effects at the beginning of the next turn. Or by a potentially damaging attack (they may bid stamina traits to resist this attack) at which case they are snapped out as soon as the attack challenge is over.

Mindblock *(Silver Fangs)*: This gift grants +3 trait bonus traits of the appropriate challenge type to all attempts to influence the Silver Fang’s mind (but not emotions).

Monitor the Transgressor *(Silver Fangs, Grey Raptors, Intermediate Gift)*: The Raptor may keep track of a number of individuals equal to her permanent Gnosis Score. To choose a target she must have either a clear view of them (or have strong scent to go off of) and then make a Gnosis Challenge against a difficulty of 7. Thereafter she can spend three turns concentrating, spend a Gnosis Trait and make a Static Mental Challenge with a difficulty of the target’s Mental Traits (retest Enigmas). If successful she will know the general location of target. Should the user have her limit of targets marked, she can drop one to add another.

Mother’s Touch *(Theurge)*: Additional Gnosis Traits can be spent to heal additional health levels of damage, at a rate of one for one, but to no more than five health levels healed per use of the gift.

Mule’s Bane *(Children of Gaia)*: This gift lasts for a scene or an hour.

Name the Spirit *(Lupus/Theurge)*: When learned by Garou other than Theurges, this is an Intermediate Gift.

Obedience *(Shadow Lords)*: You may test against up to 5+ your level of intimidation ability number of targets. After tests, you may choose a total of 5 targets to be under your sway. Gift lasts 1 scene/hour, and if the Shadow Lord gives a command that is virtually suicidal in which the Shadow Lord does not participate, the victims may make a Static willpower challenge vs. 8 to break free from Obedience. If the Shadow Lord is present, no willpower test.
On Patrol (Bone Gnawers): This spirit will be handled by the presiding ST. The "Patrolling Spirit" can attempt to use the Gift: Sense Wyrm, as well as any of the following, assuming the originating Garou knows them: Scent of the true Form, Sense Unnatural. The Patrol spirit uses your Mental Traits, as well as the appropriate Ability Traits (Ability Traits are "loaned" to the spirit and unavailable for the Gift's duration; unused traits are returned when the spirit returns.)

Open Moon Bridge (Ragabash): This Gift can be done anywhere, but requires the user of this Gift to have visited the destination Caern stone prior to having used this Gift.

Paranoia (Shadow Lords): Static Difficulty of this gift is 7. Each mental trait spent can give one of the following:
- exact location of enemies (which will blow any infiltrator or traitor's cover as well)
- creature type of enemies
- primary weapons of enemies (whichever ones they intend on using)
- details of any plans targeting Gift user

Pennies From Heaven (Glass Walkers): Bid 1 Trait for each increase in value ($0.01->$0.05->$0.10->$0.25->$1->$5->$10->$20->$50->$100: foreign currencies use equivalents). Difficulty for the Challenge is 7 Traits.

Perceptive Servant (Shadow Lords): This Gift affects mundane challenges only, but covers any mundane challenges used for the purpose of gathering information, even indirectly.

Phantasm (Fianna): Replace With: To use Phantasm, spend a point of Gnosis and the illusion springs into life for the remainder of the scene, and is visible by anyone. To affect an area with a Phantasm you must also spend an additional point of Gnosis for each 10-foot area to be covered by the illusion. While active, you may make a Social Challenge to cause the illusion to attack a single target as your Everyman action. If the challenge is successful the target takes a maximum of 3 points of aggravated damage, 4 points of lethal damage, or 5 points of bashing damage. The type of damage inflicted by Phantasm depends on your illusion's mode of attack. An illusory pistol would cause lethal damage while balefire summoned by an illusory Wyrm-tainted Elemental would cause aggravated damage.

If a character has a valid reason to disbelieve the illusion (ST discretion, and as Phantasm is meant to be a subtle and devious power - STs are encouraged to allow disbelief in overtly wild or blunt uses of Phantasm, with disbelievers gaining bonus Traits the more outlandish the illusion is), they may attempt a Mental Challenge against the illusionist's Social Traits (retest Awareness for the disbeliever, Expression for the Gift user). Success on this challenge allows the disbeliever to see through the illusion (or hear through it, smell through it, etc.). However, even a character who consciously realizes that your creation is illusory will be unable to disbelieve it completely enough to avoid taking damage. Damage and effects caused by Phantasm fades at the end of the scene, however, characters killed by or with Phantasm damage remain deceased. Wounds and wound penalties caused by illusory damage are subject to Gifts and powers, and may be healed or regenerated normally. This power cannot be used to create non-damaging combat effects like staking or grappling, however it can create sensory deprivation effects like blindness, deafness, etc. Characters with the Intermediate Stargazer Gift: Clarity can use that Gift as per normal to attempt to negate all effects of this Gift. Faeries and Changelings are immune to the effects of this power. Successful use of the Gifts: Sense the Unnatural or Sense Magic automatically permit a test to recognize the effect as an illusion. Illusions detected by these Gifts read as both Gaian and Fae.
Power Surge *(Glass Walkers)*: Replace "successes" with Social Traits spent.

Preternatural Awareness *(Stargazers)*: The Stargazer becomes so attuned to her surroundings that she can anticipate the actions of her opponents. The player spends a Gnosis Trait and makes a Static Mental Challenge (difficulty 7) to invoke this Gift. Thereafter, for the rest of the scene she gains some idea as to what any opponents are planning. The Storyteller should provide the player with information appropriate to the Gift's effects. If she engages a foe in combat or is engaged by a foe while this Gift is active, the gift user must make a Static Mental challenge difficulty of their targets Mental Traits in order to choose the two signs their opponent can throw. In addition, the two signs thrown must be two that they are able to throw. This Static Test does not count as the Stargazer or their assailants actions for that round. This gift works even if their opponent is attacking from surprise.

Primal Anger *(Metis)*: The Health levels used to fuel this Gift cannot be Health levels gained from wearing armor or using a supernatural power.

Pure Identity *(Shadow Lords)*: Challenge is contested social, retest subterfuge. User is three traits up for comparison on ties.

Rampage *(Red Talons, Winter Pack)*: Not Sanctioned

Rant and Rave *(Bone Gnawers)*: This spirit will be handled by the presiding ST.

Raptor Wings *(Silver Fangs, Grey Raptors, Intermediate Gift)*: This gift allows the Raptor to shift into a form that is very similar to the Corax's Rara Avis form, save that the coloring is always a uniform grey. While in this form, the Raptor loses all benefits of being in Crinos and instead gains the bonus traits, Attentive, Discerning, Nimble, Observant, Tireless, Wiry & the Negative Traits, Bestial x2 and Tactless. The Raptor does not gain the ability to fly with this form.

Reap the Soul *(Red Talons, Dying Cub)*: Corruption of the Heart points are obtained when using this Gift.

Reason's Grasp *(Silver Fangs)*: Once learned this gift is always active. The user gains an additional retest on attempts to resist the activation of a derangement or against sanity-altering powers.

Reshape Object *(Homid)*: This gift can also be retested with an appropriate Craft Ability. Crafted items cannot have more bonus Traits or Health levels than an identical item listed in Dark Epics, and follows other crafting restrictions in the addendum. Crafted items cannot be complex.

Resist Pain *(Philodox)*: This Gift allows you to ignore the wound penalties for the Bruised, Wounded, and Incapacitated wound levels.

Resist Toxin *(Bone Gnawers)*: Lasts for the scene.

Reverie *(Fianna)*: Not Auspice specific. The challenge to use this gift is a Opposed Social vs. Mental Challenge.

Roll Over *(Philodox)*: This power is an opposed Social Challenge against the target, not a Willpower Challenge.
**Scale of Ma’at (Silent Striders):** This Gift lasts for one scene, however ongoing questioning still requires expenditure of one Social Trait per question asked by the user of this Gift.

**Scent of Running Water (Ragabash):** You produce no scent while this Gift is active.

**Scent of Sweet Honey (Bone Gnawers):** Basic Gift. The Garou can lay down a scent upon an object or creature that insects and all manner of vermin find irresistible. This gift costs one gnosis to use. An object affected by this is swarmed during the scene. If the target is a creature, he suffers a 1 trait penalty on any further challenges for the rest of the session, and temporarily picks up the negative traits: Clumsy, Repugnant, and witless as the swarming insects bite, crawl on and generally distract him.

**Secret of Gaia (Silver Fangs):** This gift’s duration is based upon the user’s permanent Gnosis.

**Seeds of Doubt (Shadow Lords):** Contested social challenge, retest subterfuge. Lie “cannot” be disbelieved for at least one scene. Ex: Passport taker would assume user had been pickpocketed or had dropped it if user could not produce passport again.

**Seeking the Void (Stargazers, Mantra):** Travel to the Deep Umbra and Dark Umbra are not permitted at this time.

**Seizing the Edge (Shadow Lords):** The traits gained by activation may only be changed categories at the top of each everyman action.

**Sense of the Prey (Ragabash):** This Gift only works on targets that are currently within the boundaries of the VSS your character is in at the time of using this Gift. You must have been in a scene with the target at some point previously, been aware of it’s presence in that scene, and have a general idea of what the target looks like to use this Gift. This Gift conveys no additional speed benefits in getting to the target, nor does the awareness bestowed by this Gift give the user any information beyond an idea of the general direction of the target which becomes more accurate the closer the user gets to the target.

**Serpent Driving (Children of Gaia):** This gift may be used once per scene, and forces any flushed targets to flee from the defined area. The area to be defined must be within line of sight of the gift user.

**Shadow Cutting (Shadow Lords):** The gift user attacks the target’s shadow, the target may not choose to counterattack and if they attempt to dodge they suffer a two trait penalty to the challenge.

**Shadow of the Rat (Bone Gnawers):** ALL Stamina-related Physical Traits (as listed within the Gift) spent in the scene are recovered after successfully using this Gift. This Gift must be used within the same scene that the Traits were lost. Ignore the restriction about using the gift for only the first level of a Trait listed multiple times.

**Shadow Pack (Shadow Lords):** As beings of Shadow, they are immune to physical AoE effects such as Umbraquake or Clap of Thunder, but still remain vulnerable to other AoE damage such as Scream of Gaia or Howl of the Banshee.

**Shadows by the Firelight (Galliard):** The user of this Gift can target no more than his permanent Gnosis Traits in targets per use of this Gift. To affect an unwilling group, the user must engage in a Social Challenge against the individual in the group with the highest Social Traits, who is given an additional Trait
for comparison of ties for each other unwilling target of this power.

Targets of this Gift who suffer damage while under the effects of this Gift make a Social Challenge against the user to break free of the Gift's control during the same action that they took damage, and are given an additional Trait for comparison of ties for each level of damage they suffered. The targets of this Gift are allowed to spend a Willpower Trait to retest any challenge to break free. Should a target break free of control of this Gift they are able to act freely again on the following turn.

Actors given roles that involve dying will instead fall down and asleep at the time of their "death" for the remainder of the Gift, waking up immediately when the Gift expires. This includes given commands to take suicidal actions. The actor will instead collapse immediately and fall asleep.

No unwilling person or persons can be affected by this Gift more than once per scene.

**Skyscraper Vision** *(Glass Walkers)*: Instead of a Gnosis Challenge, spend a Gnosis Trait and make a Mental Challenge (difficulty 8 Traits, retest Awareness) to activate this power.

**Song of the Earth Mother** *(Shadow Lords)*: This Gift gives the precise location of Wyrm tainted presences in the area.

**Song of the Great Beast** *(Lupus)*: Use of this Gift requires a Static Gnosis Challenge (difficulty equals the current Gauntlet Rating, retest Primal-Urge), not a Social Challenge.

**Sound of Suffering** *(Stargazers, Mantra)*: The effect of this gift ends if the target is attacked.

**Spirit Horse** *(Uktena)*: This gift does not grant Wisdom Renown for use.

**Spirit Loan** *(Black Fury)*: This is a static test vs 6 Traits, not an opposed test.

**Spirit of the Fray** *(Ahroun)*: The Traits gained from this Gift are only applicable in determining Initiative.

**Spirit Smuggler** *(Black Fury)*: Items affected with this gift follow the gift user through the Umbra. The items are not sent to the target, and must be hand delivered.

**Steel Blowfish** *(Glass Walkers, Dies Ultimae)*: The Physical Challenge is Static against 8 Traits. Cannot be combined with Steel Fur. The Garou using this Gift counts as 2 Traits of cover for their allies.

**Steel Fur** *(Glass Walkers)*: This Gift cannot be used more than once in a scene. The difficulty of the Physical Challenge to activate it is 8 Traits. You must have fur to use this Gift.

**Steel Made Flesh** *(Glass Walkers, Cyber Dogs)*: For the duration of the Gift, the items affected are also unavailable for use. It can be canceled at any time.

**Stoking the Soul’s Fire** *(Maiden)*, **Barring the Will** *(Mother)*, **Bolster the True Name** *(Crone)* *(Black Fury)*: When the character advances from Maiden to Mother, or Mother to Crone, the Gift is refunded provided the appropriate transition rite is performed.

**Streets Tell Stories** *(Bone Gnawers)*: Spend One Gnosis. Make a Static Mental against 7 traits. Retest
Streetwise. Requires Downtime or sitting out at least an hour of game time.

**Strength of the Dominator** *(Shadow Lords)*: This is a contested Social challenge.

**Strength of Will** *(Ahroun)*: Successful activation of this Gift also makes the Garou completely immune to fear, Fox Frenzy, and effects utilizing the *Intimidation* Ability as a retest. You also receive a free retest against any powers that attempt to control or sway you emotionally *(Presence, Head Games, etc.)*.

**Strength of Purpose** *(Philodox)*: May only be used once per scene/hour and only grants a single willpower.

**Summon the Chu-Mong** *(Stargazers)*: Per the Tribebook on page 67 with the following addition: "The Chu-Mong fades back into the Umbra at the end of the scene, or when it is out of health levels." Upon learning this gift, players and Storytellers are encouraged to get together and produce a Chu-Mong for ease of narration for use in games.

**Tagalong** *(Bone Gnawers)*: You may only benefit from 1 totem at a time through the use of this Gift.

**Thousand Forms** *(Ragabash)*: The form assumed grants no supernatural powers or capabilities.

**Touch of Death** *(Silent Striders, Eaters of the Dead)*: NPC Only. This Gift cannot be used on Wraiths or ghosts.

**Tommy's New Trick** *(Glass Walkers)*: Replace With: Spend a Gnosis Trait. For the remainder of the scene you can spend a Willpower Trait to retest any failed Firearms challenge utilizing the *Spray* capability. No bullets will be left at the scene, and no one will be hit except by your targeted opponents.

**Tread Sebek's Back** *(Silent Striders)*: Use of this Gift allows travel only, the user cannot stop and stand on top of the water (or liquid substance). Running across liquids that would cause Aggravated damage or cause Wyrm taint still do so to the user’s feet (or paws).

**Trick Shot** *(Glass Walkers)*: May not be combined with the Full-Auto or Spray abilities of any firearm.

**Troll Skin** *(Get of Fenris)*: This Gift cannot be activated more than once per Scene.

**Truce of Helios** *(Silver Fangs)*: In order to break the truce requires a social challenge versus the gifts' activator. Upon breaking the truce, the transgressor immediately suffers a loss of a permanent Honor renown.

**True Fear** *(Ahroun)*: This is a Willpower Challenge, not a Physical Challenge against your opponent’s Willpower.

**Truest Sacrament** *(Black Fury)*: This Gift uses a normal Social Challenge.

**Trust me** *(Bone Gnawers)*: This gift does not work on awakened or partially awakened mortals. Only one per game/session

**Umbral Motorcade** *(Glass Walkers, Wise Guys)*: Gnosis may not be spent to automatically cross over; You must make the challenge.
**Unicorn's Grace** (*Child of Gaia)*: This gift reduces the effect of the curse by lowering your effective rage by 3.

**Urban Ward** (*Bone Gnawers*): For ease of use, a single room the size of a hotel room can be considered to be warded without figuring Giant Steps. While the Gift does involve items and trash being laid out, moving those items does not cancel the effect. This gift only notifies when an intruder has breached an area; it does not indicate where that breach occurred or who or what the intruder is.

**Visceral Agony** (*Black Fury*): Ignore the wound penalty examples given. Refer to actual MET wound penalties instead.

**Walk Between Worlds** (*Silver Fangs, Ivory Priesthood, Advanced Gift*): This gift allows the user to make a normal side-step challenge to step sideways into the Shadowlands.

**Wall of Granite** (*Philodox*): While Wall of Granite is active, the user of this Gift ignores all incoming Bashing damage, and negates the first two health levels of damage from any other attack. Any damage not automatically negated first damages the health levels of the Wall of Granite, not the user. A Wall of Granite has a number of health levels equal to the current Gnosis Rating of the Gift user. Once all of the health levels of Wall of Granite are destroyed, the Gift ends and cannot be used again during that scene.

**Whelp Body** (*Ragabash*): There is no limit to the number of times a specific individual can be affected by this Gift, but he may not lose more than a total of six Physical Traits to this Gift. Traits lost and later repurchased with Experience Traits still count towards the maximum number of Traits that can be lost, so once six Traits have been repurchased, the character is immune to this Gift.

**Whisper Catching** (*Shadow Lords*): Conversation need only be private, not necessarily whispered. "Private" is at ST discretion but should also include any conversation from which the user has been purposefully excluded.

**Winged Delivery** (*Black Fury*): Limited to the current active game area.

**Wither Limb** (*Metis*): This Gift is a Willpower Challenge (not a Static Willpower Challenge against the target’s Physical Traits).

**Wounding Lies** (*Shadow Lords*): Contested social challenge, retest intimidation.

**Wrath of Gaia** (*Silver Fangs*): This gift may only affect a maximum number of targets equal to the gift users permanent Willpower. This gift targets the closest enemies first.

**Wyrm Taint** (*Shadow Lords*): Static Difficulty is vs 10 traits

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**F) Rites**
F1 – Rites General Rules

Any Rite listed as a Camp Rite may not be purchased by any Garou not of that camp. If the Camp Rite is also available through another Tribe/Auspice/Breed, they may attempt its access that way, but they may not learn the Camp Rite.

Rites by Rank:
- Cubs may learn and perform Minor Rites
- Cliath and Fostern may learn and perform Minor and Basic Rites
- Adren and Athro may learn and perform Minor, Basic, and Intermediate Rites
- Elders may learn and perform Minor, Basic, Intermediate and Advanced Rites

Learning Rites:
A character may learn a rite listed within Laws of the Wild 3rd Ed (revised) at no experience cost, with an appropriate teacher and by spending the following amount of time. Seasonal Rites (from any sanctioned material) may also be learned in this way, and at no experience cost.

- Minor Rites - 2 per week
- Basic Rites - 1 per week
- Intermediate Rites - 1 per 2 weeks
- Advanced Rites - 1 per month

Rites from outside Laws of the Wild 3rd Ed (revised) must still have the appropriate teachers, but cost the following experience rates.

- Minor - 1xp
- Basic - 2xp
- Intermediate - 4xp
- Advanced - 6xp

In order to perform Rituals, characters must have the Rituals ability at the following levels.

- Minor - No need of Rituals Ability
- Basic - at least 1 level of Rituals Ability
- Intermediate - at least 3 levels of Rituals Ability
- Advanced - at least 5 levels of Rituals Ability

Black Furies: The rites in the Black Furies Tribebook do not use the listed test, but instead use the standard test and difficulty for Rites of their type.

Bone Gnawers: Spontaneous Rituals (from sidebar in the Tribebook): A Bone Gnawer may attempt a Rite substituting urban materials for those that they lack. Doing so raises the difficulty by 1-3 traits, depending on the Rite and the materials used.

F2 – Additional Available Rites
F2.1 - Accord Rites

Rite of Klaviskar: Intermediate
High Approval. The ritemaster marks out a circle called a klaivaskeriste on the ground of any dimension he desires. Fifteen meters is traditional, and anything less than ten paces is often considered a killing ground. Any available ahroun are stationed around the edge of the circle to subdue either of the participants if they should frenzy. The ritemaster then takes the two challengers to the center of the field. Ranks, titles and the lineage of both the combatants and their klaives is recounted for the assembled. By ancient compact the challenged will determine the nature of the duel (Submission, First Strike, First Blood, Incapacity or Death). The Challenger determines the stakes they are fighting for (which in some cases may be the same as the nature). Both are stated publicly and the ritemaster must deem it a fair and honorable challenge. The ritemaster will determine if taunting or gift usage is allowed during the duel.

The combatants and their klaives are then anointed with clear water, and the circle is cleared for the duel to begin. Only the two combatants may participate in the fight. Should anything attempt to interfere with the events in the circle, the ritemaster is immediately alerted by the spirits, with details of both the source and nature of the interference. Should either combatant dishonor the rite the duel is immediately decided in the opponent’s favor, with the offender losing a permanent renown from each category. Should it be discovered that the ritemaster dishonored the rite, they would suffer a similar fate.

F2.2 - Mystic Rites

Rite of the Cup: Laws of the Wild (non-revised) - Basic
This rite allows two or more entities to exchange or otherwise transfer gnosis. The rite requires at least one Garou. Other participants can be garou or spirits. Each Garou participant spends a mental trait. A ritual cup is prepared, which can be any kind of container, from a styrofoam coffee cup to a crystal goblet to a beer stein. The container is filled with water. At this point the ritemaster decides who the gnosis will go to. Once the rite begins the gnosis cannot be removed or redirected. The gnosis travels through the water to the appropriate individual and the rite ends. Gnosis may be stored by performing this rite with the assistance of an invested, bound spirit who agrees to hold the gnosis, which is accessed again by another use of the rite. There is no limit to the amount of gnosis that can be transferred, but a garou or an invested spirit cannot hold more than his gnosis pool allows.

F2.3 - Punishment Rites

In order to use a punishment rite, the target of the rite must be present. A Candle of Souls does not constitute the person being present for the use of a punishment rite.

Honor’s Sanction: Basic
Garou sometimes break the Litany, or perform acts that are beyond the guidelines of good sense and decency. But being partly human they are capable of recognizing that fact. Garou society honors those who accept responsibility for their actions but knows that without punishment there can be no forgiveness. Depending on the severity of the crime some offenders are offered the chance to atone for their mistakes publicly. Fighting a judgement will often lead to a Stone of Scorn or even worse punishments. The offender stands in front of the Sept or pack, generally at a well attended gathering and speaks his crimes before the assembled. Being especially sincere and remorseful is a mark of true understanding. When he is finished each of the listeners will be given the option to slap the offender across the face. The type of slap is generally an indicator of how the listener feels about forgiving the subject. Damaging the offender seriously is frowned upon but exceptions are sometimes made for those personally wronged by the offender. When
all listeners have finished the subject bows his head and lets out a mournful howl. The offender is stripped of all temporary renown and is not able to request a rite of accomplishment during that cycle of the moon.

**Rite of Silver Death: Book of Auspices - Intermediate**

Only the Rite of Gaia’s Vengeful teeth is a worse punishment than the rite of silver death. The werewolves reserve it for those who kill their own kind without provocation or lawful challenge but rather through cold, calculated murder in order to achieve some aim or goal. A lesser crime might warrant a Hunt, where the offender may at least redeem herself by dying well; but in Silver Death there is no redemption, only further shame and humiliation.

Before the assembled werewolves (at least 2 others) and spirits, the ritemaster recites the crimes of the offender. As he does so, all strength drains from the offender’s body, so that she may do nothing but cower as one of the garou raises the klaive for the deathblow.

The normal Rituals test is all that is necessary to rob the offender of all strength. The Doomed one cannot step sideways or move from her spot. A willpower test versus the ritemaster is necessary to stand bravely at the end; a failure costs 2 temporary Glory and 4 Temporary Honor (as the doomed one broke at the end and grovelled most pathetically.)

**Stolen Wolf: Players Guide 2nd ed. - Intermediate**

This rite is usually enacted for crimes against other garou or kinfolk. The ritual strips a garou of all her rage. She thus loses the wolf and can no longer shapeshift, frenzy, gain rage, or spend it. Typically, this punishment lasts for a set amount of time depending on the crime’s severity. When the rite expires, the garou is once again able to tap her rage. The ritemaster cuts off a piece of the victim’s fur and seals it in a box or shell. This item is buried and cannot be reopened for a period determined by the caster. Preparing the receptacle takes many days and the target may not be willing to surrender the wolf.

**Tears of Luna: Players Guide to Garou - Intermediate**

The tears of luna are said to be a foolproof way of determining the guilt of a suspected criminal. If there is ever any doubt about the guilt of the author of a serious crime such as a deliberate violation of the Litany or rape or murder, this rite is invoked.

The suspected offender is first subject to markings on his body made by the ritemaster. Generally this mark can be the shape of the offenders auspice glyph carved with silver and painted a silvery color. The offender is then splashed with ice-cold water, and exiled for one phase of the moon, staring with his own auspice. From that day to the next moon the offender believes that all rain that falls on him is liquid silver. The rain actually causes him harm, and he is unable to heal these wounds. The wounds themselves are illusory. If the offender is innocent, the does not take any real damage. If guilty he suffers aggravated damage. Assuming he survives, the violator nonetheless suffers terribly.

After this rite is invoked the criminal cannot replenish his Gnosis. The drops of rain hitting him feels like shards of silver driving into his skin. The “Silver” does one point of aggravated damage per rainfall. The suspected offender can spend willpower to ignore the illusion for the duration of one scene, but he cannot heal any of the wounds caused by the silver rain until the trial is over.

It always seems to rain more when this rite is invoked.

**Wisdom’s Lament: Intermediate**

The spirits themselves often handle the loss of temporary renown but some actions are particularly hateful to a tribe, pack or Sept. When a Garou has violated the edicts of his elders or trampled the ban of his totem so severely that normal punishment is not enough they may call for the Rite of Wisdom's Lament. The ritemaster and at least 2 other garou begin a dirge-like howl at the edge of the bawn and walk slowly in homid form, eyes downcast until they reach the offender. Those who run from the ritemaster quickly find
themselves the subject of The Hunt. When they arrive the participants spit upon the offender’s shadow and then drag him back to the rest of the sept over rough ground. Attempting to shift to a form that regenerates is seen as an admission of guilt. The offender arrives bloody and battered where his crime is recounted for the assembled. Garou subject to this rite are often branded, tattooed or otherwise marked in a semi-permanent way to show their guilt. Offenders also generally lose 1 permanent renown of the type selected by the ritemaster and any temp renown they held in that category. Offenders may not be subject to this rite more than once per year.

**Lone Wolf: Players Guide 2nd ed. - Advanced**

No greater punishment can be meted out that to ostracize a Garou from the Sept. This rite strips the Garou of all her privileges and all her ties to sept, tribe and lineage. The Lone Wolf or Ronin must leave Garou society permanently. No Longer welcome at any gathering, she walks her road alone. These single Garou, separated from the protection of the pack and tribe, often meet a violent end. Many Garou choose death over banishment. A Ronin may even remain with her pack, if the pack allows it.

Ronin Garou to not benefit from pack totems, personal totems, tribal advantages or pure breed. They may learn gifts but no Gaian spirit will teach them so they must learn them from other Garou or willing non-Gaian spirits.

Only the vilest Crimes ever warrant the enactment of this rite. A council of elders must decide whether the severity of the crimes require this form of punishment. Once this rite is chosen, the ritemaster ceremoniously removes all the Garou’s belongings, revokes her name, leads her to the edge of the Caern and turns his back on her. No howl of mourning sounds, no tears are shed; the Garou simply no longer exists in the minds of the Sept.

Ronin Garou lose all temporary renown. The ritemaster gains 2 wisdom but loses 2 honor for performing this task. Ronin may not gain renown, but are still counted as their previous rank for purposes of trait caps.

**Rite of Silver Cleansing: Advanced**

This powerful rite causes its target to step sideways directly to Erebus the next time he enters the Umbra. Once there, Brood members automatically treat him as one of the Unfortunates. The Rite of Silver Cleansing is an ancient rite given to the Garou by Charyss herself. This rite grants the subject a final opportunity to purify himself before Gaia. All participants in the rite must know the target. To complete the rite, the ritemaster must make a Gnosis roll against a difficulty of the target’s Gnosis. The rite works only against Garou. If the rite master performs this rite out of malice, then she may find herself in Erebus instead.

Leaving Erebus as one of the Unfortunates requires high approval. Unless rescued from their fate it is not possible to leave while the subject still possesses any Wyrm, Weaver or Wyld taint. Corruption generally drops off at a rate of 1 point per month. All derangements, negative traits, and flaws that can be bought off must be bought off before the subject can leave.

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**F3 – Alphabetical Listing of Rites Errata**

**Ancestor Veneration (Stargazers):** The caster of this ritual is considered to have one phantom trait of the Ancestors background that lasts for the session.

**Banishment of the Self (Stargazers):** This is an Intermediate Ritual, not Advanced.

**Bearing the Caern (Black Furies):** Low Approval to learn, Top Approval to use.
**Birth the Fire Warrior** (*Black Furies*): Fire Warriors have the normal human+armor health levels rather than spirit essence damage levels.

**Bonding Rite** (*Glass Walkers, Dies Ultimae*): The effects of the rite last for the rest of the session.

**Curse of the Household** (*Black Furies*): The Flaws granted cannot be higher than Low Approval.

**Descent Into the Underworld** (*Silent Striders*): High Approval. Intermediate Rite. The Rite takes 15 minutes to perform, only those in the same pack as the one performing the Rite may accompany the one who succeeds (forming a pack simply to take advantage of this Rite may result in spirit enmity for those who do so). This Rite cannot be used while in the Underworld to travel into other Umbral Realms, and does not allow for automatic return to the normal world. The Rite must be performed a second time to exit the Underworld unless alternate means exist per storyteller discretion.

**End Time Rite** (*Children of Gaia*): High Approval to Learn, Top Approval to use.

**Gathering of Wanderers** (*Silent Striders*): This Rite can only be performed by a Strider, and cannot take place within the bawn or known territory of an existing caern. Non-Striders or Fera who are somehow granted the privilege of being part of this vagabond moot must expend 2 Gnosis to participate in the Moot. If non-Striders are present, the difficulty of the static Mental test is raised to 9. The Rite automatically fails if attempting to knowingly include BSDs, but it may include Fera at the standard 7 trait difficulty if performed in Africa.

**Pilgrimage of Non-Being** (*Stargazers*): Top Approval to use as it requires an extended voyage to various Stargazer Caerns.

**Prayer of the Seeking** (*Uktena*): May not be learned or performed by Non-Uktena

**Rite of Bane Binding** (*Uktena*): Top Approval to learn, and may not be learned or performed by Non-Uktena

**Rite of the Beating Heart** (*Stargazers*): Top Approval to have and Top approval to use.

**Rite of the Black Ball** (*Bone Gnawers*): Advanced Rite, requires Top Approval to cast the rite.

**Rite of the Cardboard Palace** (*Bone Gnawers*): Any Garou who is not a Bone Gnawer must belong to the same Sept as the Bone Gnawer who uses this rite in order to use and gain its benefits.

**Rite of Clouds and Rain** (*Child of Gaia*): Mid approval to learn. May not be learned or performed by any Non-Child of Gaia.

**Rite of Conquest** (*Get of Fenris*): The player still must spend Experience Points for the Gift “learned”, but doesn’t require to have anyone teach it to him, subject to normal approval requirements.

**Rite of Conquest** (*Shadow Lords*): Bringers of the Light Only, Top Approval to cast.

**Rite of Crash Space** (*Bone Gnawers*): Any Garou who is not a Bone Gnawer must be in a pack with the Bone Gnawer who uses this Rite to heal or gain the meditation trait.
Rite of Defiance (Red Talons): In addition to being High Approval to learn for other Tribes, the Tribe does not frown down upon it being taught to others.

Rite of the Dormant Wisdom (Silent Striders, Eaters of the Dead): Reserved for use by National Staff

Rite of Feeding the Land (Red Talons, Dying Cubs): Corruption of the Heart points are obtained when using this Rite as Spirit Guardians ignore all subsequent Wym-creature attacks.

Rite of Gaia’s Rebirth (Red Talons): Top Approval to learn. Each usage of the Rite requires notification from the ST to the Highest level of authority over the scene (i.e., if with home Region, then Regional; outside of Region, National).

Rite of the Hero’s Sleep (Fianna): Top approval to learn, Top Approval to use.

Rite of the Hurricane (Shadow Lords): Requires Top Approval to cast.

Rite of the Jackdaw (Silent Striders): Basic Rite.

Rite of the Loyal Pack (Silver Fangs): Social Challenge is vs. 9 traits.

Rite of Meeting (Stargazers): Stargazers only.

Rite of Meeting and Parting (Silent Striders): Minor Rite. This Rite is normally only known by Silent Striders and is taught by Sirius, the Dog Star only. Performing this Rite is considered almost mandatory for members of the tribe of Fostern rank of higher in areas outside of caerns.

Rite of the Parted Veil (Child of Gaia): Mid approval to learn, High Approval to use.

Rite of Purification (Silent Striders): This Rite can only be successfully performed on Silent Striders. If a Strider attempts to perform this Rite on a non-Strider it fails and they immediately gain Spirit Enmity 2: Owl (and will most likely invoke the ire of the tribal Ragabash).

Rite of Rebalancing (Stargazers): Top Approval for the PC undergoing the ritual to become a Stargazer. Once completed, there is no going back, the PC and the player must acknowledge this in their application. The character loses their old Tribal Advantage and Disadvantage and gain the Advantage and Disadvantages of the Stargazers. As they are starting over at Cliath, all Intermediate and above Gifts or Rites the character has cannot be used for any purpose until the character is of sufficient rank again. Any Traits over their cap (physical, social, mental, rage, gnosis or willpower) are gone as well until the character attains sufficient rank to get them back, in which case they will return without the need to repurchase them.

Rite of the Seed of Desire (Stargazers): High Approval, Top Notification of use if user has Affinity or Enmity at x4 or x5.

Rite of the Shopping Cart (Bone Gnawers): For purposes of our chronicle, it is considered a tribal secret (requiring Bone Gnawer lore x3 to know if its existence) and for any member of a high tribe (ie. Black Fury, Silver Fang, Shadow Lord, Fianna, and Get of Fenris) to learn this rite is not sanctioned at this time. Any Bone Gnawer caught aiding a high tribe with this rite is likely to be punished by the tribe.
**Rite of the Spoken Page** *(Silent Striders)*: The Ibis spirit is a Jaggling level spirit and cannot dictate aloud more than one source of text at once, but can be asked to change what it is reading. If the subject material involves Lore levels greater than the listeners have, it does not convey those lore levels, the PCs must still do appropriate Lore checks.

**Rite of the Watchful** *(Silent Striders)*: High Approval.

**Rite of the Winter Pack** *(Red Talons)*: Not Sanctioned for PCs.

**Rite of Wounding**: Rite of Wounding can be repeated when a Garou earns a Battle Scar, but with less or no additional renown gained at VST’s discretion.

**Ritual of Acceptance** *(Black Furies)*: Treat the same as **Rite of Renunciation**, the subject of the rite is reduced in rank to cliath and may lose renown for using gifts of their previous tribe. Caveat: only to be used on female garou; male metis would not be accepted.

**Ritual of Life** *(Silent Striders, Seekers)*: Top Approval, Elder rank only. Use of this Rite invokes spirit enmity 2 ‘Scarab’ and will gain the attention of Wraiths and related supernatural creatures in the area. The Garou who are revived can only exist in the Umbra or Dark Umbra and permanently lose all Auspice Gifts. After 1 month any Garou revived with this Rite irrevocably becomes a Jaggling spirit that is connected to Scarab.

**Tea Ceremony** *(Stargazers)*: The benefit of this Rite is a +1 bonus to Empathy challenges.

**Thaipusam** *(Stargazers)*: The rings may not be removed by the character or the ritual no longer works, nor can it ever be used again. If any of the rings are ever tore out or removed by another individual or effect, the ritual will not work until the number of rings are back to their full amount.

**Thunder’s Blessing** *(Shadow Lords)*: Casting this Rite requires notification to Regional after the fact, for tracking purposes.

**Walking with the Dead** *(Silver Fangs)*: Ivory Priesthood Only

**Vigor of the Departed** *(Stargazers)*: Basic Rite: Social Challenge difficulty 8 traits, retest with Rituals. The user gains one free retest on all frenzy challenges till the beginning of their next lunar phase.

**G) Fetishes**

Fetish Levels 1-3 Low Approval
Fetish Level 4 - High Approval
Fetish Level 5+ - Top Approval
Unique Named Fetishes - Top Approval

Additionally all Klaives are Top Approval.
Grand Klaives require at least the Rank of Adren, and 5 permanent honor renown to bear.
Non-standard/custom fetishes may be created using the Fetish Creation Guide. No character may start game with a custom or non-standard fetish.

Garou win ties on Fetish Activation challenges.

G1 – Alphabetical Listing of Fetishes

Air Hightops *(Glass Walkers)* - While active grants the wearer Athletics x2, and immunity from fall damage from any height.

Ancestor Fetishes *(Stargazers)*: Not Sanctioned.

Bane Seal *(Uktena)*: Not Sanctioned for PC’s, Top Approval for use by NPC’s

Brews/Meads Talen *(Fianna)*: Fianna only to create. Mid Approval to know how to make these Brews. Requires the brewer to have chosen Crafts: Brewing as one of their three Tribal Advantage Abilities.

Mid Approval for each brew made, in addition to any other approvals to travel the Umbral realms for materials. The approvals to have traveled the Umbral realms and made the brew are required even if having been done in character background.

Cyberfetishes *(Glass Walkers)*: May only be created and installed by Glasswalkers. In addition to fetishes specified as Cyber-Fetishes, any Fetish can be turned into a Cyberfetish with the same powers as the original Fetish, however, a Fetish whose primary form is a weapon may not be converted in this fashion. The approval level for a Cyberfetish is the one higher than the approval level for the equivalent fetish being mimicked. A Glass Walker can have a number of Cyberfetishes equal to half of his permanent Gnosis Rating (round up), but may not start the Chronicle with any Cyberfetishes.

Implanting and removing Cyber-Fetishes is a difficult process, requiring *Medicine* x4, a lab to do it at, and a Mental Challenge with a difficulty of two times the Gnosis Rating of the Fetish being implanted or removed. Surgery and recovery period is 1 week per rank of the fetish, during which the owner/patient is down 2 traits on all challenges (representing getting use to the new item). If the surgeon implanting or removing the Fetishes fails the challenge, he must then engage in two Simple Tests. If he fails both of these Simple Tests, in addition to the Cyber-Fetish not being installed or removed, the Garou being operated on gets a Battle Scar (For which they cannot seek renown) as chosen by the Storyteller, and suffers a loss of 3 Wisdom and 3 Honor renown.

After a Cyber-Fetish is successfully implanted, the Garou with the new implant must attune the Fetish. If this challenge fails, the Garou must either reach an accord with the spirit of the Fetish, or suffer from rejection. If an accord is reached, the Fetish stays, but is dormant, and cannot be activated until the accord if fulfilled and the spirit is happy. Additionally, the Cyber-Fetish drains a Gnosis from the Garou to sustain itself (Taken at the beginning of each session). If the Fetish is rejected, than the owner/patient loses 1 *Permanent* Gnosis, and still suffer from the penalties as though it is unattuned (Unusable, loses 1 temporary Gnosis at the beginning of each game session). Failing to reach an accord also costs the patient 3 Wisdom and 3 Honor.
Creating a Cyber-Fetish requires knowledge of the Rite of the Fetish, Medicine x4, Science x4 and Occult x4 (or Weaver Lore x3), and maybe any other applicable skill, depending on the Fetish (Computers x4 if it's supposed to work with communication networks/Cyberrealm, for example).

**D'Siah** (*Silent Striders*): +2 traits, ignore the 'strength damage' text. Damage: 1 level Aggravated. All supernatural creatures that use Blood traits suffer 2 levels of Aggravated damage. The Gnosis challenge is a Static vs 8 traits. The wielder can choose damage or drain per successful strike, but not both. 'Breakable' applies to opponents in armor or armor provided by supernatural Gifts, the difficulty to break upon failing is 2 Simple Tests with no retests.

**Emperor's Tea** (*Stargazers*): Gnosis 6; Consumption and activation of the talen gives the user a 1 trait bonus on any perception based challenges for the scene or an hour.

**Fang Dagger**: No more than two extra levels of damage can be inflicted by an (activated) Fang Dagger. An activated Fang Dagger remains active for the remainder of the scene.

**Flint Arrow Shirt** (*Uktena*): Upon activation, the wearer gains an additional health level of armor good against all damages including silver. In addition they gain a second health level of armor that can be used only against damage from fire or intense heat.

**Fogg's 9mm** (*Glass Walkers*): Not sanctioned.

**Goibhniu's Hammer** (*Fianna*): In addition to the book benefit, any Garou conducting a Rite of Spirit Awakening or Rite of the Fetish using a metalworking (weapons or armor) item created with this hammer wins on ties on Social Challenges for the rite, and are always considered to have thoroughly tried to please the spirit in the case of failure. Any use of this hammer to work iron (not iron alloys), shatters the hammer violently and earns one Spirit Enmity from the angered spirit within the Fetish.

**Harmony Flute**: Creatures without Rage may attempt a Willpower challenge to resist the effects of a Harmony Flute.

**Jambiya** (*Silent Striders*): High approval, +2 traits, 2 levels of Aggravated damage. Special: speed. Silver weapon- wielder's Gnosis cap is reduced by 1 when carrying.

**Labrys** (*Black Furies*): Use the base stats from Large Axe in Dark Epics.

**Lantern Riddle** (*Stargazers*): Level One, Gnosis 7; Each individual who see the riddles get a different riddle to prevent collaboration between them. All who see the riddles must make a Willpower challenge with a difficulty of 8. The riddle can be solved with a Mental challenge difficulty 10. They may make a number of challenges to solve the riddle equal to their levels of Enigmas, with a minimum of 1 (for those poor saps with no Enigmas).

**Lie Finder** (*Uktena*): These fetishes are created with 36 bristles.

**Moon Bow** (*Uktena*): Sun Arrow Talens may not be used in conjunction with this Fetish.

**Owl Talon D'Siah** (*Silent Striders*): Only two exist. Same as D'siah except Gnosis challenge is Static vs 6 traits, and wielder can keep the single drained Gnosis on a successful attack. No Breakable trait. Blood
traits converted to Dark Gnosis add a 1 trait penalty on any tests to resist Frenzy, and if the Dark Gnosis traits rise above the Garou’s Willpower, they automatically Rage frenzy.

**Pectoral of Terror** (*Silent Striders*): High Approval. Only one of these Talens can be owned by a Garou at any time.

**Phurba Dagger** (*Stargazers*): High Approval, Stargazer Only. This dagger uses the same stats as a normal dagger. When activated, the dagger deals Aggravated damage to all hit with it. To demons this weapon deals 4 aggravated. In addition, if a demon is hit a simple test is thrown, on a win or a tie the demon loses a trait of Willpower.

**Quiver of Silvered Arrows** (*Black Furies*): The arrows that are not recovered and returned to the quiver within 24 hours will lose their power. Grants the High-Caliber special ability.

**Scar Fetishes** (*Red Talons*): May only be created by Red Talons. To be eligible for a fetish the scar in question by have had a rite of wounding performed on it within 2 days of it's creation. You must have the appropriate Rites to make Fetishes to make scar Fetishes. A Scar Fetish must mechanically be identical to an already sanctioned Fetish, or be made using the Fetish creation guide. The approval level of a Scar Fetish is the same as the Fetish it copies mechanically, or the approval level as determined by the Fetish creation guide for custom Scar Fetishes. A Fetish whose primary form is a weapon may not be created as a Scar Fetish. The number of Scar Fetishes a character can have at one time may not exceed half his permanent Gnosis Rating (round down, minimum of 1). A character may not have a Scar Fetish of any Fetish with a higher Gnosis Rating than the character’s permanent Gnosis. If a Garou with a Scar Fetish fails the Gnosis Challenge to attune the Scar Fetish they must immediately engage in two Simple Tests. Failure on both tests means the Scar Fetish flares in bright silver light as the spirit is released. Scars that have failed attunement are not eligible for further use as Scar Fetishes. Scar Fetishes listed in the Red Talon Tribe book are High Approval.

**Spear of Len** (*Fianna*): Top Approval due to rarity.

**Stardust** (*Stargazers*): Gnosis 7; By spreading the stardust in a circle, the Garou is able to step instantaneously into the Umbra.

**Stone-Headed Mace** (*Silent Striders*): The damage is always bashing.

**Tattoo Fetishes** (*Fianna*): Tattoo Fetishes (Made by Fianna Only): In order to be able to make Tattoo Fetishes, a Fianna must have used one of his Tribal Advantage Abilities on Crafts: Tattooing. Mid Approval to know how to make Tattoo Fetishes. Must have the appropriate Rites to make Fetishes to make Tattoo Fetishes. A Tattoo Fetish must mechanically be identical to an already sanctioned Fetish, or be made using the Fetish creation guide. The approval level of a Tattoo Fetish is the same as the Fetish it copies mechanically, or the approval level as determined by the Fetish creation guide for created Tattoo Fetishes. A Fetish whose primary form is a weapon may not be created as a Tattoo Fetish. The number of Tattoo Fetishes a character can have at one time may not exceed half his permanent Gnosis Rating (round down, minimum of 1). A character may not have a Tattoo Fetish of any Fetish with a higher Gnosis Rating than the character’s permanent Gnosis. If a Garou with a Tattoo Fetish fails the Gnosis Challenge to activate the Tattoo Fetish they must immediately engage in two Simple Tests. Failure on both tests means the Tattoo Fetish flares in bright silver light as the spirit is released, leaving a mark that will gradually fade over a month. The character must wait for the mark to fade before another Tattoo Fetish can be applied.
Threefold Axe *Fianna*: Damage from this Fetish is aggravated to vampires, shapeshifters with a vulnerability to gold or silver, or fae of any sort while activated. All other mechanics remain unchanged.

Thunder's Bracers *Shadow Lords*: Unique Fetish - Not Sanctioned for PCs

Tiger Bells *Stargazers*: Gnosis 7; The spirits may make a single Gnosis challenge difficulty of the Fetish’s Gnosis to break free of the effects. If any of the spirits are attacked the effect breaks for all of those affected.

Uktena Scale *Uktena*: The Gifted by Uktena version of this fetish may only be obtained through National level plotkits. If a PC acquires the fetish after the original owner dies, it has the following effects: Upon Activation grants +2 traits on all hunting and tracking challenges for the scene/hour. The listed effects of keeping the fetish in your home are the same.

Umbral Pocket Tattoo *Fianna*: (Fetish 2, Gnosis 5) Umbral Pocket tattoos can store an already existing item within them and summon items stored within from the Umbral Pocket into the user's hand or adorning the user at the user's discretion. While an item is stored in the Tattoo, it appears on the user's body as a stylized tattoo of that item. Umbral Pockets cannot store silver items of any kind.

Wanderer’s Friend *Silent Striders*: This Fetish must be made from a mechanical compass, it cannot be made with GPS or computer technology. A bird spirit is generally used to make this Fetish.

**H) Spirits**

**H1 – Spirit Use Approvals**

Use of high rank Spirits require the following approvals:

- Rank 5 Spirits - High Approval
- Rank 6+ Spirits - Top Approval

**H2 - Spirit Enmity / Spirit Affinity**

Spirit Enmity / Spirit Affinity is assigned by Brood, and at this time we are only acknowledging the Tribal Broods, and a General category known as "Universal". Celestines are not something that should be giving out Enmity or Affinity except in rare instances, and if that were to happen, it would be part of a National plotkit or use of those spirits, so that's something that can be handled as a case by case.

Spirit Enmity / Spirit Affinity should be logged in detail within the VST Report to include what S.N. and S.A. a character has within the Demographics section.

Theurges may keep track of Enmity and Affinity through the use of the Spirit Network Background (listed above under Backgrounds)

**H2.1 - Approvals and Mechanics**

You may only have Spirit Affinity at the following levels: 1 Level 5, 2 Level 4's, 3 Level 3's, 4 Level 2's, No
You may have any amount of Spirit Enmity.
You may only gain Spirit Affinity: Universal with Top Approval.

Spirit Enmity/Affinity is a single fluid system. You may not have both Enmity and Affinity in a single brood. If you have Affinity 4: Falcon, and gain a level of enmity from Falcon, you drop to Affinity 3.

Spirit Enmity and Spirit Affinity are tracked as follows:
Levels 1 - 2 - Tracked by the player and their VST.
Level 3 - Tracked by the player and the ARST Garou of the player's region.
Level 4 - Tracked by the player and the ANST Garou.
Level 5 - Tracked by the player, the ANST Garou. Global Notification to the AGSL Apocalypse is required at this level.

**Spirit Affinity Levels:**

**Level 1** - Low Approval - +1 trait on all social interactions with spirits of that brood ( Summoning, Social challenges related to mood and requests, no challenges related to combat.) Some spirits of that brood in the area think you are a pretty cool guy.

**Level 2** - Mid Approval - +2 traits on all social interactions with spirits of that brood. Spirits outside your own home caern and area are beginning to hear about you, for good or for ill.

**Level 3** - High Approval - +3 traits on all social interactions with spirits of that brood. When creating a talen with the aid of a spirit of that brood, an extra talen is created without need for increased chiminage or the expenditure of additional traits. Spirits throughout the region know your name, and what you've done.

**Level 4** - Top Approval - +4 traits on all social interactions with the spirits of that brood. You are +1 trait all social challenges when dealing with Garou of the Tribe whose Totem you have at this level of affinity. Throughout the Nation, word of your deeds on behalf of the spirits of this brood is known and spread.

**Level 5** - Top Approval - +5 traits on all social interactions with the spirits of that brood. When creating a fetish with the aid of a spirit of this brood, you are able to create the fetish with little to no chiminage due to your global acclaim amongst this spirit brood.

Spirit Enmity/Affinity is a single fluid system. You may not have both Enmity and Affinity in a single brood. If you have Affinity 4: Falcon, and gain a level of enmity from Falcon, you drop to Affinity 3.

**Spirit Enmity Levels:**

**Level 1** - Low Approval - -1 trait on all social interactions with spirits of that brood ( Summoning, Social challenges related to mood and requests, no challenges related to combat.) Some spirits of that brood in the area think you are a pretty lame guy.

**Level 2** - Mid Approval - -2 traits on all social interactions with spirits of that brood. Spirits outside your own
home caern and area are beginning to hear about you, for good or for ill. During travel, you might find
yourself being watched with disapproval or anger.

**Level 3** - High Approval - -3 traits on all social interactions with spirits of that brood. You are -3 traits on
social challenges regarding convincing spirits of that brood to enter into Talens you wish to create. Spirits
throughout the region know your name, and what you’ve done. When alone with spirits of that brood, you
might find yourself under attack by them, or your location being sold for chiminage.

**Level 4** - Top Approval - -4 traits on all social interactions with spirits of that brood. You are -1 trait on all
social challenges when dealing with Garou of the Tribe whose Totem you have at this level of enmity. Throughout
the Nation, word of your deeds on behalf of the spirits of this brood is known and spread. You
might find yourself making pacts or deals with other spirits to prevent attacks from the targeted brood.

**Level 5** - Top Approval - -5 traits on all social interactions with spirits of that brood. You are -2 on all social
challenges when dealing with Garou of the Tribe whose Totem you have at this level of enmity. You might
find yourself targeted by spirits of the targeted brood and their allies. You will find challenges harder, if
they’re accepted at all by members of the offended tribe. No spirit of this brood will willingly enter a fetish or
talen for you.

**H3 – Totems**

In order for a pack to follow a totem found within a Tribebook, at least one member of that pack must belong
to that tribe, or hold at least Spirit Affinity x3 with that Totem’s spirit brood, which qualifies the pack to follow
that totem at Low Approval. Otherwise, following a totem found within a Tribebook requires High Approval.

Unless the Totem write up specifically notes otherwise, Garou may not use gifts granted by Totems that are
above their rank.

In order to be a member of a pack, at least 1 point of experience must be devoted to the Totem background
within 1 month of joining the pack to represent your acceptance by the pack’s Totem.

**H3.1 – Personal Totems**

Top Approval

Requires: Athro, or a Packless Adren. Packless Adren must apply to Top again to join a Pack.

After achieving the Rank of Athro a Garou may seek a personal Totem in addition to their Pack totem. Adren
Rank Garou without a Pack may also seek a personal Totem. The bond with a Personal Totem is an
intimate one and generally takes years, if not decades, to develop. The benefits of a personal Totem are in
addition to any benefits from a Pack Totem. The Garou with the personal totem must spend XP in order to
pay for twice the Totem’s cost by themselves and are alone responsible for fulfilling the spirit’s Ban. In order
to obtain a Personal Totem the Garou must have at least Spirit Affinity 4 with the Brood that the spirit is a
member of. Because of the intimate nature of this bond it can only ever be attempted once by any Garou.
Should they end the relationship of their own accord, or should the spirit leave for any reason, the bond ends
and no other bond with a personal Totem can ever be attempted.
Note: The Totem Background is not restricted to a maximum of 5 traits for purposes of purchasing a Personal Totem.

H3.2 – Alphabetical Listing of Totems

**American Dream (Bone Gnawers):** (Cost 3) Grants 2 social traits in challenges with American authorities. The Pack also gets Empathy x2 and Athletics x 2. As an additional effect, any follower of this totem cannot be made to get lost in the good ole US of A. This cancels out any rite, gift, or otherwise that would cause the characters to become lost. The Ban for American Dream is: Followers must accept that their totem cannot always be with them; A Gnosis Challenge is required to locate the totem spirit (and gain the benefits) in any given Scene. The Trait Difficulty is 6 for Homids, 8 for Metis or Lupus (due to lack of connection with the culture); this difficulty is lowered by 1 for each pack member with an obvious piece of pro-America costuming. Additionally, they cannot buy the Totem Power: *Totem is nearly always with the pack members*. When outside the country, followers suffer a 1-Trait penalty in all Social interactions when dealing with non-americans, as the worst of the traveling american stereotypes comes out. Finally, In addition, any American born member of a tribe can join this totem and gain 5 Temporary Honor. If they are European born, regardless of tribe, they lose 5 Temporary Honor.

**Badger (Red Talons):** The pack may draw on five Rage Traits every month.

**Black Unicorn (Child of Gaia):** Black Unicorn’s followers gain one level of the Brawl Ability, and one temporary Glory Renown. Once per month, each pack member may elect to gain five temporary Willpower Traits for the remainder of the session that can be spent normally or used for the comparison of ties. Once per scene, one member of the pack can gain three Healthy health levels.

**Brigid (Fianna):** Instead of the ritemaster gaining a bonus Trait for fetish creation challenges, the ritemaster using any item crafted by a follower of Brigid for the Rite of Spirit Awakening or the Rite of the Fetish wins on ties on the Social Challenges for the rite, and are always considered to have thoroughly tried to please the spirit in the case of failure. In addition, Garou following Brigid can treat items crafted or performances given (read as any display using Crafts, Expression, or Performance) as one quality level higher than their permanent Ability rating.

**Cobra (Silent Striders):** High Approval. No change. Ban- Garou packed to Cobra must fight any vampires or their servants whenever they encounter them. (The children of Cobra should always try to get the Joe’s...)

**Crocodile (Silent Striders):** One extra level of bite damage (lethal). Once per game each pack member can avoid one instance of frenzy for the rest of the scene, at the cost of the ability to go into willing frenzy for the rest of the game. Ban- Crocodile's children must never harm or attack the Mokole, or allow crocodiles or related water lizards to be hunted in the pack’s territory.

**Crow (Bone Gnawers):** (Cost 2) Crow’s followers gain Awareness x2, Subterfuge x2, and Etiquette x1. Optional Ban: Forsaking all wealth and trusting in Gaia to provide. By declaring that they are taking this Ban, losing all Resources and keeping only Fetishes and Dedicated items, the pack may gain 1 Honor at their Monthly moot (1 when they declare, and 1 per month they uphold it) as well as 5 additional Totem Background Traits. Characters with the Struggling Merit lose the benefit of that merit if they take this additional Ban.

**Eagle (Child of Gaia):** Once per session, a member of a pack dedicated to Eagle can get a free retest on
any challenge. In order to call on this free retest, at least two other members of the pack must be within 10 paces of the Garou, and actively working toward the same goal - whether it be bringing down a foe, infiltrating a building, etc. When fighting a foe under the same circumstances, pack members are immune to Fox Frenzy, and are a number of Traits up equal to the number of pack members present in challenges resisting any fear-based effect. Ban: This Ban requires that each pack member possesses two levels of either Influence: Politics or Influence: Bureaucracy, and uses these Influences in monthly downtimes to better their community for the good of all.

Epona (Fianna): Instead of getting three Tireless Traits, followers of Epona gain two levels of Ability: Athletics and the Physical Trait: Tireless.

Firedrake (Get of Fenris): Ban: Gold sacrificed to Firedrake must be at least 14k grade to be accepted.

General Lee (Bone Gnawers): (Cost 5) All members of the pack gain Drive x2 and Crafts x2. They automatically gain the Crafts: Repair specialty if that brings their Crafts over 3. All pack members are up 2 traits on driving related challenges. Cannot buy Totem Power: Totem is nearly always with the pack members. The spirit resides in the car, and it is up to the pack to keep close to it. The pack must assign one member to the maintenance of their automobile. This member must be a theurge, and is typically a Bone Gnawer. As the Thuerge’s rank advances so too does the automobile. Claih; junk car. Fostern; working car. Adren; The car gives 1 trait on all driving tests and is whisper quiet. Athro; The car never runs out of gas. Elder; the car now can cross into the Umbra. If the car is destroyed it regenerates in the Umbra for one month, then returns. As part of the Ban, the Theurge of the pack must include downtime activity for repairs, maintenance, or other work on the car. Failure to do so means the vehicle gains a “fault” (see Spirit Enmity)

Gila Monster (Uktena): Replace the Venom Gift with the following Power (Only accessible while the pack follows the totem). With the expenditure of a Gnosis Trait the users teeth become coated in a toxic sludge. For the rest of the scene or hour the Garou’s bite attacks deal an additional level of aggravated poison damage. The use of Resist Toxin gift will reduce this damage from aggravated to lethal.

Griffin (Red Talons): Associating with Humans does not include Homid Garou, though Human Kinfolk do. In order to violate the Ban of Griffin, players must either have ties to Human Society or interact with humans outside of the brief task placed before them. Going to the store and buying something does not violate the ban, while talking with your human neighbors and inviting them over for a game of cards does.

Gull (Silent Striders): Athletics x 2, Scrounge. Mental trait- Observant. Pack members can run across open water in the Umbra. Ban- the pack must visit or live near open water no smaller than a lake at all times. If the pack is away from such water for more than a week, Gull will abandon the pack until they move to open water again and perform a Rite of Contrition.

Harrier (Silver Fangs): Grants an additional 2 steps in combat, instead of the listed doubling of movement in all forms.

Hrafn, the Raven (Get of Fenris): Ban: Pack members are restricted from having access to Resources as a Background. Pack members may not ask for money, but can accept donations/money gifts, as this was made possible by Hrafn.

Hummingbird (Uktena): Add to end of the last sentence: May only use its Dexterity trait bonus for
defensive actions.

**Hyena (Bone Gnawers):** (Cost 4) If used this totem should grant Primal Urge x2, Subterfuge x2 and the Gift: Laugh of the Hyena. Gift “Laugh of the Hyena” is not granted to a cliath follower of this totem, the Rank of Fostern must be achieved in order to gain this benefit. The Pack has access to 4 extra Willpower a month. Ban: Each pack member must make a Static Willpower test against 6 Traits (8 if they have not spent any time within the bawn of a caern between sessions) at the beginning of the session: failure results in delusions and dementia for the rest of the night (count as having the negative traits Obnoxious and Impatient, representing their tendency to criticize, mock, and victimize others, particularly those higher in status)

**Ibis (Silent Striders):** High approval. Medicine x 1 for each pack member. The cost to have Ibis recall a pack members memory is one mental trait for the day. The cost to permanently record a Garou’s full memory is one permanent Willpower (and should include detailed notes worked out with the storyteller). The cost to have Ibis recall the memory of another child of Ibis not in their pack is significant chiminage taking no less than one full day, 2 Gnosis and the static Mental challenge vs 10 traits. If attempted on a dead character, the cost includes a permanent Gnosis from one member of the pack. +1 vs magic applies to all challenges.

**Jackal (Bone Gnawers):** (Cost 5) All members of the pack gain Survival x2 and Leadership x1 as well as the gift Blur of the Milky Eye. Each member also gains Ancestors x1, with the appropriate stipulation per the book for Bone Gnawers and Silent Striders. Ban: Jackal's Children, as scavengers feasting on the kills of others, may not strike the first blow. For a given pack, if one of their number strikes first in combat, they then gain the "Jackal" card. So long as they have this card, that character can continue to strike first without any additional consequences, though any other pack member risks getting the Jackal card if they strike first. Within 3 sessions of gaining the Jackal card, an ST or Narrator can subsequently take the card and cause the associated player to immediately fail a test, even if they won the challenge and regardless of any retest or other power. Characters with the Jackal’s Blood Flaw cannot be members of a Jackal Pack.

**Medusa (Black Furies):** Reserved for use by the National Staff.

**Mouse (Bone Gnawers):** This totem grants it’s followers Stealth x 1, and the Gift: Tagalong. Mouse is a Temporary Totem, which may only be followed for 3 months, before the spirit will abandon the pack. Mouse only patronizes individual Garou - she is too weak to support a full pack. Ban: While not attached to another pack (using the Gift: Tagalong), The follower must uphold the High Ban (Not shifting out of Homid unless in the Umbra). Failure to do so results in the loss of the totem spirit until the next full moon, and losing 1 Honor or Wisdom (Sts choice)

**Old Wolf of the Woods (Red Talons):** Only available to Lupus Garou packs. Each pack member may call on Ancestors x5 once every month, drawing on Old Wolf’s knowledge.

**O’Mighty Dolla’ & Easy Credit (Glass Walkers):** Neither totem will accept a Bone Gnawer.

**North Star (Silent Striders):** Low approval. Pack members gain Survival x 2, Mental traits; Intuitive x 2. Members of the pack cannot be lost when outdoors while in the northern Hemisphere if they can see the stars. Ban- packs dedicated to North Star must accept or volunteer for messenger or quests duties when asked, and seek out such duties at least once a month.

**Peregrine Falcon (Silver Fangs):** This totem’s XP is per month and may be spent to learn Lores, Rites
and knowledge based skills. The XP does not count as overcap and cannot take you over the limit of 6 per month. Learning is subject to normal approval levels.

**Scarab (Silent Striders):** Low approval. Pack members gain the minor Rite Greet the Sun. Gain Pure Breed 5 once a year to use in any social challenge (does not add to any existing Pure Breed). Once per game gain a free Willpower retest (spend the Willpower) on any Static Challenge. During a solar eclipse Scarab's children gain a bonus Willpower that can exceed their rank cap. Ban- members of the pack must greet the sun every morning and never refuse to participate in a Gathering for the Departed. If a Garou in a Scarab pack has Rage frenzied more than once per week in a month, they lose the benefits of Scarab for the following month.

**Seadrake (Get of Fenris):** Ban: Foes must be conscious at the time that they are sacrificed and be incapable of surviving in the water (no underwater breathing abilities/devices). All members of the pack must participate in the sacrifice. Sacrifices must be done every four months.

**Sea Otter (Child of Gaia):** Followers of Sea Otter can swim or float in any liquid without tiring, suffer no penalties for acting in aquatic environments, and swim at twice their normal speed. They also gain the Physical Trait: *Lithe*, and one temporary Wisdom Renown Trait.

**Seiryuu the Azure Dragon (Stargazers):** Seiryuu will only accept packs that reside around oceans or other large bodies of salt water.

**Sphinx (Red Talons):** Sphinx’s children may draw on Enigmas x2 and five Willpower Traits every month.

**Sphinx-of-War (Silent Striders):** Top Approval. Use at sunset of Descent Into the Underworld without performing the Rite can only be used once a week, and is still restricted to members of the pack only, as well as including all restrictions. Ban: Those packed with Sphinx-of-War must never tolerate or allow the dead to bring harm to the living in their territory.

**Stag (Fianna):** The Physical Trait: *Tireless* is applicable in all Physical Challenges.

**Stourbridge Lion (Glass Walkers):** High Approval

**Suzaku the Red Bird (Stargazers):** Those following this totem do not need to get the Top approval for the increase in Pure Breed. In addition, those tribes who do not get access to Pure Breed still gain the 1 trait.

**Tasmanian Devil (Bone Gnawers):** (Cost 7) Gain Hare's Leap. Enigmas x2 for the pack. 5 Willpower for the pack per month. The Gauntlet is reduced by 2 difficulty for stepping sideways for members of this pack.

**The Great Trash Heap (Bone Gnawers):** (Cost 4) The pack may ask one question of the spirit a month and may carry a piece of trash to communicate with one another per the book. The pack receives Enigmas x2 and Investigation x2.

**Themis, The Dream Weaver (Black Furies):** The Gnosis Trait granted is a permanent Gnosis, rather than a pool.

**Uktena:** While in the Umbra, all incoming damage is reduced by 1. Each pack member gains 1 XP per
month to spend on Enigmas, Occult, Rituals (rites), gifts and other knowledge. The XP does not count as overcap and cannot take you over the limit of 6 per month. Learning is subject to normal approval levels.

I) Fera

Backgrounds/Merits/Flaws:
Any backgrounds / merits / flaws that are for a particular Breed of Fera are not sanctioned for other Fera or Garou.

Gifts:
The approval level to learn Gifts of differing Shifting Breeds follows the same levels of Garou learning Out of Tribe/Auspice/Breed Gifts.

Rites:
Fera have the same access to Rites as Garou do (Mentor, Rites Background, etc). Fera have equal access as Garou to the following rites out of the Laws of the Wild:

Rites of Accord:
Rite of Cleansing
Rite of Contrition

Caern Rites:
Moot Rite (Definitely different in style but same in substance)
Rite of the Opened Caern
The Badger's Burrow
Rite of Caern Building

Mystic Rites:
Baptism of Fire
Rite of Binding
Rite of the Questing Stone
Rite of Talisman Dedication
Rite of Spirit Awakening
Rite of Summoning
Rite of the Fetish

Minor:
All (again, different flavor, same effects)

I1 - Bastet

A Bastet can never be forced to reveal their Yava. Torture, magic, gifts may not be used to force the Bastet to unwillingly reveal their Yava. A Bastet can only ever willingly reveal this secret, and a Top Notification when the Bastet DOES willingly reveal this.

Merits / Flaws:
Gift of Seline - Top Approval

**Bastet Benefits:**
Bastet and Sorcery: Top Approval for each Hedge Magic Path

**Rites:**
Rite of Nine Lives - Not Sanctioned.

**Form Damage:**
Bastet use the same base damage rules in their different forms as do Garou.

**I2 - Corax**

**Camps:**
The Morrigan - Reserved for use by the National Staff.
The Sun Lost - High Approval for NPCs, Not Sanctioned for PCs

**Gifts:**
Corax also have the following gifts available to them as in-type:
- Spirit Speech (Basic)
- Name the Spirit (Basic)

Tongues (Basic Nuwisha, Basic Corax): By drawing upon the shared knowledge of all intelligent beings, a Garou can attempt to understand languages previously unknown to her. This requires a Static Mental Challenge against the difficulty of the language (retest Linguistics). 4 traits - Common modern Language, 7 traits - Obscure or ancient Dialect, 10 traits - Unknown or Forgotten Language. This works on both spoken and written languages.

Dark Truths (Intermediate Corax Gift): The user may unearth one of the target's secrets, ranging from relatively mundane knowledge to deep dark secrets. You must spend a gnosis and make an opposed Mental Challenge against your target (retest investigation). Additional Gnosis traits may be spent to learn additional information as listed below.
- One Trait - Creature type, minor Treachery or wrongdoing
- Two Traits - Real Name, Embarrassing fact, Sire, Parents
- Three Traits - Alliances, Affairs, True Name
- Four Traits - Earth-Shattering Revelations
The information does not need to be known to the target for this gift to function.

**Rites:**
Rite of the Battle Blessing - High Approval to use.

**I3 - Gurahl**

**Tribes:**
*Forest Walker* - Tribal Advantage changed to: They may purchase Influence in Media and University at the rate of 1-for-1xp, to a limit of 5; all other influences are still held to the 1-per-3xp restriction.
**Ice Stalker** - The additional ability traits in Performance, Expression, and Crafts can be used to exceed 5, with the 6th dot costing 2xp. The free retest granted when crafting an object may be used once per session, or once in downtime between sessions.

**Mountain Guardians** - The additional Physical trait granted by the tribe goes above rank caps. The Free retest associated with strength does not apply to combat, only to feats of strength and athleticism.

**River Keepers** - The extra ability trait in Survival can be used to exceed 5, with the 6th dot costing 2xp.

**Rank:**
Gurahl characters have a vastly different system for rank than their Garou counterparts. For this reason, they do not have need to challenge for rank in the course of play. If they reach the requisite renown, they can with completion of a rite claim their next rank until such time as they are able to meet with their peers. Which as you might guess does not happen often. Due to this, this addendum will provide a strictly OOC oversight to the rank gains of the Gurahl. It is as follows:

- Rank 1 to 2, Low approval.
- Rank 2 to 3, Mid approval.
- Rank 3 to 4, High approval.
- Rank 4 to 5, Top approval.

Please note, that there is NO in character mechanic associated unless a plot kit, or storyline provides for a gathering of Gurahl, done for the purpose of sharing stories, or a grand council meeting.

Once a Gurahl has achieved rank 2 they are eligible to undergo *Rite of the Changing Moon* and change their auspice. The auspice change always goes in order presented in the book. There must be at least six months, increased by one month each time the Gurhal has undergone the rite, between castings of *Rite of the Changing Moon* and a life event that has made the Gurhal rethink his place in the cycle. Once the Gurhal has gone through all the Auspices they may go back to one they have already completed to experience it again or to settle into it for good, and are not required to progress through the cycle when they change auspices.

**Marks of the Bear:**

*Adamant Will* -
- A. The free retest in any challenge involving their need to defend and protect may only be used once per scene.
- B. The boost that is detailed with in the Contest of wills section cannot exceed a bonus of +5 for determining ties, and can be as little as +2, the details left up to the Venue Storytellers discretion.
- C. The Automatic Success on a Simple Test or Static Challenge with the expenditure of a Willpower trait is usable only once per scene.

**Backgrounds:**

*Influences* - Bureaucracy, Finance, High Society, Industry, Media, Street and Underworld require High Approval to purchase for Gurahl characters (except for Media if you are a member of the Forest Walker Tribe).

*Umbral Glade* - Available to Gurahl characters only.
**Merits/Flaws:**
High Approval for Gurahl - *Ambidextrous, Daredevil, Early Maturation*

Top Approval for Gurahl - *Umbral Affinity*

Not Approved for Gurahl - *Strict Carnivore, Pack Mentality, Banned Transformation, Forced Transformation, Moon Bound, Natural Channel, Sign of the Wolf, Taint of Corruption*.

Not Sanctioned for this Chronicle - *Garou Companion, Rip Van Winkle*

**Gifts:**
*Threaten:* Replace current static social challenge against targets willpower with: Static social challenge against the targets social traits.

*Engulf the Prey:* Gift requires an expenditure of both Rage and Gnosis and should be an exception to the rule of expenditures. The Physical challenge involved is against the Gurahl's current physical traits.

*Aversion Therapy:* Replace static mental challenge against targets willpower with: static mental challenge against target's mental traits.

*Bestow Ursa's Blessing:* Any boon that is granted and made permanent by the Gurahl must be accompanied by a high approval and traceable approval number.

*Quell Mob Rage:* Replace static social challenge against highest Willpower in the Group with: Social challenge against the target with the highest social trait total.

*Gaia's Breath:* Top Notification must be received within 30 days of use.

**Rites:**
*Rite of Finding the Ancient Cache -* Top Notification to be utilized.
*Rite of Fighting the Death Bear -* Top Approval to possess and use.

**Fetishes/Talens:**
*Claws of the Cave Bear:* High Approval for Gurahl characters, Inaccessible to others
*Mother Tongues:* High Approval for Gurahl characters, Inaccessible to others
*Net of Stars:* High approval for Gurahl characters, Inaccessible to others
*Soul Brush:* Top Approval for Gurahl characters, Inaccessible to others
*Ursa's Healing Balm:* Low Approval for Gurahl characters, Inaccessible to others

**Form Damage:**
Gurahl use the same base damage rules in their different forms as do Garou.

**I4 - Mokole**

**Gifts:**
*Awe (Basic Eclipsed Sun):* The User simply by her bearing and speech, proves to others her mastery and right to rule. Make an opposed Social challenge (retest Empathy). If successful you gain +1 trait on all social tests against that target and the target is down one trait on all attempts to attack you. The gift lasts
In the scene.

Calm the Flock (Advanced Decorated Sun, Advanced Nam Hsia, Advanced Grisma): The User can ease the minds of humans, sparing them from the danger of Delirium. Spend a Gnosis and make an Opposed Social Challenge against the target. The target may not relent. If the test succeeds the target may ignore the effects of Delirium for one scene.

Snake Skin (Shed-Basic Nuwisha, Snake Skin-Basic Mokole): With this Gift, the user can escape the grip of a foe by shedding his skin. With a Physical Challenge (retest with Brawl), the user can automatically escape a grappling attack, or gain a two-Trait bonus on slipping out of chains or bonds.

Take the True Form (Advanced Midnight Sun, Advanced Pei Tung, Advanced Hemanta): This gift allows the user to command a shapechanger to assume her breed form instantly. Make an opposed Social Challenge (retest primal urge) if successful the target reverts to their natural form. Under no circumstances may the target assume a different form until the next scene. This gift is also effective against any other type of transformation powers such as Serpentis, Protean, Life Sphere, or Elder Form.

I5 - Nagah
Gifts:
Fluid Grace (Intermediate Balaram): As the Lupus Gift: Catfeet

I6 - Nuwisha
Starting Willpower: 3

Camps:
Umbral Dansers - Top Approval; Characters who wish to join the Umbral Dansers must be at least Rank 3 (Aunt/Uncle) in addition to the other requirements listed in the Laws of the Wild: Changing Breeds 1.

Merits/Flaws:
Favored by Coyote - High Approval

Gifts:
Shed: See write-up for Snake Skin under Mokole.

Tongues: See write-up under Corax.

Rites:
Rite of Dancing - Low Approval for Umbral Dansers, Not Sanctioned for others.
Rite of the Dream Danse - Low Approval for Umbral Dansers, Not Sanctioned for others.
Sing Back the Dead - This rite is held in exclusive use by the National Storytelling Staff.

Fetishes/Talens:
The Ball of Death: Top Approval
**Mirror of Ti Malice:** Top Approval

**Totems:**
*Ptah*: High Approval  
*Oghma*: Top Approval

**I7 - Ratkin**

**Backgrounds:**
Colony - x1 - Low Approval, x2 & x3 - High Approval, x4 & x5 - Top Approval.  
Freak Factor - No more than two levels of Freak Factor may be purchased at this time.  
Plague - Players may choose The Rat Race at Low Approval, Ratkin Ronin at High Approval. No others are sanctioned at this time in the United States.

**Umbral Realms:**
Paradise Realms - Top Approval.  
Itchy Zone, Stairway Zone - High Approval.

**Gifts:**
*Backbite:* Each use of this Gift beyond the first in a scene requires the Ratkin to win a Mental Challenge against her opponent upon exiting the Umbra in order to actually surprise her opponent. If the opponent is not surprised, no automatic surprise attack is given.

*Perfect Poison:* The Ratkin must win a Physical Challenge and damage their opponent to introduce it into their bloodstream. Use of Resist Toxin will allow the user to engage in a static Physical Challenge with the Ratkin's Physical Traits. Upon a successful test, characters are considered to have passed five turns of damage, leaving five to be tested down. Mother's Touch cannot remove the poison. Characters with poison in their bloodstream make a Simple Test for each wound level inflicted, up to ten. On a win, they do not suffer that level of damage. After ten turns, the poison is considered to be cycled out of the bloodstream. Perfect Poison can only affect a character once per day.

*Sticky Fingers:* Items dedicated with the Rite of Talisman Dedication cannot be stolen with this Gift.

*Protect the Herd (Shadow Seer):* For purposes of comparing rank with a vampire, please use the following chart:
- Rank 1 - Animalism x1  
- Rank 2 - Animalism x2  
- Rank 3 - Animalism x3  
- Rank 4 - Animalism x4  
- Rank 5 - Animalism x5  
- Rank 6 - Animalism x6

**Rites:**
*Rite of the Bolthole:* Finding an Anchorhead that leads to the Deep Umbra is Top Approval. Traveling to a specified Near Umbral Realm still requires the prerequisite approval to travel there.

*Rite of the Pain Dagger:* Warriors Only.
Rite of Investiture - High Approval.

Fetishes/Talens:
Circular Saw Launcher: Not sanctioned.

J) Mortals/Kinfolk

J1 - Creation notes
Mortals all start with 6/4/3 for traits
5 abilities
5 backgrounds
3 willpower
and may spend up to 10 free Traits.

J2 - Types
Basic Humans (Mid Approval)
Kinfolk (Same approval level as related tribe or shifter breed)
Unaffiliated Kinfolk (Low Approval)
Kinfolk with the Gnosis Merit (Mid Approval)
Kinfolk with Sorcery (Top Approval)
Lupus Breed Kinfolk: Not sanctioned for PC's

Kinfolk may not possess both the gnosis merit and sorcery numina.

Kinfolk PC's receive the Kinfolk Merit (3pts) for free at Character Creation, this does not count toward their limit of 7 points of merits. Characters with the Kinfolk Merit may not First Change. If for some reason, through story or plotkit, a Storyteller allows a Kinfolk character to First Change into a Garou, the character must make up the difference in experience expenditures made at differing rates.

J3 - Traits
Regardless of age, mortal characters have the following maximums:
Eight Traits in each Attribute category, ten Willpower Traits, and five Traits in any given Ability. Partially awakened characters have a cap of 9 traits in each attribute category.

We do not make use of the Associations from Laws of the Hunt Revised.

Mortal character may not be members or employees of any of the groups presented in Laws of the Hunt: Specifically this excludes FBI, NSA, CDC, DEA and the governments of other countries.

Psychic numina is not sanctioned for Player characters.
Theurgy is not sanctioned for Player characters.
True Faith is not sanctioned for Player Characters.
J4 - Abilities
Mortals begin play with five starting Abilities, not three. Alchemy and Herbalism (used with the Alchemy path of sorcery) both fall under the Hobby/Professional/Expert Ability in Laws of the Hunt.

J5 - Backgrounds
Mortal Characters receive 5 background traits at creation.

Ignore the occasional reference to Arcane and Library, Backgrounds that are not actually available in the Revised Laws of the Hunt. Additional Backgrounds can be found on page 53 of Dark Epics.

Espionage and Military influence are not sanctioned

**Mana:** This background is restricted to Mortals with Sorcery. Each Trait of the Mana Background allows the sorcerer to store a single Trait of Mana for use in his magic and higher levels allow for the expenditure of multiple Mana Traits (to lower casting difficulties) in one turn. A Sorcerer may expend temporary Mana Traits up to half (round up) of their background in a single turn. In order to refresh Mana Traits each sorcerer must engage in some kind of meditative state. Each hour spent undertaking this activity, the sorcerer makes a Simple Challenge (retest with the Meditation Ability). On a win or a tie, the character regains a single temporary Mana Trait. Kinfolk with Gnosis may not possess this background.

**Mentor:** A character may not learn more Numina powers from her Mentor than her level in this Background, so the character’s Experience Trait log should reflect which powers have been learned this way.

J6 - Merits and Flaws
Gaining a Venue Subtype Merit unique to another venue: Top approval (ie ghoul, kinain, Revenant)

**Clear Sighted:** Top Approval. Use the power comparison chart on page 94 of Dark Epics, comparing the Clear Sighted Merit as an Intermediate Sphere.

**Faerie Blood:** Not Sanctioned

**Ghoul:** Ghouls have safe, "usable" access to six of their ten Blood Traits, and suffer a level of damage for each Blood Trait they lose (or use) beyond that. Ghouls may only spend one Blood Trait per turn, to increase Physical Traits, power Disciplines, or heal wounds as vampires do.

Ghouls begin play with only one Discipline, the first power of Celerity, Fortitude, or Potence (usually whichever the domitor has in-clan, but not necessarily). All Disciplines are considered out-of-clan for ghouls, thus teachers must be acquired, and out-of-clan Experience Trait costs must be paid. Additional levels of the ghoul’s initial physical Discipline can be bought without a teacher (but the other restrictions still apply).

**Kinfolk:** The cost of learning a Basic Gift is changed to four Experience Traits, but the kinfolk may only purchase Gifts from her breed and Tribe lists. If the character does not select a Tribe (see Laws of the Wild page 70), she may only purchase breed Gifts.
**Kinain**: Fianna may purchase Kinain instead of Kinfolk with Top approval. Kinain may not learn Fae Arts but are immune to the Delirium and act in all other respects as a kinfolk retainer.

**Magic Item**: This Merit is a generic placeholder for venue specific magic item backgrounds (fetish, wonder etc) and allows the character to purchase those backgrounds when she would otherwise be unable to.

**Potent Blood**: The character’s blood is so powerful that nearby vampires can smell it when they come within ten feet of him. (Double this distance if the character is bleeding, or if the vampire has a heightened sense of smell.) Because the blood can be smelled, hungry vampires may have to check their Self Control to avoid attempting to feed on a character with Potent Blood, and a vampire already in a feeding frenzy will most certainly choose a mortal possessing this Flaw as her first victim.

**The following Merits and Flaws are not sanctioned for PCs:**
- Resemble Vampire
- Poisonous Blood
- Addicted to Vampiric Vitae
- Company Man
- Top-Secret Access
- Double Identity
- License to Kill
- Secret Friendship
- Symbol Independence
- Unbondable
- Ecumenist
- Mysterious Guardian
- Fist of God
- True Faith

**J7 - Humanity**
The rules for Humanity Traits from Laws of the Hunt are not used. Instead, all Mortal characters (regardless of Venue) use the Virtue and Morality rules from Laws of the Night Revised. However, Mortal characters start off with ten points of Virtues, which are assigned during character creation in exactly the same way as they are for vampires. All Virtue and Morality rules from Vampire apply to Mortal characters, as well. Storyteller discretion should be used to determine when a Virtue Test is required, and at what difficulties. A Mortal that loses his last Morality Trait does not enter Wassail. Instead, he automatically regains the Morality Trait at no cost, but is inflicted with a permanent, incurable Derangement of the Storytellers choice. Mortals may not follow paths of enlightenment.

**J8 - Powers**
Mortals may buy Numina with Experience Traits at character creation (the text on page 140 implies otherwise).

Numina that add Attribute Traits are not cumulative, so Physical Traits gained from an Alchemy potion would not add to those gained from an Enchantment talisman; only the highest bonus will apply.

Numina that allow for the recovery of Willpower do not allow a character to recover more than two Traits per
Generic Numina effects (especially the Sorcery Path Fascination) that grant Bonus Traits are normally, unless otherwise specified, limited to 1 Bonus Trait for Basic effects, 2 Bonus Traits for Intermediate effects and 3 Bonus Traits for Advanced effects. At the cost of a Negative Trait (to be borne by the character for same duration as the Bonus Traits granted by the effect) a single additional Bonus Trait may be added to this total. Only one additional Bonus Trait may be gained in this fashion.

J9 - Sorcery

Acceptable Paths of Sorcery:
- Conjuration
- Divination
- Fascination
- Fortune
- Healing
- Hellfire
- Oneiromancy
- Shapeshifting
- Summoning/Binding/Warding
- Weather Control

The game makes use of the optional rules for Freeform Spells, and Grades of Success where appropriate.

The Willpower Trait spent to “hang” a spell is in addition to the normal cost to cast it. The test to cast must be made as the spell is hung, and then again when the spell is actually cast. Hanging complex spells is extremely difficult, such that the sorcerer may not successfully hang a ritual spell, nor may she employ teamwork or extra Grades of Success in the casting. In the text under the heading “Rituals”, ignore the reference to the Rituals Ability.

Healing: Only one level of damage is healed per level of the spell used (1-5). A single extra Grade of Success allows the sorcerer’s healing spell to take effect instantly.

Hellfire: The range and duration of Hellfire are unmodified by this supplement, but the damage levels it can inflict are altered thusly: one level for Basic effects, two levels for Intermediate, and three levels for Advanced effects. Spells that combine this damage with damage from other attacks simply add a level to the guideline above. For example, Hellblade as an Initiate spell adds only one level of damage (the maximum for its level), but as a Master spell adds three levels of damage. In the example of the Master level spell, attacks from the weapon inflict a maximum of four levels of damage, regardless of the type of weapon, or additional effects used in combination with it.

Variations of Hellfire are allowed (see the ‘Hellwind, etc.’ boxed text on page 211), but very limited game mechanics are applied. Unlike fire, varied energy types do not cause combustible materials to catch fire, nor do they cause vampires to test for Rötschreck. Non-standard elemental effects apply a one-Trait penalty to a certain type of challenge for a number of turns equal to the level of the spell being used (Apprentice, Initiate, Disciple, Adept, Master). For example, cryogenic attacks may cause surfaces to become icy, applying a penalty to all physical challenges where movement is involved. Poisonous vapors make apply the penalty to all challenges involving
perception, or where the challenger needs to see her target. The Storyteller designs the penalty at the time
the sorcerer learns her first level of the power. The penalty is applied over the entirety of the spell’s area of
effect, so in some cases, it might be applicable to only a single person.

**Summoning:** The challenge against the target, which occurs after the challenge to see if the spell is
successful, is a Mental Challenge (rather than a Mental vs. Willpower Challenge), unless the target does not
have Mental Traits (as is the case with many types of spirits).

**Summon/Binding/Warding:** Durations for these Paths are changed by the following definitions: Turn -
combat round or, if not in combat, 5 minutes Story - one month

Grades of success may be used during the casting to increase duration. To make a permanent ward
requires the use of Level 6 Warding or the Enchantment Path to make a permanently warded item (ritual for
such an item needed). S/B/W rituals may be cast and "held" per the standard penalties for held spells. The
maximum amount of time an S/B/W ritual may be held is one day or until the caster sleeps, whichever
comes first.

**J10 - Freeform Rituals**
We use a Freeform Rituals mechanic for Paths of Sorcery.

**Time:** A Freeform Ritual is time-consuming. While the newly-dynamic sorcerer can now begin to innovate
on the patterns established long ago, she must re-tread a lot of old ground and rebuild from the bottom up.
As a result, Freeform Rituals take days or even weeks to research and cast. (The chart below presumes
regular daily work on the Ritual and may not be accelerated by any means.) Time required to cast a
Freeform Ritual is as follows:
- Apprentice - Two days
- Initiate - Four days
- Disciple - Seven days
- Adept - Twelve days
- Master - Twenty days

If the Ritual is not bought as a known Ritual, the sorcerer will have to satisfy this time requirement with every
single casting of the Freeform effect. During this time period, the sorcerer may not cast any other Rituals,
Freeform or otherwise, without ruining the current casting process.

**Difficulty:** Freeform Rituals are difficult to get one's head around. They hint at a level of fluidity which the
semi-static caster instinctively recoils from. The difficulty of a Freeform Ritual may be determined with the
following formula:

1. Determine the Ritual's base difficulty (1 for Apprentice, 2 for Initiate, etc.) and add 2 to the result
2. Double the base difficulty +2
3. Add +1 for Vulgar casting or +3 for Vulgar casting with witnesses, if appropriate (calling down a blizzard
   in August in Tampa, for example)
4. Subtract difficulty for successful teamwork (maximum of -2 difficulty), if any
5. Subtract difficulty for Mana expenditure (maximum of -3), if any
6. Account for Wound Penalties, if any
7. Expend a Willpower Trait (above and beyond any other expenditures normally required for a Ritual of the
J11 - Systems Metamorphosis

**Things Lost, Things Retained:** Mortals that undergo metamorphosis normally lose access to all their Numina. (The possible exceptions are listed in the book beginning on page 274.) Mortals with Arts, Disciplines, or Gifts lose access to them upon metamorphosis unless they are morphing into a character Type that normally has access to them (in which case keeping them).

**Mortal to Ghoul: Enthrallment (4.23):** A Mortal whose ghoul condition has lapsed because of lack of blood regains all Discipline levels upon being ghouled again, provided her new domitor’s generation is powerful enough for her to access them (see the guidelines under the Ghoul Merit, above). If her domitor’s generation is not sufficient to allow access to all levels, switching to a powerful enough domitor later can allow her access to these Disciplines again.

**Ghoul To Vampire Embrace (4.24):** When Embraced, ghouls and revenants may keep any Disciplines that are now in clan for them. Any other Disciplines that the player wishes her character to keep require Storyteller approval. It is not common for former ghouls to keep out-of-clan Disciplines that do not fall into the eight that are inherent to all vampiric blood (Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, and Presence).

**Wraith: Into Oblivion:** Kinfolk and sorcerers do not become Wraiths upon death.

**Partial Metamorphosis:** Characters may sometimes interact in such a way that they become beholden to other venues. Examples of this include Enchantment, Wyrm Taint, Possession, and Ghouling. Each venue has methods for using, removing or controlling this aspect.

**Ghouling:**
*Garou/Kinfolk:* Counts a Wyrm taint to all gifts. Unable to regain or use gnosis. Ghouling may be removed by cleanse taint or a rite of cleansing. While even partially blood bound Garou and other shifters are 1 trait down on all frenzy tests and need only fail 1 simple test to enter thrall of the wyrn. Note that Vampire Blood carries a potent addictive properties that cannot be removed with Rite of Cleansing.

**Enchantment:**
*Garou:* Garou, especially fianna have a long history with Changelings and may be enchanted as normal. Fianna may extend the duration of enchantment by half by spending a gnosis.