

Werewolf: The Forsaken Gift Summary

Learning Gifts

- Must be part spirit to learn a Gift
- Can only be taught by spirits
- No character can have a Gift of a level higher than his highest primary Renown (The two types of renown associated with Tribe and Auspice, or just Auspice for Ghost Wolves)
- Starting Gifts: 1 Tribe, 1 Auspice, 1 Player choice (Ghost Wolves: 1 Auspice, 1 Open List (Father Wolf / Mother Luna), 1 Player Choice)
- May not select gifts from Auspice lists other than own
- At character creation, may trade Player Choice Gift for 1 dot of Rituals
- When a new point of Renown is gained, character gains a free (No XP cost) Gift worth same dots, selected from the character's Auspice or Tribe Affinity, or from Open List
- Gifts chosen at character creation must be sequential
- Gifts may be learned out of sequence after character creation (+3 XP per Gift skipped)
- Gifts of any list (except different Auspice) can be bought for XP (Affinity / Open = 5 XP x new dots, Other = 7 XP x new dots, out of sequence = +3 XP per Gift skipped)
- When a new point of Renown is gained, character gains a free (No XP cost) Gift worth same dots, selected from the character's Auspice or Tribe affinity, or from Open List. This Gift can be taken out of sequence for no additional XP cost
- Learning time: 1 hour per level of Gift

Gift Use Modifiers

- +2 Area of influence of a powerful (••••+) locus
- +1 Area of influence of a locus (rating • to •••)
- +1 Character's Auspice moon is in the sky
- 1 Character has wound in third to last Health box
- 1 Local spirits are actively hostile to Gift user
- 1 Wielding or in possession of silver (per item).
- 1 to -5 Under the influence of Drugs or Alcohol (or even poison)
- 2 In presence of an Uratha in Kuruth
- 2 Character has wound in second to last Health box
- 2 Afflicted with powerful sensory stimuli (deafening noise, powerful stench, etc.)
- 3 Character is in a Barren
- 3 Character has wound marked in last Health box
- 4 Middle of a hurricane
- 5 Bound and gagged with silver manacles (Gifts requiring speaking / motion are impossible)

Gift write-up format: (Cost / Action / Activation Roll). DF = Dramatic Failure; S = Success; ES = Exceptional Success. E = Essence, WP = Willpower.

Crescent Moon (Ithaeur only) Gifts (Pg. 104)

Two-World Eyes (•) (- / Instant / Wits + Occult + Wisdom) Uratha sees events in both physical and spirit realms. Lasts 1 round per success. **ES:** Smell or hearing applies as well.

Read Spirit (••) (1E / Instant / Int + Occult + Cunning) Reveals name, type, and rank of a spirit, as well as one additional fact per success after first (Power, Finesse, Resistance, Willpower, Essence, Speed, Numina, etc.). 1 round of prior interaction with spirit required. No Ghosts.

Gauntlet Cloak (•••) (1E / Instant / Dex + Occult + Purity) -2 penalty to spot character in both worlds. -1 penalty to recognize character if spotted. -2 concealment modifier vs. ranged attacks. Lasts 1 turn per additional success. Crossing Gauntlet negates. **DF:** Tear in Gauntlet, spirits may cross. **ES:** -3 concealment modifier, +1 Defense.

Between the Weave (••••) (1E / Ref / -) Uratha crossed Gauntlet as reflexive action. Ambush targets use Two World Eyes or Wits + Composure -4 to detect.

Crash the Gates (•••••) (1E +1E per packmate / Instant / -) Extends *Between the Weave* to packmates. Packmates must be willing. Packmates cross on same Initiative as user. Double XP cost to learn if *Between the Weave* is not known.

Death Gifts (Pg. 106)

Death Sight (•) (- / Instant / -) Uratha can see ghosts. Int + Occult roll to detect stains of death as instant action (phantom bloodstains mark deaths of creatures within last month, size varies according to size of creature and emotional discharge at death, darker stain = more recent). Applies only while in the physical world.

Ghost Knife (••) (1E / Instant / -) Uratha enables held object to injure ghosts for one scene. +1 bonus versus ghosts, Uratha picks lethal or bashing damage. In case of ranged weapons, applies only to ammunition loaded at time of infusion. Gift user can imbue his own natural weapons.

Corpse Witness (•••) (1E / Instant / Man + Occult + Purity) Corpse gives up the secrets of all it has 'seen' since its death. Only head is necessary, some flesh required. Uratha must breathe into corpse's mouth. **DF:** Corpse babbles blasphemies, Uratha loses 1WP. **S:** Corpse gives details of its observations the Uratha would consider important. **ES:** Corpse can answer specific questions (1 per additional success).

Word of Quiet (••••) (1WP / Instant / Pres + Occult + Honor - Target's Stamina) All living creatures who hear Uratha within (10 x Presence) yards suffer one bashing. Undead suffer 1 lethal per success. Highest stamina for a group of creatures is used.

Vengeance of the Slain (•••••) (1E / Instant / Stamina + Occult + Wisdom) Uratha returns soul to an acceptably intact body dead no more than one day. Wounds corpse died from remain on body (cosmetic). Corpse can use any supernatural abilities once possessed, can speak, regains full Health, suffers no wound penalties. Lasts one hour per success or until corpse is killed again. Works on a given corpse only once.

Dominance Gifts (Pg. 109)

Cannot be used on Uratha with more dots in user's primary tribal Renown. Work only on Uratha, Wolf-Blooded, and humans. Dramatic failure = No Dominance Gifts from that user will work on target again for one scene (• to ••), or any target for one scene (•••• to •••••).

Warning Growl (•) (1WP / Contested / Pres + Intimidation + Glory vs. Composure + Primal Urge) Gift user gains +2 Defense bonus vs. target for one scene.

Luna's Dictum (••) (1WP / Contested / Pres + Intimidation + Glory vs. Composure + Primal Urge) Single target obeys a command of a few words. Does not work if target is distracted by threats like combat. Target does not harm himself or others, or do anything seriously against his nature. Task lasts no longer than one minute. **ES:** Target rationalizes his obedience.

Voice of Command (•••) (1E / Contested / Man + Intimidation + Honor vs. Resolve + Primal Urge) Affects up to three targets who contest separately. -1 to activation roll for each target after the first. Order can have two or three specific directions, same restrictions as Luna's Dictum. Lasts 5 minutes per success. Harm as a result of obeying the commands ends the effect. Gift can only be used on a given target once per day. Targets twist spirit of command if possible, unless **ES** is rolled.

Break the Defiant (**)** (1E / Instant / Pres + Intimid + Purity - Target's Resolve) Target loses 1 WP for each success. Works on a target once per day.

Tug the Soul's Strings (***)** (1E / Contested / Man + Pers + Cunning vs. Resolve + Primal Urge) Uratha forces target to perform deeds that violate his identity. No direct harm to self, although target will place himself in danger (+3 to resistance roll). Second roll gained with this bonus if danger is not immediately apparent. Lasts 10 minutes per success. Once per subject per day. **ES:** Target does not gain second resistance roll if danger manifests.

Elemental Gifts (Pg. 111)

Call Water (•) (- / Instant / Stam + Survival + Purity) 1 cup of water created for every success. Can be invoked once per hour. Excess overflows hands into container, or onto the ground.

Manipulate Earth (••) (1E / Instant / Dex + Crafts + Cunning) Shapes area of earth 100 ft² or 40 ft³. Does not work on stone, concrete, metal, etc. Changes are permanent. **DF:** Earth spirits become hostile (-2 penalty to social rolls or Gift activation involving these spirits). **ES:** Stone can be sculpted as well.

Command Fire (•••) (1E / Instant / Str + Survival + Glory) Uses existing flame to damage line of sight target within 20 yards of source. 1 point of fire damage per success. Defense, concealment, and armor apply, lasts for one attack. Can also be used to spread flame (x2 spread rate) or stop it from spreading. Lasts as long as Uratha concentrates, -2 to activation roll.

Invoke the Wind's Wrath (**)** (2E / Instant / Str + Empathy + Honor) Forms whirlwind within 50 yards of user. Radius of effect = 3 yards, lasts 2 turns. User directs at his own base Speed. People or object caught in effect suffer one lethal per success achieved on activation roll, and suffer -4 penalty on all die rolls. Targets weighing less than 150 pounds may be lifted and thrown in a random direction. Target may attempt to evade during Gift-user's Initiative even if his turn is normally after - Dex + Athletics at -4 penalty, uses up target's action for that turn. Modifiers: Blustery day (-1), Windy day (-3), Calm day (-5). **DF:** Uncontrolled weather feature. **ES:** Lasts 3 turns.

Lament of the River (***)** (3E / Extended (50 successes) / Stamina + Intimidation + Wisdom) Waters within one square mile of Gift user swell and flood the region.

Evasion Gifts (Pg. 113)

Loose Tongue (•) (- / Contested / Man + Socialize + Wisdom vs. Composure + Primal Urge) Affects a number of targets equal to successes rolled. Targets suffer -2 penalty to Empathy and Subterfuge rolls against the Gift user for one scene. Targets must be engaged in conversation for at least 30 seconds before activation. **ES:** Targets suffer -2 penalty to Composure rolls as well.

Sand in the Eyes (••) (- / Contested / Man + Sub + Honor vs. Composure + Primal Urge) Target suffers -5 penalty to Int + Composure rolls to remember details of the target during the scene in which the Gift is activated. Effects end if Gift user attacks. Memories are clouded, not erased. Once per scene per target. **ES:** Int + Composure roll at -5 to remember character was there at all.

Playing Possum (•••) (1 WP / Ref / Wits + Sub + Cunning) Uratha appears biologically dead. Regeneration ceases. Contested Int + Medicine rolls for a persistent investigator. User can revive as instant action, remains aware, cannot move without ending Gift. **ES:** User can regenerate while 'dead' without showing external signs of healing.

Double Back (**)** (1 WP / Ref / Int + Invest + Glory) Uratha becomes aware of all attempts at physical deception in the area for one scene (Concealed evidence, hidden trails, disguise, etc.). Does not reveal what the actual disguise, hidden object, etc. is. **ES:** Mystical (illusions, etc.) deceptions detected as well.

Fog of War (***)** (1E / Contested / Man + Exp + Honor vs. Resolve + Primal Urge) Uratha howls, drums, etc. throwing confusion over targets within extreme hearing range. Listeners suffer -3 penalties to all actions as long as user maintains effect. User can designate subjects as immune, but must do so specifically at activation and be able to see said subjects. Multiple users force multiple resistance rolls, but effects do not stack. **ES:** Affects any target who hears howl on first turn of activation for remainder of scene.

Father Wolf's Gifts (Pg. 114)

Wolf-Blood's Lure (•) (- / Ref / -) User projects his wolf nature, making mundane wolves and dogs see him as one of their own. User can communicate with and gains +1 die on social rolls with these creatures. Lasts from moonrise to moonset, or vice-versa.

Father Wolf's Speed (••) (1E / Ref / -) User's gains double Speed and +2 to Defense vs. firearms for one scene. Cannot be used in Hishu or Dalu.

Primal Howl (•••) (1E / Contested / Pres + Exp + Purity vs. Composure) Howl is heard for miles but affects targets with 10 yards per dot of user's Primal Urge. No indirect effect (phones, etc.). Subjects are affected by Lunacy (WtF pg. 175). Listeners may still act normally if Composure is equal to or greater than rolled successes. Shapeshifters and spirits are immune. Other Supernaturals get Composure + other appropriate resistance Trait (Blood Potency). Wolf-Blooded and Ghouls gain no bonus.

Savage Rendng (**)** (1E / Ref / -) Uratha's claw and bite attacks inflict aggravated damage for one scene, or until user ends Gift. Use on Uratha is a sin against Harmony 4 (3 dice).

Spirit Pack (***)** (1E / Instant / Man + Animal Ken + Glory) User howls battle cry, summons one Wolf-Brother spirit (stats WtF pg. 244) per success. Spirits act as a pack and return to Shadow when no enemies remain. If Gift user is slain, pack fights until slayer is dead or entire pack is defeated.

Full Moon (Rahu only) Gifts (Pg. 116)

Clarity (•) (1E / Ref / -) User's Initiative increases by 5. May be used retroactively like a Vampire's Celerity Discipline.

Attunement (••) (1 WP / Ref / Wits + Brawl + Wisdom - Target's Resolve) After one full turn of combat with foe, user can ignore number of target's Defense dots equal to user's Primal Urge. Can apply to weapon or firearms attacks even though Brawl is part of activation. Can only be applied to one opponent at a time. **DF:** User loses Defense against target for one turn. **ES:** Add one to user's Primal Urge.

Death Maul (•••) (1E / Ref / Str + Brawl + Glory) The teeth of the Uratha extend to get even more of a devastating bite. Though the Gift remains active for a scene, the Uratha must spend 1E to extend his bite for more devastation (+3 dam). This Gift will only successfully activate in Gauru, Urshul, Urhan, or in combination with Partial Transformation if the Uratha's jaw is transformed into that of a wolf. **DF:** Case of lockjaw, cannot bite for the scene, as well as, cannot activate till next Full Moon. **ES:** Spend no extra Essence for follow up Death Maul attacks in the scene. (May only activate once per scene)

Rage Armor (**)** (1E / Instant / Stam + Surv + Honor) User gains 1 Armor point per 2 successes (remainders ignored). Does not apply to silver attacks. Last for number of turns equal to user's Primal Urge. **DF:** User is careless, loses Defense for first turn of combat.

Luna's Fury (***)** (1E / Instant / Dex + Emp + Cunning) User gains benefit of dodge (Defense doubles) and all-out attack (+2 attack dice), and can still attack normally. Effects last for a number of turns equal to successes, but Essence must be spent each turn. No other Gifts may be used while active. **DF:** User loses Defense for next turn of combat. **ES:** Doubled Defense also applies vs. firearms for duration of Gift.

Gibbous Moon (Cahalith only) Gifts (Pg. 117)

Pack Awareness (•) (- / Ref / Wits + Empathy + Wisdom) Cahalith gains general sense of packmates' position relative to him, as well as their state of being and general activity. Wound penalties and unconsciousness due to wounds are also conveyed. Packmates must be within a number of miles equal to the Cahalith's Primal Urge. Lasts one scene. **DF:** Awareness is overwhelming, -1 penalty for one turn per packmate. **ES:** One packmate of Cahalith's choice gains a point of Willpower.

Resist Pain (••) (1 WP / Instant / Stamina + Survival + Honor) Cahalith ignores wound penalties for one scene. **DF:** Wound penalties increase by one for one turn. **ES:** Cahalith gains +1 bonus on next attack roll.

Rallying Cry (•••) (1 WP / Instant / Man + Expression + Glory) Cahalith channels Cahalunim through howl / song etc. Each packmate regains one spent Willpower point. Cannot be used on same people more than once per day. **DF:** Each packmate loses one WP instead. **ES:** Cahalith regains activating WP point, as well as one additional.

Unspoken Communication (••••) (1E / Instant / Int + Socialize + Purity) Packmates visible to the Cahalith during activation are joined in mental communication, either one to one or with all packmates simultaneously. Connected packmates gain +3 to Initiative, and +1 bonus to attacks and Gift use vs. enemies. A new packmate can be included by spending an additional Essence point. Does not cross Gauntlet. Lasts one scene. **DF:** Cahalith is overwhelmed and suffers -1 penalty per packmate for one turn. **ES:** Each connected packmate regains one point of spent WP. Only one WP can be gained per day by a packmate through these means.

Call of Glory (•••••) (1 WP / Instant / Pres + Expression + Glory) The Cahalunim directly inspire the Cahalith's packmates. Each success achieved heals one point of damage (regardless of type, right to left) for each packmate (excluding the Cahalith). Packmates must hear Cahalith directly, must follow same pack totem. Works once per packmate per day. **DF:** Summoned Lunes are offended. -2 penalty to all rolls for Cahalith and packmates for one turn. **ES:** Lunes include the Cahalith in the healing.

Half Moon (Elodoth only) Gifts (Pg. 120)

Scent Beneath the Surface (•) (1 WP / Contested / Wits + Empathy + Purity) Elodoth studies target for one turn. Success senses truth or lack of deception in the subject's actions and words, and subject's general emotional state. **DF:** Elodoth is convinced subject is telling the truth. **ES:** Subject's behavior reveals a clue about what he is hiding.

Snarl of Command (••) (1 WP / Contested / Pres + Intimidation + Cunning vs. Subject's Composure + Primal Urge) Elodoth forces target to reveal the simple truth behind a subject of contention. Can mean answering of a single question, removal of a disguise, revealing of a true form, etc. Subject will not follow arbitrary commands. Usable only face-to-face once per subject per day. **DF:** Elodoth cannot use this gift on anyone for rest of day. **ES:** Subject elaborates on details about the truth.

Aura of Truce (•••) (1E / Instant / Man + Persuasion + Honor) Elodoth is backlit by a half-moon halo and suffuses the area with calm for one scene. Affected beings must expend 1 WP to be free of the effects. May only be used before violence begins, and ends immediately if the Elodoth attacks. Failure in using this Gift does not necessarily make those affected hostile, but the Elodoth has only his wits and charm to rely on. **DF:** Elodoth offends all parties, cannot use Gift on same subjects again until next moonrise. **ES:** Subjects expend 1 WP for each *turn* they perform hostile acts.

Fuel Rage (••••) (1E / Instant / Stamina + Occult + Purity) Must be used in the turn immediately prior to the Elodoth shifting to Gauru, or in the same turn as a reflexive shift to Gauru. Successes add to number of turns war form can be maintained. No effect in the Shadow, user can still leave Gauru voluntarily, usable only once per scene. **DF:** User cannot shift into Gauru for remainder of scene unless Death Rage is invoked. **ES:** One extra turn added.

Bind or Sunder (•••••) (1E / Instant / Stamina + Occult + Purity (extend) or Manip + Occult + Cunning (reduce)) Successes add or subtract one turn from a target Uratha's time spent in Gauru. Multiple Elodoth can affect a single comrade at the same time. No Elodoth can have more than one version (extend/reduce) of this Gift active simultaneously. Has no effect on duration of Death Rage, target must be in line of sight, Elodoth cannot use it on himself. **DF:** Target remains in Gauru one additional turn / shifts immediately to Hishu (Opposite of desired effect). **ES:** Extra turn added or subtracted, as desired.

Insight Gifts (Pg. 122)

Sense Malice (•) (- / Contested / Int + Empathy + Wisdom) User can detect the scent of powerful negative emotions like anger, hatred, or envy. Wrath or Envy vice gives +1 bonus. Spirits of negative emotion automatically detected. Person possessed by a spirit of such emotion gives +3 bonus. Does not require an actual scent, and only works on currently active emotions. **DF:** Misleading information. **ES:** User intuitively understands source of emotion, and some degree of the cause.

Scent of Taint (••) (- / Instant or Contested / Wits + Occult + Purity) User can detect the presence of supernatural beings by scent in an area within 10 yards per dot of Wits. Does not work on Uratha, Wolf-Blooded, or places/objects. Gives +2 bonus to track a supernatural being. One roll per turn is given to determine if the creature has left/remained in the vicinity. Does not determine type of creature, or pick them out of a crowd. Roll is contested if creature uses power to cloak itself. Works only in material world, does not detect disembodied spirits or ghosts.

Modifiers:

- Individual encountered before: +1
- Outdoors; calm weather -1
- Outdoors; windy or drizzling -2
- Outdoors; snowing or raining -3
- Multiple supernatural beings in area -3
- Crowded area -4

Echo Dream (•••) (1E / Instant / Wits + Investigation + Honor) User can sense psychic impressions upon an area or place via touch. Information comes in the form of symbolic visions about the most significant event involving the target, perhaps requiring Int + Occult for interpretation. Use does not apply to sentient creatures, impressions fade according to intensity and age (Usually no more than a few years). Cannot be used successfully more than once on a target. **ES:** Additional unexpected information is revealed.

Soul Read (••••) (1E / Contested / Int + Empathy + Purity vs. Subject's Resolve + Primal Urge) Knowledge of one of target's weaknesses, fears, or secrets is gained for each success. Secrets already known do not count, but guesses can be confirmed. **DF:** User is overwhelmed by target's being and loses 1 WP. **ES:** Target realizes that Gift user *knows*, -1 penalty to all social rolls to influence or resist user for rest of scene.

Omen Gazing (•••••) (1E / Extended (15 successes / 1 min of trance per roll) / Resolve + Occult + Glory) User enters meditative trance and receives a vision of the future. Viewing lasts one turn. No vision is guaranteed to come true, and they usually involve negative events rather than positive ones. Cannot be attempted more than once in 24 hours. **DF:** Vision fails automatically. **ES:** Vision lasts for up to a minute.

Inspiration Gifts (Pg. 125)

The Right Words (•) (- / Ref / -) User gains +2 bonus to all Social rolls made to encourage or mollify. Threats / intimidation not affected. Lasts one scene.

Camaraderie (••) (- / Ref / Manip + Persuasion + Wisdom) User speaks to comrades about the need for unity and cooperation. Success gives +1 bonus to Resolve + Composure rolls to resist Kuruth. If any of those affected assist each other (WoD pg. 134), contributors gain +1 bonus to attempts to help.

True Leader (•••) (1E / Instant / Manip + Express + Glory) Werewolf must lead followers into a dangerous situation to activate, taking equal share of risk. Each success grants 1 WP to each of user's allies within 100 feet (even in excess of normal permanent WP). Works once per day per subject, any unspent extra WP is lost at the end of the scene.

Spirit Skin (••••) (1E / Instant / -) User manifests his spiritual power into the physical world, exuding authority and power. He gains his highest Renown dots as a bonus to Social rolls made to impress, persuade, inspire, or intimidate for the scene. Does not stack with Social modifiers normally gained from Renown (WtF pg. 78). Opponents must succeed at Composure + PU roll at a penalty equal to the user's highest Renown to attack the user (self-defense negates). Lasts one scene. **ES:** human onlooker's WP considered 3 lower to determine Lunacy effects.

Victor's Song (•••••) (1E / Instant / Pres + Express + Honor) User howls, chants, or sings when facing hopeless odds. Success grants 1E and a +1 bonus to dice-pools to all allied werewolves within earshot, except for the user. Automatically fails in less than dire circumstances. Usable once per day per subject, lasts one scene.

Knowledge Gifts (Pg. 126)

Know Name (•) (- / Instant or Ref / Int + Invest + Cunning vs. Resolve + PU) User learns the target's name as the target defines it. Contested if the target has a reason to keep his name secret. Target is not aware that his name is known. **DF:** Inappropriate name learned. **ES:** User learns all names to which the target answers.

Traveler's Blessing (••) (1 WP per scene / Ref / Wits + Streetwise + Wisdom) Successful use grants knowledge of local customs (+1 bonus to Social rolls to influence locals) and the most common local language not already known to the user. **DF:** Misinformation; -1 penalty to Social rolls to influence locals. **ES:** +2 bonus to Social rolls to influence locals.

Sagacity (•••) (1E / Instant / Wits + Occult + Purity) User gains dots in a chosen skill equal to successes rolled. No skill can be raised above 5 dots. Lasts one minute per success rolled. Only standard dots for a skill in question are used to fuel Gifts.

Know the Path (••••) (1E / Instant or Contested / Wits + Survival + Glory vs. Resolve + PU) Success determined the closest and most efficient route to a desired location, in the form of precise references to landmarks. Does not reveal the location of hazards, unless they are also landmarks. If location is a secret, user must be in the presence of a user of the secret lair, and roll is contested. Failure means no further use for 24 hours. Cannot locate a path to a place that is magically veiled or on another plane of existence. Lasts for one scene – If location is not reached, Int + Composure allows memory of directions. **DF:** User perceives an improper or dangerous path. **ES:** Character also learns the safest route, and can choose either.

Communion with the Land (•••••) (1E / Instant / Int + Streetwise + Cunning) User attunes himself to an area of 1 acre per success, learning potential exits and entrances, and number of creatures larger than a rat. Gains +2 bonus to Defense and Initiative while in the attuned area. Lasts for one scene. **DF:** Conflicting messages. -1 penalty to Initiative for one scene / exit of area. **ES:** Bonus to Defense and Initiative is +3.

Mother Luna's Gifts (Pg. 128)

Partial Change (•) (- / Instant or Ref / Stamina + Survival + PU) Allows user to transform only part of himself into another form, and use an ability normally restricted to a different form, such as nose for tracking by scent or eyes for color vision. Requires one success to use as Instant action, or 1E can be spent to make it Reflexive with no roll. ST decides modifiers, abilities, and Lunacy effects (victim's WP at +1). Adding or subtracting features requires another use. **DF:** Unintended feature is assumed. Provokes Lunacy at WP +2. **ES:** Change is a Reflexive action without spending 1E.

Anybeast (••) (1E / Instant / -) User assumes the shape of a non-wolf carnivorous beast that is equal in mass to either Urhan or Urshul form. Traits and attack modifiers do not change. Shifting into Dalu or Gauru creates a hybrid of human and the new beast. Lasts one scene, or until user end effects.

Silver Jaws (•••) (1E / Instant / -) User's teeth and claws change to pure silver, inflicting aggravated damage against werewolves. Does not function in Hishu w/o use of Partial Change. Adds +1 bonus to intimidate beings affected by silver. Provokes a Harmony degeneration roll, and lasts one scene.

Skin-Stealing (••••) (1E / Instant / -) User can disguise himself with the skin of any human whose blood he has tasted. User's body shifts to match the dimensions of the imitated individual. Does not cover eyes or orifices. Can be used to imitate a werewolf, applying to all five forms, at a total cost of 2E. +4 bonus to disguise rolls (WoD pg. 87), also mimics scent, and masks user's own scent. Skin tears apart and sheds if user leaves Hishu (unless a werewolf is being mimicked). Lasts one scene, or until user discards skin. Skin quickly breaks down into dust.

Primal Form (•••••) (1E / Instant / Stamina + Survival + PU) User shifts into a larger version of Urshul (shift cannot be made reflexive by spending 1E) 6-8' at shoulder. Str +4, Dex +2, Sta +4, Manip -3, Size +3, Health +7, Initiative +2, Speed +9, 2/1 Armor. Treated like Urshul in other respects. Lunacy as Gauru, heals 1L at the beginning of each turn (spending 1E heals an additional point of Lethal). All Resolve + Composure rolls to resist Kuruth at -3. This same roll must be made to end the effects prematurely. Lasts for one turn per success. **DF:** User may not shift forms at all for 5 turns. **ES:** User gains benefits of rage without losing control, also gains 1WP.

Nature Gifts (Pg. 130)

Speak with Beasts (•) (- / Ref / Manip + Animal Ken + Purity) User can communicate with animals through both voice and body language. Animal may still be fearful, and may not listen or agree.

Modifiers:

- Animal is a wolf, +2

- Animal is another predator, +0
- Animal is a 'prey animal' that fears wolves, -1
- Animal is an insect or fish, -3

Plant Growth (••) (1WP / Instant / Wits + Survival + Honor) The size of a plant or group of plant can be increased by one cubic yard per success, at the rate of one minute per cubic yard. Vegetation grows in whatever shape is desired, and effects are permanent.

Forest Communion (•••) (1E / Instant / Manip + Survival + Cunning) Success gives user basic information (presence of intruders, threats like fires) in a range of 500 yards + 100 yards per additional success. Successes also increase detail of information (3 successes = species and gender of intruders). Information is given in terms of scents, fleeting sights through the eyes of forest animals, etc. Lasts as long as user maintains the trance, and user is unaware of his surroundings and unable to convey information during this time. Does not work in urban areas. **DF:** User is overwhelmed, -1 penalty to Wits rolls for rest of scene.

Beast Ride (••••) (1E / Instant / Wits + Animal Ken + Wisdom – animal's Resolve) User can become a 'passenger' of a mundane bird or mammal's senses, sharing its experiences. Animal must be visible to user at time of activation. User may gain full control of animal if Gift is activated at a -2 penalty. User's body is comatose, and shares any injuries that the animal sustains. If the animal is killed, user is instantly returned to his body. If the user's body is killed, his spirit is subsumed and lost into the ridden animal. Lasts one hour per success rolled.

Modifiers:

- Animal is a wolf, +2
- Animal is a 'prey animal' that fears wolves, -1
- User attempts to control animal's actions, -2

Nature's Vengeance (•••••) (1E / Instant / Int + Survival + Glory) Each success animates 25 square yards of vegetation that user is either amidst or in sight of. Each victim suffers -2 to speed and -1 penalty to other rolls while affected. Each victim is also the subject of one attack by vegetation per turn as it trips, grabs, or squeezes with appropriate Strength (Ivy patch = 2, old oak = 10, etc). Damage ignores armor and Defense. **DF:** Forest animates, but also attacks the user and his pack. **ES:** Plants are vigorous and impose one extra penalty point, +1 bonus to attacks.

New Moon (Irraka only) Gifts (Pg. 132)

Sense Weakness (•) (- / Instant / Int + Empathy + Wisdom) Success allows user to learn one specific weakness of his target after studying him for one turn. Weakness applies to either Vice, derangements, or physical liabilities / flaws. Already known weaknesses or those common to a type of creature do not count. Can be used successfully on a subject only once per day. **DF:** User gains false information about target's weaknesses. **ES:** User learns two weaknesses with a single use.

Slip Away (••) (1 WP / Ref / -) User escapes any mundane bond or grapple automatically. Bonds remain sound, unbroken, and locked.

Distractions (•••) (1E / Instant / Manip + Subter + Glory) User spits out whispering yips and hisses, causing visions of the Irralunim to flit in and out of a target's vision. Victim suffers -2 penalty to all rolls for each turn affected. User must see target directly, and can move normally although attacking or running in the same turn will end the effect. User's defense still applies as normal. Only one use of this Gift can be in effect at a time, and only one subject is affected by visions. **DF:** Further uses of this Gift are useless against the target until the next moonrise. **ES:** Victim also loses Defense against melee attacks in the turn after activation.

Blend In (••••) (1E / Instant and Contested / Wits + Subter + Cunning) User blends into the environment. He is not invisible or chameleonic, but simply does not attract attention. Effects end if user does anything notable like attacking or kicking in doors, otherwise lasting for a scene. Talking does not end the effect, and security measures like retina scanners are not fooled. Gift does not work if there is a lack of bystanders to blend with. User must be in Hishu. Supernatural forms of perception can defeat this Gift, either automatically (detection ability is higher power), or with a contested roll (detection ability is equal in power). **DF:** User draws immediate attention to himself and cannot use this Gift for the rest of the scene. **ES:** Witnesses have trouble remembering that user was ever present at all (-1 penalty to related rolls).

Ghost Step (•••••) (1E / Instant / Wits + Survival + Purity) Success allows user to become ephemeral. User is unaffected by physical attacks, cannot affect the physical world, and is only vaguely perceptible in the physical world (inaudible, -5 penalty to detect). User can only use Gifts that affect himself personally in this state. Dedicated items make the transition. Ephemeral spirits and ghosts can see and attack the user. Gift lasts for a number of turns equal to user's Harmony before imposing a -1 penalty to all rolls for each additional turn. Gift ends when user wishes, or if he is rendered unconscious.

Rage Gifts (Pg. 134)

Mask of Rage (•) (1E / Instant / -) User intensifies the effects of Lunacy: Dalu / Urshul at WP +0, Hishu at WP +4, Urhan at WP +2. Cannot be used in Gauru form. Lasts one scene, or until user either chooses to end effect or changes forms.

Hone Rage (••) (1E / Ref / Stam + Survival + Glory) Each success allows user to exchange one turn in Gauru form for a temporary dot in either Strength or Dexterity (Max based on PU does not apply). Lasts as long as Gauru form is held, ends immediately if user enters Kuruth. **DF:** One turn is lost from Gauru duration with no benefit. **ES:** Stamina may also gain dots.

Leach Rage (•••) (1E / Instant / Presence + Empathy + Cunning – subject's Composure) Must be used on a victim currently in Gauru. If successful, the user reflexively enters Gauru and extends its duration by a number of turns equal to the successes rolled. The victim loses an equal number of turns of duration for Gauru. Only turns the victim actually has left in Gauru form may be 'stolen' in this manner. A target in Kuruth receives a Resolve + Composure roll to cease Death Rage, but the user must make this same roll or enter Kuruth himself. Usable once per scene, although multiple users can target the same victim. **DF:** Target loses no turns, and user makes Resolve + Composure roll to avoid Kuruth. Kuruth is automatic if user has already entered Gauru in this scene. User cannot attempt this Gift again in the same scene.

Rekindled Rage (••••) (1WP / Instant / Stamina + Expression + Glory) May only be used after the user has already entered Gauru form once during the scene. Success allows user to assume Gauru a second time, lasting Stamina + PU -2 turns. **DF:** User enters Kuruth immediately. **ES:** Duration of second Rage is determined normally.

Soured Rage (•••••) (1E / Contested / Manip + Intimidation + Purity vs. Composure + PU) Success in the contested roll forces target into self-preservation instinct. Target flees for the rest of the scene. Must be used against a target in Gauru. User may not be in Gauru himself. Does not affect a target in Kuruth. **DF:** Victim enters destructive Death Rage instead. **ES:** Victim also loses 1WP.

Shaping Gifts (Pg. 136)

User of these Gifts must be in Hishu or Dalu, and touch the target object. If the object is controlled by someone else, the activation roll is contested vs. the controller's Resolve + PU. Affects only whole, nonliving matter. Silver and supernatural items are unaffected. Objects that are subject to a Shaping Gift are afterward not affected by lower-ranking Shaping Gifts.

Straighten (•) (1E / Instant / -) User straightens out kinks, folds, or imperfections in an object. Does not repair damage caused by rust, decay, or breakage. Affects up to 1 square yard of material per turn. This Gift can repair up to half of the structure points lost by a damaged object, subject to the ST's judgment. Some objects may lose their original function when straightened.

Ruin (••) (1E / Instant / Wits + Crafts + Cunning) User can warp, twist, or crumple an object. Matter does not break or shatter, but merely changes shape. Affects up to one square yard of material, and object must be single and discrete. **DF:** Item is unaffected, user suffers 2 bashing. **ES:** User regains the Essence spent on the Gift.

Sculpt (•••) (1E per half hour of work / Instant / Int + Crafts + Wisdom) User renders an object malleable, and can shape it, by hand or with tools. Besides the activation roll, Dex + Crafts determines the quality of workmanship. Item returns to original consistency when the duration expires, and retains its original Durability, although Size and therefore Structure may be altered. Only affects one particular substance at a time, although that substance may be part of a whole. **DF:** Object is affected as if by Ruin, and user cannot use Sculpt on it again until next moonrise. **ES:** +2 bonus on Dex + Crafts roll to determine quality.

Shatter (••••) (1WP / Instant / Presence + Express + Glory) User howls and breaks down an object by touch. Object loses one point of Structure for each success, ignoring Durability. For large objects, a region of up to one cubic yard is affected. **DF:** User cannot use Shatter on the same object for 24 hours.

Condense or Expand (•••••) Shrinks or enlarges an object, while mass is retained. Condensation decreases Size by one and increases Durability by two. Expansion increases Size by one and decreases Durability by two. An object reduced to zero Size or Durability either disappears or collapses under its own weight (respectively). Target must be a discrete object no larger than one cubic yard. Undifferentiated sections of larger objects cannot be targeted. **DF:** Desired effect is reversed. **ES:** Change in Durability increases by one point.

Stealth Gifts (Pg. 139)

Feet of Mist (•) (1E / Ref / -) Attempts to track the user by scent suffer a -1 penalty for one scene. Spending 1 WP increases the penalty to -3. The user may intentionally suppress the power at any time during the duration.

Blending (••) (- / Instant or Contested / Wits + Stealth + Cunning vs. Wits (casual observer) or Wits + Composure (active observer)) User blends with the landscape by remaining still. Even the slightest movement reveals the user. **DF:** Observers in the area automatically notice the user.

Running Shadow (•••) (1E / Ref / -) User can use stealth as well at a dead run as he can walking. Most stealth actions become reflexive. Observers suffer a -3 penalty to detect the user if sound is a factor.

Shadow Flesh (••••) (1E / Instant / Wits + Stealth + Cunning) May only be used where shadows can exist. User's becomes a two-dimensional shadow of the form he assumed while activating the Gift, retaining any dedicated or fetish items. User can still be injured, but may still shapeshift and gains a +3 bonus to Stealth rolls and a +3 to Defense. Rolls to attack or manipulate suffer a -2 penalty. User can fit through small openings and slither under doors as long as sufficient light contrast exists on the other side, and move up walls if he could normally climb them. Water and other liquids cannot be crossed. Exposure to bright light or total darkness forces user back into normal form. Lasts one minute per success rolled, or until ended by user. **DF:** User cannot attempt to assume shadow form again for the rest of the scene, and casts a shadow different from his current form for the same period. **ES:** User may remain in shadow form for the remainder of the scene.

Vanish (•••••) (2E / Instant / Wits + Stealth + Purity) User can vanish from sight, even from plain view and from artificial sensors like cameras and heat sensors. No other senses are affected. Perception and detection rolls vs. the user suffer a -5 penalty, and attackers use the blind-fighting rules (WoD, pg. 166). User must exceed any damage taken with a Wits + Resolve roll to maintain effect. Lasts for one scene, or until dismissed by user. **DF:** Gift cannot be used for 24 hours. **ES:** Wits + Resolve rolls to maintain the effect gain a +1 bonus.

Strength Gifts (Pg. 141)

Crushing Blow (•) (1WP / Ref / -) For one scene, any bashing damage the user inflicts, whether with hands or a blunt weapon, is converted to lethal.

Mighty Bound (••) (- / Ref / -) user gains +6 bonus to any jumping roll (WoD pg. 66).

Iron-Rending (•••) (1E / Ref / Strength + Crafts + Glory) While damaging objects with his claws, the user may ignore a number of points of Durability or Armor equal to the number of successes achieved. Does not affect Durability or Armor gained through mystical means. Lasts one turn per success rolled. **DF:** User's claws break off, inflicting 1B. **ES:** User also gains a +1 bonus to claw attacks for the duration of the effect.

Legendary Arm (••••) (1E / Ref / -) User can throw an object while disregarding its Size (WoD, pg. 67), to a maximum Size of twice the Strength of the user's current form. Lasts for a single action.

Savage Might (•••••) (1E per 3 Strength gained / Ref / -) User increases his Strength by 3 per point of Essence spent. The modified Strength + Stamina may be rolled as normal to lift heavy weights. Lasts one turn.

Technology Gifts (Pg. 142)

Left-Handed Spanner (•) (1WP / Instant / Wits + Crafts + Purity) User touches a technological object and disrupts the flow of its spiritual energy, disabling it for a number of turns equal to the successes rolled. If the object is carried by a resisting being, use the rules for "Touching an Opponent" (WoD pg. 157). Object cannot be larger than the werewolf in Hishu form. Only subcomponents of complex items like automobiles may be affected.

Nightfall (••) (1WP / Instant / Wits + Larceny + Cunning) User targets an area within unaided visual range. Success extinguishes all electric light within an area of 2,000 square feet x number of successes rolled. Lasts for one scene. **DF:** Technological spirits in the area become hostile toward the character for one lunar month. **ES:** User selects which light sources to extinguish within the area of effect.

Iron Treachery (•••) (1E / Instant / Wits + Crafts + Glory – Resolve) User points at a mechanical device within a range of 10 yards x his Primal urge. Anyone currently using the device resists with Resolve. Success means the device becomes uncontrollable for one turn per success, reducing any attempts to use it to a chance die.

Maschinegeist (••••) (1E / Instant or Extended (10-20 successes, each roll equals one minute) / Wits + Computer + Wisdom) User passes into a trance, unaware of his surroundings, and communes with the spirit of a mechanical or electrical device. Communing with an Awakened spirit takes one turn – otherwise, 10-20 turns depending on complexity, and this Gift does not permanently awaken the spirit. User cannot use any Gifts while out of his body, but can perceive through the machine's 'senses' and gains any knowledge or information the device may have, retaining it for one minute after leaving the gestalt. Lasts one turn per dot of Harmony, and may be broken as an Instant action. If the object the user is communing with is destroyed during the bond, the user is thrown back into his own body and suffers a number of Lethal boxes equal to the Structure damage. Knocking user's body unconscious forces his spirit to return, killing his body traps his psyche in the machine for the duration of the effect, then it is lost forever. **DF:** Object's spirit is offended and refuses contact for 24 hours. **ES:** User can commune for a number of hours equal to his Harmony dots.

Create Technology (•••••) (1E / Extended (5-50 successes; one turn per roll) / Intelligence + Crafts + Cunning) User can quickly construct a technological device from basic materials of roughly equivalent mass. User must either know how the item is constructed, or have access to detailed instructions.

Warding Gifts (Pg. 144)

Ward Versus Predators (•) (- / Extended (5 success per square mile; one hour per roll) / Presence + Intimidation + Honor) User marks an area up to one square mile per point of Primal Urge. Densely populated areas where predatory animals exist (zoo) acquire a -3 penalty. Animals already within the area are not subject nor are those forced into the area. Intruding mundane predators must succeed on a contested Resolve + Composure roll vs. the number of activation successes to enter the warded area. Uratha are aware of the Ward's presence but are not affected. Lasts one Lunar cycle.

Ward Versus Humans (••) (1WP / Extended (5 success per square mile; one hour per roll) / Presence + Intimidation + Wisdom) User marks an area up to one square mile per point of Primal Urge. Humans must succeed on a Resolve + Composure roll to enter warded area. Humans failing the roll will flee the area if forced to enter, or else collapse in fear. Warding a highly populated area requires the focus to be narrowed to a building, parking lot, etc. Lasts one Lunar cycle.

Technology Ward (•••) (1E / Instant / Presence + Crafts + Cunning) User howls and success indicated that all electronic and complex mechanical devices are disabled within a radius of 5 feet per success rolled. All efforts to use simple purely mechanical devices are reduced to a chance roll. Lasts one scene. **DF:** Local technology spirits become hostile and await their chance for revenge. **ES:** Radius of effect extends to 5 yards per success rolled.

Shadow Ward (••••) (1E / Extended (30 successes; one hour per roll) / Presence + Occult + Glory) Accumulating the necessary successes increases the strength of the local Gauntlet by one. An area of up to Primal Urge x 10 square yards may be affected. Repeated use may damage an area's link to the Shadow and create a Barren. Lasts one Lunar cycle, or can be undone by invoking the reverse of the ritual.

Ward of Spirit Slumber (•••••) (1E / Instant / Manipulation + Occult + Purity vs. Resistance) Ward lasts one turn per success. Within an area of 5 yards per activation success that is centered on the user, spirits on both sides of the Gauntlet are put to sleep unless they succeed on a Resistance roll. Even awake spirits suffer a -1 penalty on all actions. Once the Ward ends, spirits may roll Resistance once per day to awaken. Uratha, ridden, and other partially spirit beings that are in the Shadow when made subject to this Gift are also affected, rolling Resolve + Primal Urge to resist at a +3 bonus.

Weather Gifts (Pg. 146)

Call the Breeze (•) (- / Instant / -) User summons a wind (approximately 25 mph) that may be directed with a Manipulation + Occult roll. Perception tasks within the area suffer a -1 penalty due to distraction. Lasts one turn per dot of Primal Urge.

Silent Fog (••) (1E / Instant / Manipulation + Survival + Cunning) User obscures an area of Primal Urge x 20 square yards with thick fog, and can direct the fog to move in any direction at a rate of Primal Urge x 10 yards per turn. Perception checks within the fog are at -2 to spot anything more than one yard distant, and the targets of ranged attacks gain substantial concealment (WoD pg. 162). Lasts for one scene, or until dismissed. **DF:** Summoner and his pack are affected equally by the obscurement. **ES:** Fog imposes a -3 penalty to Perception checks.

Deluge (•••) (1E / Extended (20 successes; one turn per roll) / Manipulation + Survival + Honor) Can only be used outdoors. Rain is summoned within an area of 1 square mile per activation success. Lasts for one scene, and is sufficient to cause floods or erase tracks. **DF:** Weather changes to something inconvenient like snow or strong wind. **ES:** User can select an area within the effect that receives no or less rain.

Killing Frost (••••) (1E / Instant / Manipulation + Survival + Purity) user causes temperature to suddenly drop below freezing within a radius of Primal Urge x 10 yards, inflicting 2 boxes of Bashing upon living creatures and imposing a -2 penalty to Strength and Dexterity rolls. Lasts one turn per success. The user is not directly affected by the cold. **DF:** User immediately takes 2 boxes of Lethal from the cold. **ES:** 3 Bashing is inflicted instead of 2.

Thunderbolt (•••••) (1E / Instant / Intelligence + Survival + Glory – Defense) User commands lightning to strike a foe within sight, dealing 5 Lethal + extra successes from the activation roll. Target must be outdoors or near a window. **DF:** Bolt strikes a random target. **ES:** Blast also deafens the target for two turns.

Modifiers:

- Rain or windy weather +2
- Cloudy day +1
- Cloudless sky -3

Lore of the Forsaken New Auspice Gifts

Cahalith

Dreamer's Moon Gifts (Pg. 83)

Sense Sleeper (•) (-/ Instant/ Wits + Empathy + Wisdom) User open her senses to the world, getting a sense for sleeping and perhaps dreaming minds. **DF:** Receives an inaccurate or even wildly inaccurate result. **S:** Get an accurate count for the number of sleeping creatures larger than a cat within 5yrds per success and can sense the rough location and size of each. Can differentiate between animal and human. Can be maintained for as long as concentrated upon; however, the user suffers a -1 penalty to other rolls. **ES:** Can sense unusual sleep condition – in the grip of a nightmare comatose or the like.

Lover's Voice (••) (1E/ Instant/ Man + Subterfuge + Cunning – subject's Composure) Can mimic the voice of someone important to the target, even if it's a voice never heard. The target hears that which he most wanted to hear: family, friend, or somebody from a fantasy.

Can be used over the telephone or similar method of voice communication without establishing a line of sight, but the user must know the full name of the target. **DF:** Draws the wrong voice from the subject's daydreams. **S:** Target hears voice he most wants to hear. User must still fast-talk or otherwise to convince target of his identity. Target wants to believe and therefore may not be as suspicious. The Gift lasts for a scene. The user can alternate between true voice and bestowed voice. **ES:** If spied briefly (1 turn), the target will see the user as the person of the voice he hears, in a sort of waking dream. Any effort to manipulate the target receive a +2 bonus.

Nightmare Hunt (•••) (1E/ Instant/ Intelligence + Intimidate + Honor – Target's Resolve) Conjures a terrible dream-wolf from his imagination and sets it loose in the sleeper's dream. Must see the target and if watching via camera, must know the full name of the target. **DF:** The user is savaged by his own imagination in a terrible waking dream. Lose 1WP. **S:** The target loses 1WP upon waking and suffers a -1 penalty to any rolls made to resist Uratha fear inspired powers for the next 24hrs. **ES:** Target takes 1 lethal wound; a wolf's bite appears on his flesh.

Soul-Singing (••••) (1E/ Extended (25 successes; each roll represents one minute of song)/ Presence + Empathy + Purity) Able to draw on the power of the pregnant moon to soothe and heal, to wipe away trauma/nightmares and replace them with gentle sleep. **DF:** Song goes gruesomely wrong, stirring up terrible memories/visions and twisting them into sharp relief. The subject temporarily gains a derangement. **S:** Song either assuages the pain of a terrible memory or reminds the subject of sweeter memory. Subject regains 1WP and any derangements are temporarily relieved (rest of story). Subject likely to fall into a dreamless sleep at the end of the song. **ES:** Subject regains all WP.

Howl of Nightmares (•••••) (1E/ Instant, contested and reflexive/ Strength + Expression + Glory – target's Composure) User's cry echoes into the soul of his prey, summoning up images of lunatic fright. **DF:** Cahalith glimpses a brief flash of the nightmares he called down. Loses next turn while regaining bearings. **S:** Two turns per success, the target is overwhelmed with nightmarish visions; taking no action. When the hallucinations pass, the target must make a successful Resolve + Composure or gain a mild derangement for one week. **ES:** As above, save derangement is severe.

Elodoth

Judge's Moon Gifts (Pg. 86)

See the Spirit Brands (•) (-/ Instant/ Composure + Politics + Glory) With spirit's eyes, seeing brands of Renown while he and target are in the physical world. Can determine how Renowned a werewolf is, whether Forsaken or Pure, or if he has been initiated into either faction. **DF:** Vision clouds. No attempts for remainder of scene. **S:** Forsaken brands burn like silver; Pure brands appear as massive scars glowing with faint internal heat. **ES:** May glance over multiple subject; the Gift remains in effect for a full minute.

Damning Tongue (••) (-/ Contested; resistance is reflexive/ Wits + Empathy + Cunning vs. target's Composure + Primal Urge) Attempts to have prey damn himself with own words. Once the user manages to establish a link with a target, whatever he says, the Elodoth repeats. The typical use for this Gift is to spy on a target and using it as an intimidation tactic.

Must have line of sight, but need not maintain line of sight to maintain the effects. **DF:** User cannot speak for the next minute, and cannot

attempt to use this Gift for the remainder of the scene. **S:** Established a link to the target for the remainder of the scene. The Elodoth repeats target's words simultaneously. User's mouth simply mimics the target's speech. The user may speak normally, his own words take precedence, and he misses the target's words. This Gift conveys no understanding of languages but is repeated in the language of the target.

Lasts for a scene or until the user ends it. **ES:** The Elodoth "hears" target's speech in his mind before he echoes it, and thus can speak without fear of losing the conversation's thread.

Pangs of Guilt (•••) (1E/ Instant/ Presence + Investigation + Purity – Target's Harmony) Revisits a person's cruelties on themselves; tiny thefts and callous words stab like knives. More skeletons in the target's closet, more pain is revisited upon him.

Cannot use on animals, spirits, Hosts or other creatures that don't possess Harmony, Morality, or a trait that fills that role. It insinuates itself into a target's mind and assails him with unfamiliar feelings of empathy for others. **DF:** User relives a flash of his own worst moments; make immediate Death Rage check. **S:** Target takes 1 bashing per success and has a -1 penalty to all actions during his next turn as he re-orient. This Gift reveals no information about target's previous sins; only that he appears to suffer lightly or greatly. **ES:** Target's disorientation lasts for the entire scene. The target may desire to critically re-examine his life after the encounter.

Anticipation (••••) (1E/ Ref/ Wits + Empathy + Wisdom – target's Resolve) Heightens user's powers of observation to the point that he can predict target's actions. **DF:** Misinterprets foe's actions. User takes no action next turn save defending, as he waits for action that doesn't happen. **S:** ST describes target's next action in moderate detail. The user gains +4 Defense against the target during the next turn. If linked via unspoken communication, all other packmates share in the Defense. If able to warn pack vocally, they gain +2 Defense against target's next turn.

Used outside combat; reveals certain bits of information. User may anticipate numbers punched in a keypad or next sentence from target. **ES:** As above, except active for two turns.

Curse of Talion (•••••) (2E/ Instant/ Int + Politics + Honor vs. Resolve + PU) Target is cursed with a punishment that reflects suffering on his victims.

Can be used only once against any target, even if it fails. May only be used on a night of the half-moon. **DF:** May not use until next half-moon phase or until a Rite of Contrition is performed. **S:** ST determines the form of the curse. A murder may have wounds open up on them, while a soldier may be less vulnerable.

General rule, humans are most vulnerable to the Curse: a human can die from this Gift. Supernaturals, at most, take 6 bashing, 4 lethal, or 2 aggravated. Other debilitating effects like a slanderer loses his voice for a month may happen. **ES:** Severity of the Curse is increased, even for supernaturals.

Irraka

Stalker's Moon Gifts (Pg. 88)

Soundless Strike (•) (1E/ Ref/ Dex + Stealth + Purity) Strike in silence as claws tear and a victim's scream will not come. **DF:** User rattled by failure; -1 penalty to action in question. **S:** Irraka's maneuver takes place in complete silence. Victim screams without sound. If he fires a gun at point-blank range, the report is inaudible. **ES:** Target silent for next turn also.

See Heat (••) (-/ Instant/ Wits + Survival + Witness) Able to see the surrounding patterns of heat. **DF:** Cannot use the Gift for remainder for scene. **S:** Visual perception picks up heat rather than visible light. The user's eyes reflect a deep red-orange when light falls on them. (Details impossible to distinguish; reading becomes impossible.) Lingering heat can be tracked. **ES:** Outlines clearly defined, although certain details remain impossible to distinguish. Cloths may be recognized but colors not.

Liar's Brand (•••) (1E/ Instant/ Man + Subterfuge + Cunning) Masks the brands and the Renown that they convey with illusion. Can alter brands to pass for a member of the Pure.

Not consider honorable, nonetheless an accepted Irraka's arsenal. Using too frequently to appear more Renowned might have difficulty gaining Honor. No single use (particularly appearing more humble) carries dishonor. **DF:** -2 modifier to all dice pools involving Renown, including Gifts (for duration of the scene). **S:** Add to mock Renown by 1 point, plus 1 additional point for every 2 successes after the first. Ceases to work the moment a spirit tries teaching a Gift. Attempt to disguise Renown to resemble scar brands of the Pure; it conveys no knowledge of Pure customs and rituals. Last one scene or until dispelled. **ES:** Effects last until next moonrise or dispelled.

Modifiers:

- Attempting to appear with higher Renown, -1
- Attempting to emulate spirit brands of the Pure, -2

Stolen Scent (••••) (1E/ Instant/ Man + Survival + Glory) Can alter his scent however he likes, going so far as to leave the scent of a rival at the scene of a murder. **DF:** Enhances his own scent, smelling pungent for the duration of the scene. **S:** Duplicates any scent he is familiar with. May change scent throughout the duration of the Gift. Lasts 1hr per success or may be canceled as a reflexive action. **ES:** No additional effect.

Strike Blind (•••••) (2E/ Contested; resistance is reflexive/ Wits + Medicine + Honor vs. Target's Comp + PU) User strikes a foe blind, deaf, or robs him of sense of smell. **DF:** User suffers a -1 penalty to all perception-related rolls for 24hrs. **S:** Choose target's sense lost for 24hrs. **ES:** Sensory loss for entire lunar month. Certain supernatural means may be able to restore victim's loss.

Rahu

Warrior's Moon (Pg. 90)

Warrior's Insight (•) (1E/ Ref/ -) Can use Warrior's Eye ability with each expenditure of 1E even if already used previously.

Battle Mind (••) (1E/ Ref/ Resolve + Empathy + Purity) User enters a mental state and is difficult to influence with powers that affect mental control. However, Rahu find it difficult to turn attention to anything other than bloody conflict. **DF:** Immediately makes Death Rage check. **S:** For duration of scene, the Rahu gains +2 to all dice pools to resist mind effect powers; also suffers -1 to any dice pools not directly related to fighting or overcoming enemies. **ES:** Resist mental control is raised to +3.

Hobbling Gaze (•••) (1E/ Instant/ Dex + Athletics + Honor - Target's Resolve) Hobbles target's ability to flee (or can be used on self). Target must be within 5yds and LoS. **DF:** User's speed reduced by 2 for the scene. **S:** Strength drains from target's legs; speed reduced by 1 per success; can be only affected once per scene. Lasts for 1 minute per success. **ES:** Lasts for the entire scene.

Bloodletting (••••) (1E/ Ref/ Str + Medicine + Cunning - Opponent's Stamina) Curses the wound to hemorrhage, greatly sapping opponent's strength. The Gift must be used on the turn as a successful bite or claw. **DF:** User bleeds out his nose, eyes, and ears for 1 bashing for 3rnds (healing only after affect ends). **S:** Target's wound bleeds rapidly; 1 additional bashing per turn for number of turns equal to successes. Non-bleeding creatures (vampires, spirits, and certain Claim) have no effect. **ES:** No additional effect.

Might of the Full Moon (•••••) (2E/ Ref/ -) Can wear Gauru form for as long as he chooses during the scene, subject to Rage and all drawbacks. Gift ends after shifting out of Gauru and cannot be resumed without rekindled Rage Gift. Can be used per scene and functions only under a full moon.

Ithaeur

Witch's Moon (Pg. 91)

Shadow-Speaking (•) (-/ Instant/ Int + Occult + Glory) opens user to contact with spirits, allowing willing spirits on the other side of Gauntlet to speak through them. Spirit speaks with user's voice. **DF:** Draws attention of something unwanted. **S:** User becomes conduit for willing spirits across the Gauntlet and lasts as long as concentrated on. **ES:** Spirit is entranced; any Social rolls made are +1.

Shadow Discord (••) (1E/ Instant/ Presence + Occult + Purity) Calls on Shadow to jinx a material foe or make things difficult for those trying to reach across the Gauntlet. **DF:** User is -2 to resist spirit's Influences. **S:** Ithaeur

radiates, 10yds per success, spiritual static that moves with him. For a scene, any attempt by a spirit to use Influences within the area has penalties equal to user's Resolve +2. **ES:** Penalty increases to user's Resolve +4.

Luck-Eating (•••) (1E/ Contested; resistance is reflexive/ Wits + Occult + Cunning vs. target's Resolve + PU) User hexes enemies by devouring target's luck for own use. **DF:** Gift fails, target aware Ithaeur tried something on him, just not what. **S:** Ithaeur establishes contact. Before next moonrise, Ithaeur may devour target's luck. Target suffers -3 to next dice roll and user gains +3 bonus to his next dice roll. May only attach to one victim at a time. **ES:** Stolen luck rises to 5.

Cage the Rider (••••) (1E + 1E per scene of entrapment/ Instant/ Resolve + Intimidation + Wisdom) User acts as bait to trap troubling spirits. Frightens spirits to comply with demands or catches a spirit until a Rite of Binding is preformed or other means of disposal. **DF:** User suffers unwanted spirit attention for the scene. **S:** Until next moonrise, Ithaeur's aura entices spirits of Living Fetter, Possession, or Claim Numina. User is ideal host to such spirits; unlikely to notice nature of werewolf. Spirits 1 Rank above user is not affected. Spirit attempting to fetter, claim, or possess the Ithaeur allows an Intelligence + Occult + Wisdom (Ref) vs. spirit's Power. Tie or failure, spirit escapes. Success traps a spirit for a scene and extended by 1 scene per Essence spent. Spirit is trapped in the Ithaeur. Once per day, at sunrise, the spirit makes an attempt to break free with contested roll as above. Escapes in the Physical world, spirit appears in Twilight. One spirit may be bound with the Ithaeur. **ES:** User gains 2 dice for initial trapping of the spirit.

Poisoned Essence (•••••) (1E Contested; resistance is reflexive/ Wits + Occult + Honor vs. Resolve + PU) Levies a hex that taints Essence in target. A victim using Essence (tainted) sends painful shocks throughout his body, causing physical damage. Only works on target with Essence trait. **DF:** User loses 2 Essence. **S:** For a scene, target takes 1 basing per Essence spent. **ES:** Damage is lethal.

Blood Gifts (Pg. 116)

Blood Divination (•) (-/ Extended (20 successes, one minute per roll)/ Resolve + Occult + Wisdom) User spills drops of blood to see knots in the future. May benefit from one application of this Gift at a time. **DF:** User is rattled by the omen losing 1WP. **S:** Within six hours, the user may nominate a given die roll to receive additional +1 bonus as he recognizes the situation and instinctively acts. **ES:** User gain two +1 bonuses in one scene as he instinctively reacts (still must be within six hours of use).

Shark's Scent (••) (-/ Instant/ Wits + Comp + Purity) Able to follow a trail of blood through water, picking up on the tiniest trace to find a bleeding creature. May also replicate this feat in air, and can pick up on scent of blood when others would not notice and follow the trail through the smog of rush-hour. **DF:** Trail is misleading or stops abruptly, leaving the user in unfamiliar territory without an easy way out. **S:** Track anybody bleeding within an acre (city block in urban areas) within the last six hours. **ES:** Heightened sense of smell picks up old trail in a storm or busy part of a city, track those who have bled up to a day before.

Clot (•••) (1E/ Instant/ Stamina + Medicine + Honor) Blood clots and allows wounds to heal faster. User cannot use on himself. **DF:** Target takes 1 lethal damage. **S:** Lethal (bleeding to death): Blood clots and rightmost Health box is changed to bashing. Lethal less grievous injured subject heal all bleeding lethal damage taken from a single source at ¾ normal. Humans heal damage at 1 ½ points per day. ST judges which injuries this Gift heals. **ES:** Rightmost aggravated wound converted to lethal, 2 rightmost lethal wounds converted to bashing. Lesser injuries heal at 2 times normal.

Scent Weakness (••••) (1E/ Contested; resistance is reflexive/ Wits + Survival + Cunning vs. Resolve = PU) Smell of blood isolates weaker prey. User becomes aware of target's weaknesses, not just physical illness or infirmity. **DF:** Detects weakness subject doesn't have. Actions taken against target suffer -1 for a day. Cannot reuse for a week. **S:** For next hour, the user gains +1 to all contested rolls against the target. Can use on targets tracked with Shark's Scent. One target active at a time. **ES:** Lasts 4hrs.

Sacrifice (•••••) (-/ Ref/ -) Cutting himself with his own claws, the Uratha gives up a measure of his blood to the spirits. Each point of aggravated damage the user inflicts upon himself giving the user 3 points of Essence. The user must inflict his own damage. The user may gain more Essence than his PU score would allow, but excess points are lost at the end of the scene.

Bone Gifts (Pf. 117)

Strip Carcass (•) (-/ Instant/ Comp + Survival + Wisdom) Causes already dead flesh to decay, sloughing off the bones in grey-brown puddles of rotten meat. **DF:** Meat rots but the bone fragments dissolve as well. **S:** Each success strips area equivalent to point in Size; takes 2 full turn per point of Size. No concentration needed. **ES:** Strips all flesh from normal (Size 5) human corpse in two turns.

Dead Men's Bones (••) (-/ Instant/ Presence + Investigation + Honor) Interrogate bones of a dead creature. Does not contact the ghost but divines information. **DF:** No information; cannot be used again on same carcass. **S:** Carcass tells specific cause, time, and death, but not who's or why's. **ES:** Learns additional information.

Modifiers:

- Skull is intact +1
- **Bone is shattered into miniscule fragments (no intact bones) -5**

Freeze Marrow (•••) (1E/ Contested; resistance is reflexive/ Presence + Intimidation + Glory vs. Comp + PU) Strikes fear deep into the target's bones with just a look. Fear lasts for a scene and memories can scar weak willed people for life. **DF:** Gift cannot be used again for a lunar month. **S:** Target suffers a -1 modifier to all action that directly opposes the user. Attempts to flee are not penalized. **ES:** Target suffers effects again upon next encounter.

Fracture (••••) (2E/ Ref/ Strength + Medicine + Glory) Break bones of creatures with a physical touch. First **target specific area** for 1 damage from strike (not weapon). **DF:** Wrenches own bone; **1 lethal** and -1 to physical actions for a scene. **S:** Deals 1 extra lethal per success. If hitting an arm, target drops items. If hitting a leg, the target's Speed is halved for the scene. Strikes torso or head gives target a -1 penalty to physical actions for 1 turn (**including Defense**). **ES:** As above, as bones shatter into hundreds of fragments. Must receive supernatural healing for bones to set properly. No use of limb, half movement, or unconscious. **Must be able to use 2E in a turn.**

Bone Carapace (•••••) (1E/ Instant/ Stamina + Medicine + Honor) Skeleton extend spurs through skin. Wickedly sharp plates turn aside attacks and slice open physical attacks. User experiences pain. **DF:** Ill-formed and weak; user takes 1 lethal; gains no benefit. **S:** Takes 1 lethal and gains 2 Armor against physical attacks. May be used as weapons for +1 lethal damage. Grappling user makes a contested Dex + Brawl check against opponent as a reflexive action. Success gives opponent 1 lethal damage. This armor cannot protect against silver. **ES:** Gains 3 points of Armor.

City Gifts (Pg. 119)

City Eyes (•) (-/ Instant/ Wits + Comp + Cunning) Placing hand on a window of a building communes with that building's spirit to see through its eye. **DF:** Window shatters under hand and nobody can use the Gift on that building for a half-hour. **S:** See through any windows of a building, either in or out, though one at a time. Can change views once per turn but not through own eyes. Lasts for 30 seconds per success. **ES:** Can see through more than one window. Perception to track within the building gain +1.

Word on the Street (••) (1E/ Instant/ Wits + Investigation + Wisdom) Touching a street, the user may delve into its memory. **DF:** Road memory is patchy and unreliable, infecting user with urban forgetfulness. User has -1 Streetwise roll until next moonrise. **S:** Road responds to question about one incident in the past. **ES:** Road responds with great detail.

Gridlock (•••) (1E/ Instant, contested/ Resolve + Streetwise + Glory vs. Comp + PU) User reaches out to spirit of the city: busses never arrive, traffic is jammed solid, subways do not stop at any platform target waits at. Rubble and trash snare prey's feet, if a crowd doesn't block his way. Can only be used in urban environments. Must know whereabouts of target. **DF:** Attempts to stop target is seconds too late; attempts to follow have -1 penalty. **S:** Target cannot escape surroundings by vehicle, and foot speed reduced by **3**. Gift lasts for 1 minute per success. **ES:** Speed reduced by **5**.

City Running (••••) (2E/ Instant/ Dex + Streetwise + Glory) Ensures a direct path is open to the user. User outpaces cars and trains by running over roofs and leaps buildings. **DF:** Falls at appropriate point in a run, taking damage. **S:** User must know destination to activate. Start and end points must be in same city; divide time to destination on foot by the number of successes plus one. **ES:** User outpaces the best transport humans can offer, arriving at destination incredibly quickly. On the turn his run ends, Speed is doubled. (one turn only)

Urban Curse (•••••) (3E/ Extended (35 successes needed; each roll is 5 minutes of concentration)/ Int + Streetwise + Wisdom) Directs anger of city against its population. **DF:** User takes a mishap as if success below. Can't use in same city block again. **S:** Block lashes out at people making two attacks per turn till end of scene. User's turn, 7 dice base attack occurs: Fire hydrant 3(L), broken glass 2(L), billboard 2(B), exploding transformer 1(L), downed power-line 4(B). **ES:** Building collapses. Anyone underneath takes 10 lethal where only armor applies as protection as if against bashing.

Blood of the Wolf
New Gifts

Urban Gifts (Pg. 62)

Concrete Bolt-Hole (•) (1E/ Ref/ Wits + Subterfuge + Cunning) Allows user towards the nearest adequate place to conceal oneself for a scene. Functions in cities. **DF:** Bolt-hole is a compromise in some way. Dumpster filled with rotting fish; alley full of cops on a drug bust, etc. **S:** Bolt-hole is discovered, gaining a +2 to any Stealth rolls to enter without being detected. **ES:** Bolt-hole might be large enough for a whole pack or contain something needed.

Foot in the Door (••) (1E/ Instant/ Presence + Streetwise + Glory) This opens new doors when in need of a certain kind of professional, perhaps in an urgent situation. It does not speed up communication or make a broken phone work, a means of communication must be at hand. The person on the other end isn't anybody specific and is in no predisposition to work for you, nor are you provided an explanation as to how you got the number. **DF:** Contacts an enemy, police, or provokes authorities. **S:** Each success indicates dots in the particular Skill that governs the profession of person contacted (up to normal max). **ES:** Person contacted is in generous mood or has a reason to need a job.

Windfall (•••) (1E + 1WP/ Instant/ Man + Persuasion + Honor) Calling upon powerful spirits of money and good fortune to gain a needed item (not cash or supernatural things) which are then found nearby. The catch is that the item cannot be retained for longer than the time asked for (short periods). Breaking this ban suffers a -4 penalty to reuse this gift until a Rite of Contrition is performed (giving away funds or property as an act of chicanery; permanently reducing Resources). Only one item at a time. **DF:** Item is defective, often dangerous. **S:** Must achieve number of successes equal to Resources normally necessary to purchase the item. Fewer successes produce a similar item but of inferior quality (Danger of breaking). **ES:** No bonus.

Urban Awareness (••••) (1E/ Instant/ Man + Streetwise + Wisdom) Gathering information about a neighborhood in immediate area. Sees through the eyes of local fauna, feel the rhythm of the street, and sense any presence that is out of the ordinary or dangerous. The perspective is that of the current urban landscape and will consider the Uratha a stranger unless he's local. Lasts as long as user remains in trance, but is unaware of and cannot react to outside world. **DF:** Overcome by sounds and smells, suffering -1 to all Wits rolls for the scene. **S:** Slips into trans-like state and gains basic information up to 500yds away. Each additional success increases radius 100yds and increases detail of information (like species and gender). **ES:** Only increased yards and information. Does not work in wilderness environments.

Vermin Riot (•••••) (1E/ Instant/ Int + Animal + Purity) Awakens lowliest lifeforms in the urban environment. Street darkens with hordes of rats, lice, cockroaches, ants or termites, or the skies fill with flocks of swallows, pigeons, or clouds of insects to attack user's foe. **DF:** Chaos, as vermin attack erratically attack (including self). **S:** Each success fills 25 square yards with ever-renewing hordes of vermin deemed appropriate by the ST. Swarm can be guided to attack anyone in its mass (reflexive action). Three effects: Speed reduced by -2, suffer 1 bashing per turn, and -2 Skills due to pain, distraction, and/or obscured vision.

Swarm lasts for two turns per success or until dismissed. **ES:** No bonus. (Many may be in area effect, but only one person may be targeted).

Halcyon Gifts (Pg. 84)

Scent of the Wind (•) (-/ Instant/ Perception + Survival + Wisdom) Tastes condition of local climate; learns the weather for miles around and can predict safely for short time. **DF:** Automatically fails until one full day passes. **S:** Within 5 mile radius per success, user knows the weather. Can predict when weather will affect him directly by one half-hour per success. **ES:** No bonus.

Cloud Cover (••) (1E/ Instant/ -) Can call clouds over current location to serve as shadow from the sun or protect from detection of high-flying objects. It will remain as long as normal prevailing wind conditions allow, though the Gift can be repeated. Spirits will only look within 20 miles per dot of PU, if they find nothing, the gift is wasted. Use of Gift can sometimes increase chance of inclement weather in the region (i.e.: **DF**)

Raising Doldrums (•••) (1E/ Extended (25 successes; one turn per roll)/ Resolve + Survival) All local winds cease, abruptly and completely. Tornadoes stop completely and rain and snowstorms lose their sting. **DF:**

Wind-spirits are incited, increasing wind strength immensely, becoming half again as fast as they were. **S:** Wind within one mile immediately slow by half, and all winds within one half-mile stop dead. Areas downwind of affected region are treated as if they were on the leeward side of a large, immobile object; they are sheltered from wind. This condition continues for as long as the user concentrates. When the Gift stops, new winds enter the area and local wind begin to move again. Some strong localized winds, such as tornadoes, never regain their old momentum. Takes one half-hour per dot of PU for the effect to completely dissipate; until then, the wind is sluggish within what was the original null zone. **ES:** No bonus.

Lightning Ward (••••) (1E/ Instant/ -) For five hours, spirits of wind, storm, and lightning bend the weather from a point chosen by the user. Lightning will strike no closer to a specific point than 10yds per dot of PU. **DF:** Lightning strikes for 3 aggravated. **S:** Lightning won't hit area. **ES:** No bonus.

The Will of the Winds (•••••) (1E/ Contested; resistance is reflexive/ Presence + Survival + Purity vs. Resolve + PU) Supernatural weather effects cease while replaced with normal weather patterns that existed prior to supernatural effects. **DF:** Unable to use Weather Gifts for 24hrs. **S:** All supernatural weather within 1 mile per dot of PU cease immediately, replaced with normal weather. **ES:** Weather cannot be affected by supernatural means for 1 hour per point of PU.

Lodge Gifts
New Gifts Continue

Lodge of Doors

Open Gifts (Pg. 50)

Word of Opening (•) (-/ Ref/ Dexterity + Larceny + Honor) Making a fist, then opening it, the user, focusing either on a single object or the area he's standing in (15ft radius) will open objects that might lead to knowledge or information (computers, filing cabinets, doors, and books are just a few examples). Items locked, barred, or wedged in any way will not function. **DF:** Objects with capacity to lock immediately do so. **S:** Object opens. **ES:** If used in an area, the object that opens is in some way useful or leads to something useful.

Lurker's Key (••) (1E/ Instant/ Wits + Larceny or Computer + Glory) Allows bypass of physical locks with a knock or touch to the lock. Used on mechanical or electronic lock uses Larceny. **DF:** Refuses to unlock. Computers freeze up, tumbler locks crack and electronic locks short. **S** and **ES:** Lock opens.

Create Opening (•••) (1E and 1WP/ Instant/ Resolve + Intimidation + Purity) Focused on a seamless object, a single, smooth tear appears in the object, beginning as hairline fracture and widening as it goes (can render a physical object useless). Used on a living being, of course, the effects are far more painful (and messy). May be used without touch at a -3 penalty. Max range is 1ft per dot of PU. **DF:** User's skin splits open; suffers lethal damage equal to Resolve. **S** and **ES:** Target suffers lethal damage equal to successes. Armor does not stop this damage (though armor can be targeted).

The Open Mind (••••) (-/ Contested; resistance is reflexive/ Manipulation + Subterfuge + Wisdom vs. Resolve + Primal Urge) Opens the victim's mind to the physical world and all of the sensations of the Hisil. The user makes eye contact or touches his victim then wills his mind open. **DF:** User's own mind receives the chaos he was trying to foist on the target and loses 1WP. **S:** Target overwhelmed by chaos. For 1 turn per success, the target is effectively blinded and deafened by the maddening rush of sensation. Actions attempted receive a negative equal to successes or the user's PU, whichever is greater.

Gauntlet Key (•••••) (3E/ Instant/ Wits + Stealth + Cunning) User must be alone to activate and must find a doorway, two trees spaced feet apart, even a crude sketch in the dirt. User steps through a gateway, to the other side of the Gauntlet. User cannot act as a pathfinder when using this Gift. Stepping into the physical world, the user must again step into a location unobserved. Lurkers do not approve using this Gift for assassination or surprise attacks (as the Spirit is squeamish about violence) and revokes the Gift as well as the fifth dot of Renown that allows the use of the Gift. Gift cost double if user does not possess the other 4 Opening Gifts.

Lodge of Wrath

Retribution Gifts (Pg.115)

Shrike's Vengeance (•) (-/ Instant; resisted/ Manipulation + Expression + Honor vs. Composure + PU) Uttering an entreaty to Shrike in the First Tongue, asking to punish his target. **DF:** User suffers 1 lethal, both cheeks bleed as if slashed. **S:** All physical attacks for a scene cause lethal instead of bashing as well as gaining a +1 against the target. **ES:** Target feels tiny stings as Shrike's servants bombard him, reducing his Defense by 1 (vs. User only).

Sinful Thoughts (••) (1E/ Instant/ Presence + Occult + Cunning) Offend the user in a minor way, Shrike-Bloody-Beak sends one of its flock to follow the target, watching for intent to inflict harm, trespass, or other crime. User stares at target for 1 turn. **DF:** Shrike appears, but confused, attacks a random person whenever it feels like it. It leaves after a day if not shooed away. **S:** Shrike-spirit appears and stays near target for 1 day per success. Whenever target considers committing whatever crime caught the User's ire, the spirit pecks at the target fiercely. This causes no damage but strips 1WP or 1 Essence. If target enter the Hisil or someone does so on target's behalf, the spirit flies off. **ES:** Also roll Power (2) as bashing whenever spirit attacks. Damage manifests as splitting headaches and nosebleeds.

Shrike's Larder (•••) (1WP/ Instant/ Resolve + Medicine + Purity) The target of this Gift may wish to die, but cannot until the Gift's end. Used to prolong agony of serious offenders of the Lodge or assure a survivor to interrogate or leave writhing in pain. Use of this Gift for torture requires a resisted degeneration of Harmony. **DF:** The user cannot directly cause physical harm to the target for the scene; his claws will not cut, his gun will not fire. **S** and **ES:** Target cannot die until the user allows it, no matter the damage taken. Gift ends after the scene though the user can reactivate by spending 1WP. The Gift only applies to damage caused by target or User and

his pack. If killed by jumping in front of a bus, the bus could kill the victim though a victim blowing his own brains out, will not kill him.

Guilt's Lure (••••) (1E/ Contested and extended [15 successes; each roll represents 1 minute]/ Presence + Persuasion + Cunning vs. Resolve + PU) This Gift, activated within 24hrs of a crime, draws offenders back to the scene of the crime, allowing his pack to lay ambush. User paces around the scene and emits low growls and snarls. The target feels a strong pull to return to the area. The desire makes sense to the target. **DF:** Target knows he's in mortal danger if he returns to the scene and he can recognize the user on sight as being a threat. **S:** Target is compelled to return to the crime scene. He concocts his own reason for wanting to return. **ES:** Target is compelled to walk to the center of the crime scene rather than skirt the edges.

Shrike's Feast (•••••) (1E/ Ref/ Strength + Intimidation + Purity) Required to touch the target. **Doing so in combat requires a single Dex + Brawl – target's Defense.** **DF:** Shrike-Bloody-Beak lashes out at the user for wasting the spirit's time. User suffers 2 lethal, 1 Essence or 1WP (player's choice). **S** and **ES:** One of Shrike-Bloody-Beak's flocks attacks the target, stripping away first flesh, then spirit, then mind. Each success inflicts 1 lethal, then 1 Essence or 1WP. The effects occur in order, and more than 4 successes resets the effects in order.

Lodge of the Grotto

Grotto Gifts (Pg. 129)

Ratsquirm (•) (-/ Ref/ Dexterity + Larceny + Cunning) **DF:** Cannot use power again for the remainder of scene. **S** and **ES:** The user is able to squirm through an opening no smaller than 10 inches in diameter as a standard action. If used to escape a grapple, he gains +2 to escape. Also used to escape handcuffs, ropes, or chain bonds with ease.

Knocktalk (••) (-/ Instant/ Wits + Expression + Wisdom) **DF:** User is briefly confused. For remainder of scene, he may not attempt the Gift again, and must make a roll to understand another user's Knocktalk as if he didn't know the Gift. **S** and **ES:** User encodes a brief message of up to 1 word per success. Knocking or tapping can be heard up to 100yds along tunnels per success. Any listener with Knocktalk automatically understands the message; otherwise make a Wits + Occult roll (-3 if not of the Grotto Lodge).

Tunnelscent (•••) (-/ Ref/ -) User benefits from dramatically increased sense acuity while underground; even in pitch darkness he is able to navigate his surroundings by means of hearing and scent as if in broad daylight. He may fight without subject to any normal penalties for fighting blind. Only functions while underground. If exposed to bright lights, loud noises or powerful odors, user makes a Reflexive Wits + Survival to resist or take a -2 penalty to appropriate Perception rolls for 5 turns minus 1 turn per success on this roll.

Stoneburrow (••••) (1E/ Instant/ Stamina + Athletics + Glory) In Dalu or Urshul the user grows long mole-like claws that tear easily through stone or concrete (virtually unbreakable). **DF:** User's nails become brittle and split painfully. No claw attacks for the scene. **S:** User may excavate up to 1 cubic foot of stone or concrete per turn. He also gains +1 claw attacks. Lasts for a scene or until ended. **ES:** Excavate 2 cubic feet per turn.

Tunnelwrath (•••••) (2E/ Instant/ Intelligence + Crafts + Purity) Calls wrath of burrowed earth to strike enemies. Tunnels crack and spray rocks or steam pipes burst as tunnels lash out. **DF:** Tunnels rebel against the user taking 1 lethal damage. **S** and **ES:** Tunnel strikes foes. User may distribute 2 lethal per success against anyone within 100yds who shares the same tunnel as he. May divide successes amongst individual targets from environmental or manmade tunnel source.

Territories New Gifts Continue

Territory Gifts (Pg.48)

Lay of the Land (•) (-/ Instant/ Wits + Politics + Purity) Gives an instant sense of how many people and awakened spirits are in the immediate area, as well as which werewolf pack (if any) claim it. The “immediate area” means, a territory feature like a shoal, forest, glade, etc. **DF:** Receive faulty or misleading information. **F:** Cannot use this Gift in the immediate area, until the next moonrise or moonset. **S:** Gets a rough impression of the total population of the area, though it does not differentiate between types of beings. Packs met in the past are recognized immediately. **ES:** Precise impression of the territories’ overall population plus sees the symbol and totem spirit of the pack that claim the area. The pack’s name is heard as a howl.

Minor Sending (••) (1E/ Instant/ Presence + Expression + Cunning) Minor Essence flows crisscross every pack’s territory. The user infuses the flow and whispers a message for a packmate. As long as the user and packmate are within their territory, they will hear the whisper directly into their ear. The message cannot be tapped or intercepted. **F:** Message arrives garbled. **S:** A transmitted whisper of up to 30 seconds in length is passed, traveling at half a mile per turn. **ES:** Recipient receives the spent Essence as it chases the message (recipient cannot maintain more than normal amounts of Essence).

Sense of the Territory (•••) (1E/ Instant/ Wits + Politics + Wisdom) Reading local Essence currents, noteworthy disturbances are learned. Any awake loci, spirit of rank 3 or higher, or werewolves are located. Only works within user’s own territory. **DF:** Werewolves and spirits learn the user’s location. **S:** Learns the location of all loci higher than 1 in rating and all werewolves and Rank 3 or higher Spirits. Gift only reveals the presence of potential intruders on the same side of the Gauntlet as the user. **ES:** Reveals intruders on both sides of the Gauntlet.

Animate the Land (••••) (2E/ Instant/ Manipulation + Intimidation + Glory) User’s territory rises up in defense of the pack and its power. **DF:** Land rises up against the user who suffers a -2 to all Physical dice pools for the next 3 turns. **S:** Within the present territory feature, the user may apply the successes rolled as either bonus to his pack (including self) or as penalties to his opponent’s dice pools, for the next 4 turns. The user defines how the local terrain rises up to assist the user; like rising land barriers, racing shopping carts, rising or lowering rivers, etc. and how they equate to a specific Skill. ST has final say whether a Skill use is appropriate. The Gift can be used only within the user’s territory. A local area cannot benefit from more than one use of this Gift at the same time. This Gift may be only used once per scene.

Disrupt Essence (•••••) (3E/ Instant/ Presence + Occult + Honor) User can cause spirits and werewolves to waste Essence in powering their supernatural abilities, making them resort to physical tactics, or stay out of your territory. **DF:** Effects rebound on the user, as well; he cannot use any Territory Gifts for 24hrs. **S:** Each turn per success, twice as much Essence must be spent to activate a power, except packmates/totem. **ES:** Up to 5 entities that are not packmates can be designated to not suffer this penalty.