## WEREWOLF GIFTS – using WOD 2.0 rules (This draft dates from Oct 2020 – extra Fianna, auspice and breed gifts included from supplements)

**FIRST RANK (all tribes)**

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| **NAME** | **AVAILABLE TO** | **COST** | **ROLL** | **EFFECT** |
| Aura of Confidence | Shadow Lords | 1G | PRE + subterfuge | The Garou radiates strength and command, preventing any attempts to read his aura or detect his weaknesses. |
| Babble | Red Talons | 1G | Manip + primal | The target loses the ability to read, write or speak any human language for one scene.  |
| Balance | Stargazers | 1G | - | The Garou can walk on any ledge, rope or slippery surface. If a climbing roll is needed you get an extra 3 dice. |
| Beast Speech | Galliard/Red Talons | - | PRE + animal ken | The Garou uses spirit speech to speak to animals. This gift does not change the animals’ basic reactions, nor raise their intelligence.  |
| Blur of the Milky Eye | Ragabash | 1W | Manip + stealth | You become a blur, making you difficult to see. Your successes increase the difficulty of Wits + Composure rolls to detect you. |
| Call of the Breeze | Wendigo | 1G | - | Call wind spirits to create a stiff, chill breeze. |
| Call of the Wyld | Galliard | - | - | Summon other Garou by howling, even if they are out of earshot. If you get 2 successes, then the call will also distract Wyrm agents in the area, reducing their dice rolls by -2.  |
| Camouflage | Wendigo | 1G | - | Blend into the background (opposition at -2d to spot you). May only be used in the wilderness. |
| Control Simple Machine | Glass Walkers | 1W | Manip + crafts | Use residual spirit power to flip catches, pull a lever, etc. NO electronics – this is mechanical only. |
| Cooking | Bone Gnawers | - | Wits + survival | You can add rubbish to a cooking pot and turn it into a bad tasting but nutritious porridge. |
| Create Element | Metis | 1G | Gnosis | The Garou can create a small amount of a single element, e.g. a rock to throw at someone. By element it means earth, air, fire or water NOT periodic table stuff. The more the successes the bigger the amount (but think kilos not tonnes!) |
| Eye of the Falcon | Silver Fangs | 1G | - | You heighten your vision by calling on Falcon the totem. All ‘spotting things’ and ranged weapon rolls get +1 to the dice pool. It lasts one scene. |
| Eye of the Hunter | Red Talons | - | Int + primal | The Garou can assess who is the weakest and strongest member in a group. If she attacks the group she will get one extra attack against the weakest. |
| Faerie Light | Fianna | (1G) | Wits + occult | The Garou can create a wisp of ghostly light in white, green or faint blue. She can direct the glow to move, or do effects like making her eyes glow green. The light only illuminates an area of 1m radius. It lasts for 1 turn. If 1 gnosis is spent it lasts for the whole scene. |
| Falling Touch, The | Ahroun | - | Dex + medicine | Sends foe sprawling with a touch. Opposed by Sta + Athletics. |
| Fatal Flaw | Shadow Lords | - | Wits + empathy | Discern a foe’s weakness in combat. Concentrate for a turn. Opposed by Wits + Subterfuge. Each success allows you to do +1 damage to that foe on your next hit. If you get 5+ successes you discover all their flaws and get the damage bonus all scene.  |
| Find Water | Lupus | - | Wits + survival | Paw or sniff at the ground to locate water. Distant or tiny amounts of water may require extra successes. Max range 20 miles. |
| Heightened Senses | Lupus/Black Furies | 1G | - | Improve all sensory input. Your Primal Urge/Survival rolls get an extra 3 dice.  |
| Ice Dance | Philodox/Silver Fangs | 1G | - | The Garou can move on ice and snow with speed and grace. All Dex rolls are at +2 dice pool and the Garou can run at normal speed through snow or on ice. |
| Inspiration | Ahroun | 1G | - | Gives other PCs +1 to the effect of any Willpower spends for one scene. You can’t use this effect on yourself. |
| Lambent Flame | Silver Fangs | 1W | - | Silvery light outlines the Garou’s body. Hand to hand attacks against her are at -1 dice, but missile attacks are at +1 dice. |
| Leap of the Kangaroo | Lupus | - | Sta + athletics | Double normal jumping distance. |
| Mindspeak | Galliard | 1W | PRE + express | Silent communication though a dreamlink. If a subject resists, their Wilpowerl is the defence. All subjects must be within line of sight. |
| Mother’s Touch | Theurge/Children of Gaia | (1G) | Int + medicine | Heals 1 wound per success. Extra attempts on the same target require 1 Gnosis point to be spent.  |
| Nose of the Hungry Hound | Bone Gnawers | 1W | RES + primal | You can locate the nearest source of discarded but edible or free food in an urban area. |
| Open Seal | Ragabash | - | Gnosis | Open nearly any closed or locked device. Magical or complex locks may have a dice penalty. |
| (Gift of) Persuasion | Homid/Fianna/ Glass Walkers | 1G | PRE + subterfuge | Each success adds one dice to your pool for any social rolls this scene. Your words seem more meaningful and credible, no matter what you say. (Confusingly, there is also a skill called Persuasion in nWOD, so we may have to re-name this!) |
| Razor Claws | Ahroun/Get of Fenris | 1R | - | Sharpen claws on stone to do an extra 1 point of damage for the scene. |
| Resist Pain | Philodox/ Children G/ Get of Fenris | 1G | - | Ignore all penalties for wounds for the duration of the scene. |
| Resist Toxin | Fianna | - | Sta + survival | No damage from disease or poison. Includes sobering up instantly from alcohol! |
| Scent of Running Water | Ragabash/Red Talons | 1G | - | Masks your scent, so people tracking you with Primal Urge are at -2 dice.  |
| Scent of Sweet Honey | Bone Gnawers | 1G | Wits + subterfuge | The Garou calls on air-spirits to change the scent of the target, causing them to exude a sweet aroma and become sticky, which will attract swarms of bees, flies, etc. Lasts 1 hour per success. |
| Scent of the True Form | Metis/Philodox | - | Int + Primal | Automatically know by their scent if someone is a Garou. Primal Urge roll needed to detect other shapeshifters, vampires, mages, etc or to identify what Tribe the Garou is from.  |
| Sense Magic | Uktena | - | Int + occult | This gift senses the presence of magic and its general strength. It reveals only basic information about the magic itself (e.g. it is spirit magic not Vampiric thaumaturgy).  |
| Sense Prey | Lupus | 1W | RES + primal | Detect animal prey sufficient to feed a pack of 12 wolves.  |
| Sense Wyrm | Metis/Theurge/ Black F/Silent S/ Stargazers | - | Int + Gnosis | Sense Vampires & manifestations of the Wyrm. |
| Shed | Metis | - | Dex + primal | The Metis can shed a layer of fur to escape from grapples etc or to squeeze though tight spaces. |
| Smell of Man | Homid | - | - | Enhances homid scent. This makes animals nervous (-1 to dice pool and they may flee). Switch on and off at will.  |
| Speed of Thought | Silent Striders | 1G | - | Doubles normal land speed. |
| Spirit Speech | Theurge | 1W | - | You can communicate with encountered spirits, whether they wish to be addressed or not. |
| Truth of Gaia | Philodox | - | Int + empath | Detect lies. Opposed by Manipulation + Subterfuge.  |

**SECOND RANK (Only European werewolves on this list)**

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| **NAME** | **AVAILABLE TO** | **COST** | **ROLL** | **EFFECT** |
| Alter Scent | Ragabash | 1G | Wits + primal | You can change one scent into another. E.g. your scent into Bob’s, or a badger’s scent into a dog’s. |
| Awe | Silver Fangs | - | PRE + empathy | The Garou’s bearing and speech proves her right to rule other tribes. Resisted by Composure + Resolve. If successful then social rolls are at -1 dice against her; her foe's to hit -1. Only works on Garou (but that includes Black Spiral Dancers).  |
| Axis Mundi | Lupus/Silent Striders | 1G | - | Know which direction that you are travelling in or facing. You also carry your “territory” with you, so wolves and kinfolk of other tribes will not attack or harass you. |
| Beastmind | Red Talons | - | Manip +empath | You can reduce the mental faculties of the target to those of an animal for one turn per success. Resisted by Composure + Resolve. |
| Blissful Ignorance | Ragabash/Bone G/Silent Striders | - | Dex + stealth | Become invisible by remaining still. Each success removes 1 from opponent’s dice pool to detect you. |
| Brew | Fianna | 1G | Wits + medicine | You can take any jug of liquid and turn it into alcoholic drink. More successes increase the quality and strength of the drink. A botch makes beer that gives a terrible hangover (-1 to dice rolls). |
| Burrow | Metis | - | Str + athletics | If in Crinos, hispo or lupus form you can burrow a tunnel into the earth. Speed of burrowing is 1 metre per turn for each success. Other beings your size can follow you down the tunnel. |
| Call of the Wyrm | Galliard | - | manip + express | Attracts creatures of the Wyrm by howling – usually used to ambush them. Resisted by Composure + Resolve.  |
| Call to Duty | Philodox | (1G) | PRE + persuade | Summons spirits which are known by name and give them one command OR spend 1G to summon any spirits within 1 mile to assist or protect you, even if their names are not known.  |
| Calm | Children of Gaia | 1G | PRE + empathy | You can quell anger in others. Each success takes away 1 rage from target. Defence is Composure + Resolve if in combat.  |
| Ceridwen’s Blood | Fianna | (1G) | Sta + medicine | By spilling her own blood, the Garou can heal one wound per success. However, she suffers a number of wounds equal to the amount healed and cannot soak this damage. She can heal aggravated wounds if she spends 1G, but will only take normal damage in exchange. |
| Clap of Thunder | Shadow Lords | 1G | - | Clap your hands to send out a shockwave (you must be in a form with hands). Everyone within 4 metres has to make a Resolve roll or be stunned for 1 turn. If they botch they are stunned for the scene.  |
| Command Spirit | Theurge | 1W | PRE + persuade | Give simple commands to encountered spirits. Each additional command requires another 1 Will spend. You cannot command a spirit to leave an area/object to which they have been bound. |
| Curse of Aeolus | Black Fury | - | Gnosis | You summon an eerie, chilling mist to shroud the landscape. You can see in this mist but all are at -1 dice to vision and enemies are at -1 to Composure.  |
| Curse of Hatred | Metis | 1G | manip + express | Verbalize your rage to dishearten foes. Opponent loses 2 Will & 2 Rage points. Can only be used on someone once per scene. |
| Cybersenses | Glass Walker | (1G) | (Int + science) | You alter your perceptions to that of a machine – hearing radar, seeing radiation, etc. Spend 1G per sense affected. It lasts a scene, and you can make Int + Science rolls to spot or notice stuff with your machine senses. |
| Disfigurement | Shadow Lords | 1W | Manip + primal | Inflict a disfigurement upon the target – a diseased blotch, dishonourable scar or mangy fur. It lasts only one scene but the target’s social rolls are at -2 until then.  |
| Distractions | Galliard | - | wits + express | Yips, yelps and howls which distract Garou. Each success -1 off their dice pool next turn. |
| Dreamspeak | Galliard | (1G) | wits + empathy | Enter the dreams of someone you know and affect their course. You have to have met or seen them. If they wake while you are in their dreams you lose 1 Gnosis point. |
| Eye of the Eagle | Lupus | - | Per + alertness | You can see for 1 mile per success in the countryside/wilderness, or 1 mile per 2 successes in urban areas. |
| Glib Tongue | Fianna | 1G | Wits + express | Whatever you say – even gibberish – sounds like what the target wants to hear. You’ll have no idea what they are hearing! The effects last for 1 turn per success.  |
| Grovel | Metis | 1G | PRE + politics | By showing your throat to other Garou, you stop them from harming you. You lose 1 permanent Honour every time you use this Gift. Effects last for 1 scene.  |
| Halt the Coward’s Flight | Get of Fenris | - | PRE + intimidate | If you spend a turn concentrating, you can slow your fleeing foes. You half their speed for a scene. Their defence is Resolve. |
| Heat Metal | Glass Walkers | 1G | Int + crafts | Used to heat metal objects – for forging or to cause aggravated damage to someone in contact with the metal. You’ll need multiple successes to melt the metal. |
| Howl of the Banshee | Fianna | 1G | - | Emit a fearful howl. All who hear make Will or flee for 1 turn per success. Friends of the howler get +2 to that Will roll.  |
| Howl of the Unseen | Fianna | 1G | - | What you say or howl can be heard on both sides of the Gauntlet for 1 turn.  |
| Inner Strength | Stargazers | - | wits + gnosis | Meditate and concentrate for 5 minutes to convert rage to will (1 point per success). |
| Jam Technology | Homid | 1G | Manip + crafts | Causes all technological devices within 15m to cease functioning for 1 round per success. If you get 5 successes then even simple tools like knives will cease to work!  |
| King of the Beasts | Philodox | - | PRE + animal | An animal will understand and willingly follow your commands. +2 dice to this roll if you know and feed the animal (e.g. kinfolk packmate, your pet cat). -2 dice if the animal is hostile.  |
| Luck of the Irish | Fianna | 1G | - | Re-roll any failed or botched roll. Usable only once per scene. Other minor effects at the GM’s discretion.  |
| Luna's Armour | ChildG/Shadow L/Silver Fangs | 1G | sta + survival | Call upon the blessing of Luna for armour. Each success gives +1 of magical armour which deducts from damage. Lasts for one scene. |
| Messenger's Fortitude | Silent Striders | 1G | - | Run at full speed for 3 days without rest, food or water, then you sleep for a week. If you spend an extra gnosis you can imbue the effects of this gift upon another.  |
| Name the Spirit | Theurge | 1W | Int + occult | Identify type of spirit encountered and their approximate power. |
| Odious Aroma | Bone Gnawers | 1G | - | The Garou greatly amplifies her own musk. Anyone within 6 metres is at -2 to dice pools as they choke and retch. The Garou herself is at -2 to social rolls. |
| Power Surge | Glass Walkers | 1G | wits + science | Speak with spirits of electricity to cause surge in item/area. 1 success blacks out a room, 2 a house, 3 a large building, 4 a city block and 5 a whole neighbourhood. |
| Scent of Sight | Lupus | - | Wits + primal | Use sense of smell to "see" in the dark or “see” invisible things. Lasts a scene unless something messes with scent (e.g. foe flees over water), in which case another roll is needed. |
| Sense of the Prey | Ragabash/Black Fury/Red Talon | - | (Int + occult) | Sense of direction to your prey, if you know them in some way. Dice roll only needed if they are hiding, in which case it is resisted by their Resolve. Can be used in the spirit world. |
| Sense Silver | Ahroun | - | Gnosis + primal | Can detect the presence of silver. 3 successes tells you the silver’s exact location.  |
| Sense the Unnatural | Lupus | - | Gnosis + occult | Sense Wyrm, ghosts, magic and spirits etc. More successes gives more information.  |
| Sight From Beyond | Theurge | - | (wits + occult) | The Garou receives signs and portents in visions and dreams (passive). May need roll to interpret. |
| Snarl of the Predator | Get of Fenris | - | PRE + intimid | Intimidate your opponent with a snarl. Each success reduces their dice pool by 1 next turn. Defence is Composure.  |
| Speak with the Wind Spirits | Wendigo | 1G | manip + express | Ask a question of aerial spirits. |
| Spirit of the Fray | Ahroun | (nG) | - | Attack first, no matter what initiative order is. If several folk are using this, the one who spends the most Gnosis goes first. If they spend the same amount it is simultaneous.  |
| Staredown | Homid | - | PRE + intimid | Stare into the eyes of a human or animal to intimidate them into fleeing. If used against Garou they will freeze, not flee. Effect lasts 1 round per success.  |
| Strength of Purpose | Philodox | - | sta + gnosis | Draw on your resolve in times of need. Recover 1 willpower per success. |
| Summon Talisman | Silent Striders | 2G | - | You can summon any object that has been bound to you by the Rite of Talisman Dedication.  |
| Surface Attunement | Stargazers | 1G | dex + athletics | Walk on mud, snow etc leaving no tracks. Or walk on water or quicksand without falling through. |
| Taking the Forgotten | Ragabash | - | Wits + stealth | If you steal something, the victim will forget they ever owned it. Defence is their Resolve. |
| Trash Magnet | Bone Gnawers | - | PRE + street | You cause trash in the area to engulf the target. 1 success is a distraction, 5 successes they are totally cocooned in garbage. |
| True Fear | Ahroun | - | str + intimidate | Display your power and prowess to cow one enemy from attacking for one turn per success. Defence is Composure. The enemy can still defend from attacks or do other actions. |

**THIRD RANK (extra Fianna, auspice and breed gifts included from supplements – not from other tribes)**

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| **NAME** | **AVAILABLE TO** | **COST** | **ROLL** | **EFFECT** |
| Adaptation | Silent Striders | 1G | sta + survival | You can survive 1 hour per success in any environment, including underwater or on the surface of Venus. You take no damage from poison or disease, but are affected by fire and radiation. Spending extra gnosis extends the duration. Can affect others, but roll separately for them. |
| Awaken Beast | Metis | 1G | Manip + primal | This is the ability to turn someone into a werewolf by biting them – or at least to make them believe that! You must make a successful bite attack first. The victim will begin to frenzy. Defence is Composure. |
| Call Flame Spirit | Uktena | 1G | manip + occult | Summon spirit of fire to do one task. |
| Catfeet | Lupus | - | - | Immune to damage from falls under 30 metres – you land on your feet. Perfect balance on slippery surfaces, etc. You get +2 dice to body slams & grappling in combat. |
| Chill of Early Frost | Wendigo | 1G | int + occult | Great ritual to call winter spirits & drop temp. |
| Clarity | Stargazers | - | RES + gnosis | See through fog, pitch black, illusions, etc. Can even detect invisible things. To see through illusions roll against their defence rather than a straight roll.  |
| Combat Healing | Ahroun | 2R | - | The Garou can regenerate normal damage during combat without a roll for battle scars or a need to make a Stamina check. |
| Control Complex Machine | Glass Walkers | 1W | manip + science or computer | Bargain with elementals and electricity spirits to control electronic machinery. Control lasts for one scene. |
| Coup de Grace | Black Furies | 1W | Int + medicine | Study a foe to land a devastating blow next turn. Doubles the damage of next blow, if it hits. |
| Dazzle | Children of Gaia | - | PRE + empathy | Overwhelms target with glory and beauty of Gaia. Target will stand in awe for the scene (unless attacked). Defence is Resolve. Can only be used once per target per scene. |
| Detect Spirit | Lupus | - | Gnosis + occult | Detect type, power & nature of spirits in area. |
| Disquiet | Homid | 1G | manip + empath | Subject feels depressed & can't use or recover Rage for the scene. Non-combat actions are at -1 to the target’s dice pool. Defence is Resolve.  |
| Elemental Favour (urban) | Glass Walkers | - | PRE + subterfuge | Urban elementals will do one "favour" for you. This can include destroying the object the elemental is associated with or using it to attack someone. |
| Elemental Favour (normal) | Red Talons | - | PRE + subterfuge | Earth, air, fire or water elementals will do one "favour" for you. This can include destroying the object the elemental is associated with or using it to attack someone. |
| Exorcism | Theurge | - | varies | Eject a spirit from its lodging place or the object it inhabits or is bound to. If the spirit does not want to leave, it is Manip + Intimidation (defence Resolve). If it is bound it is Wits + Subterfuge (defence is binder’s number of successes used to bind it).  |
| Eye of the Cobra | Galliard | - | PRE + socialize | Attract anyone to your side with a glance. Defence is Composure. 1 success they start moving, and 3 successes they come straight to your side. |
| Eyes of the Cat | Metis | 1W | - | Can see clearly in pitch darkness. Your eyes will glow green while this power is in effect.  |
| Fly Feet | Ragabash | - | Dex + athletics | You can climb vertical surfaces as if you were an insect. Movement rate is halved. Lasts one scene. |
| Faerie Kin | Fianna | 1G | Manip + occult | You call Faeries (Changlings) to aid you. They are well disposed to you unless you botch. Each extra success increases their number. Each extra gnosis spent after the first increases their raw power. |
| Gift of the Skunk | Bone Gnawers | - | Dex + primal | You can spray noxious chemicals like a skunk or bombardier beetle. The roll is to hit the target. They have to spend 1W to do anything for the rest of the scene and are at -1 dice per success of yours. |
| Great Leap | Silent Striders | 1W | str + athletics | You can leap incredible distances in one bound – 30 metres per success. |
| Gremlins | Ragabash | - | manip + intimidation | Intimidate a spirit within a technological device to cause a malfunction. You must be touching the device. 5 successes cause the spirit to flee, breaking the device permanently. |
| Heart of Fury | Ahroun | (1W) | RES + Primal | The Garou steels herself against anger, to reduce chance of Frenzy. Each success takes 1 dice from the Rage pool for Frenzy checks this scene. Afterwards, you must spend 1W or make a Frenzy check at regular difficulty.  |
| Icy Chill of Despair | Shadow Lords | 1G | manip + intimidation | You assume a shadowy and terrible aspect to intimidate those around you. Foes must get more Resolve + Composure success than you did on your roll, or have to spend Will pts to oppose you. Lasts one scene. |
| Mental Speech | Metis | - | PRE + empathy | You can communicate telepathically with someone you know, or someone whose possession you are holding (clothing, lock of hair, etc). This is not mind-reading! It’s just a conversation. 10 miles distance per success.  |
| Merciful Blow | Stargazers | 1G | Wits + medicine | You can subdue a foe in combat without harming him. When your next blow which would do damage is rolled, then make your Wits + Medicine roll to make the foe keel over helpless for a turn. 3 successes make it last the whole scene. |
| Might of Thor | Get of Fenris | 1G+1R | Sta + Resolve | Each success doubles strength for 1 turn. Afterwards you will be as weak as a kitten: physical attributes drop to 1 and Willpower is half until you rest for 1 hour. |
| Name the Spirit | Lupus | 1W | Int + occult | Identify type of spirit encountered and their approximate power. (Same as 2nd rank Theurge gift). |
| Open Moon Bridge | Ragabash | 1G | wits + occult | Open a moon bridge between caerns, without the totem of the caern's approval. The maximum distance that can be bridged is 1000 miles. You must know the Rite of the Opened Bridge to do this. |
| Paralysing Stare | Shadow Lords | 1G | PRE + intimidate | You direct a terrifying glare at an opponent. Each success freezes the opponent for 1 turn. |
| Pulse of the Invisible | Theurge | - | (Wits + occult) | Constantly aware of all spirits around you. This is automatic if your Gnosis dice pool exceeds the Gauntlet. Otherwise make a dice roll and it lasts until you enter an area with a higher Gauntlet. |
| Re-shape Object | Homid/Bone Gnawers | - | Manip + crafts | You can instantly shape once-living material (not undead) into other objects, e.g. a fallen tree becomes a hut, an antler becomes a spear. This lasts 5 minutes (1 success) to permanently (5 successes) – see page 115 of WWTA 2nd ed. |
| Silence | Ragabash | - | Manip + stealth | The Garou can completely silence an area. Five metre radius per success. |
| Silver Claws | Ahroun/ Silver Fangs | - | Gnosis | Invoking the power of Luna, the Garou turns her claws into silver. Damage from the claws cannot be soaked. The Garou gains 1 Rage per turn from the agony or her claws, until her Rage exceeds her Willpower and she must check for frenzy. All her non-combat actions are at -1 dice.  |
| Song of Rage | Galliard | - | manip + persuade | Unleashes the Beast in others, causing Garou to shift into Crinos form and frenzy, Vampires to frenzy and humans to go berserk. Lasts one turn. Defence is target’s Will.  |
| Song of the Siren | Galliard | 1G | PRE + express | You enchant another with your singing. They cannot act for 1 turn per success. Defence is Composure.  |
| Spirit Friend | Bone G/Children of Gaia | - | PRE + express | Your aura makes spirits like your company. Each success +1 dice to all interactions with spirits in the vicinity, except those of the Wyrm. |
| Spirit Kin | Fianna | 2G | manip + occult | Calls one or more spirits to aid you. |
| Tail of the Monkey | Lupus/Ragabash | - | Dex + varies | Your tail becomes prehensile and can be used as a clumsy limb. Dex + Athletics for most uses. Dex + Brawling minus 1 to use the tail in combat.  |
| Tongues | Homid | 1W | Int + academics | The Garou can read, write and speak any language, including obscure or long-forgotten ones. The ability lasts for one scene. |
| Trackless Waste | Red Talons | 1G | Inl + primal | You can disrupt others’ perceptions of an area of countryside/wilderness which you are familiar with. People get lost, compasses won’t work, maps are misleading. It lasts 4 hours. Each success adds 2 miles to the radius of the effect. Garou need more successes than yours on Int + Primal or Int + Survival to navigate. |
| Venom Blood | Get of Fenris | 1R | Sta + medicine | The Garou turns her blood into a black viscous bile that harms anyone who comes into contact with it. The blood does 1 aggravated damage per success. Lasts one scene. |
| Visceral Agony | Black Furies | 1R per attack | - | Turn your claws into barbed talons dripping venom. All wound penalties from these are doubled for the scene. |
| Weak Arm | Philodox | - | Int + brawl | Detect weakness in an opponent's fighting style. Each success = 1 extra dice for attack &/or dodge (you assign the dice as you want). Can only be used against a foe once per scene. |
| Wisdom of the Ancient Ways | Philodox | - | gnosis | Meditate to remember ancient facts and lore given to your ancestors by totem spirits. You then get +1 dice to roll for every dot you have in Past Life.  |
| Woadling | Fianna | 1G | Dex + occult | Woad paintings on your skin can leap free to distract a foe for a turn. Each success subtracts 1 from the foe’s dice pool unless he spends 1W. Spend more gnosis to extend the effect for extra turns. |
| Wrath of Gaia | Silver Fangs | 1G | PRE + intimidate | The Garou is revealed to foes as Gaia’s Chosen Warrior. All Wyrm agents must equal your successes on Resolve + Composure or flee in terror. |