

# The Laws of the Inner Flame



Live Action Rules for [Guardians of the Inner Flame](#)

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## The Character

Characters are defined by four Characteristics: Statistics, Skills, Favors and Specials.

**Statistics** are basic natural abilities everyone has, like Strength, Reason, Charisma, or Speed. Statistics are assigned a ranking from 0-5:

Rank	Level
0	Feeble
1	Poor
2	Average
3	Good
4	Excellent
5	Incredible

The following Statistics are used:

Strength (Str), Endurance (End), Dexterity (Dex), Perception (Prc), Intuition (Int), Reason (Rsn), Communication (Com), Charisma (Cha), Appearance (Apr), Willpower (Will), Gnosis (Gnos), Rage, Speed (Spd), Movement (Mvm)

Speed and Movement are derived statistics:  $Speed = (Prc + Dex) / 2$  and  $Mvm = (Str + Dex) / 2$ , both rounded down.

**Skills** are trained abilities anyone can learn, like Chemistry, Tracking, Carpentry, or Pistol. Skills are assigned a ranking from 0-10:

Rank	Level
0	Unskilled or the skill level common to
1	Novice
2	Competent
3	Proficient
4	Skilled
5	Very Skilled
6	Accomplished
7	Expert
8	Master
9	One of the best alive today
10	One of the best ever

As a general rule, most skills will be 5 or less. The upper range of this scale is rare.

**Favors** are people who will perform services for you, like Police Dispatch, Loan Shark, Rich Uncle, or Lawyer. Favors are of two types and are rated from 1 (small favor) to 5 (owes you their life):

- *Basic Favors* are favors owed by non-player characters (NPCs), such as the underworld snitch or a mayor's assistant, see the Storyteller for assistance.
- *Boons* are favors owed to you by other player characters (PCs).

**Specials** are extraordinary things you can do, like Read Minds, Fly, Cry on Command, or Officer of the Law. Specials are of several types and they range from 1 to 5:

- *Merits* are advantages that aid you.
- *Flaws* are disadvantages you must cope with.
- *Backgrounds* are advantages from your past.
- *Gifts* are the mystical powers of Garou.

## Action Resolution

There are times where you need to do something that can not be resolved through roleplaying alone (such as picking a lock, playing poker, or punching someone). This is handled by a game of rock-paper-scissors.

Every action will have a Performance (Prf) and a Difficulty (Dif).

**Performance** (Prf) determines how well you perform that action. Here are ways to determine your performance:

- *Skilled Action* (combing a crime scene): Prf = Stat + Skill -

Wounds

- *Unskilled Action* (noticing small details):  $\text{Prf} = \text{Stat} - \text{Wounds}$

**Difficulty** (Dif) is determined by a number of factors. Here are some ways to determine the Difficulty of an action:

- *Unopposed Action* (picking a lock): Dif determined by Storyteller (default 6)
- *Opposed Action* (playing chess):  $\text{Dif} = \text{Stat} + \text{Skill of Opponent}$
- *Controlling Action* (convincing):  $\text{Dif} = \text{Stat} + \text{Skill} + \text{Will}$

Agree on the appropriate Stat to use for Performance or Difficulty (the defaults are listed next to Skills on your character sheet).

Play Rock-Paper-Scissors, which provides three outcomes:

- *Win* means you succeed in your action.
- *Tie* means compare Performance and Difficulty. If your Prf is higher, you succeed. If not, you fail.
- *Loss* means you fail in your action.

If you have a much greater Performance than the Difficulty (at least double with a minimum of 4), then you can **Overpower** the results of the first test and try again. The results of the second test stand. The reverse is true if the Difficulty is at least double your Performance. You may also Overpower by "exhausting" a level of a relevant Statistic (cross it off). Your Statistic will then be one lower for the rest of the game.

If timing is important, characters with a higher Speed go first.

If a character has a very high Speed *and* a Special that permits it (like Celerity, Speed of Thought, Spirit of the Fray), they may take multiple actions in a single turn.

Characters may also choose to **divide their attention** to accomplish two or more actions in a single turn (different from multiple actions). This must be two different actions (you can flirt and play poker at the same time, but you can't flirt twice as fast). To do this, you divide the Performance for each of your actions by the number of actions you're taking (if you're taking two actions divide your Prf's by 2). You can not divide your attention more ways than your Intuition (Int). The exception is automatic weaponry, which can fire up to its ROF each turn (dividing attention for each shot).

## Combat

Combat is handled like any other action resolution, only the outcome will usually result in the damage of the target.

**To Hit:** The character's Performance is based on their Stat, Skill, Wounds, and Weapon (if any). Difficulty (called **Defense** in this case) is based on the target's Speed and Armor. If a character is doing nothing but defending, then they may add a defensive skill (Dodging, fighting skill for parrying, etc.) to their Defense.

- $\text{Performance} = \text{Stat} + \text{Skill} + \text{Weapon Accuracy} - \text{Wounds}$

- *Defense* = 3 + Spd + Armor (+ Defensive Skill)

**Damage:** The number of Wounds a character takes from an attack is based on the Damage of the attack and the Toughness of the victim.

- *Damage* = Strength + Skill/2 (Half of Skill)
- *Toughness* = Endurance + Armor
- *Wounds* = Damage - Toughness

If Toughness exceeds Damage, then the character takes 1 Wound that is downgraded in type (Aggravated becomes Permanent becomes Temporary becomes None). If Toughness Overpowers Damage (is at least double) the damage is downgraded twice (Aggravated becomes Temporary, Permanent and Temporary become None).

**Movement:** When determining movement during combat rounds, a character may move a number of steps up to their Movement Stat and still complete an action. If they forgo any other action, they may move twice their Movement Stat. Multiple actions due to high Speed do not affect this number. Characters can automatically escape from foes with lower Movement Statistics.

## Wounds

Each character can sustain 10 Wounds before collapsing from their injuries. Each Wound reduces the character's Performance by one (a character with 4 Wounds would have a -4 to all Performances). Wounds are of three types:

- *Temporary Wounds* are minor, bruising wounds (from fists, falling, etc.). 2 healed per 5 minutes of resting (not in breed form).
- *Permanent Wounds* are major, lethal wounds (from knives, bullets, Garou claws, etc.). 1 healed per 5 minutes of rest (not in breed or homid form).
- *Aggravated Wounds* are severe, supernatural wounds (from silver, vampire teeth, etc.). Cannot be healed in one night.

The healing rates given above are for werewolves only.

## Experience

Characters develop over time and the course of stories. Most of the development occurs in the personality and portrayal of the character. This is the main part of character development and deserves the most time and effort. The abilities of characters also change over time as they learn and improve their Skills and Statistics, and gain Favors. Unlike many game systems, this change is handled as part of the story.

Characters are not given experience points that they can go to the "experience store" and spend. Instead, they describe what their character's experience was (what they did in the game) and how they spend their time (outside the game). The Storytellers then improve the character accordingly. This allows for long-term development of a character that is story-based rather than point-based from the view of the player.

## Garou Specific Rules

### Shapechanging

The Garou have the ability to change their shape from man to wolf and several phases in-between. These are **Homid** (human), **Glabro** (Neanderthal-type brawny human), **Crinos** (towering man-wolf), **Hispo** (huge dire wolf), **Lupus** (wolf). The deadly sharp claws of the Glabro, Crinos and Hispo do aggravated damage to vampires (and perhaps other supernatural creatures), but not to other Garou. Each form grants certain advantages and weaknesses.

A character must change forms in order. They may automatically change one form per turn and may automatically change into Breed form in one turn. Changes greater than one form require a test of Rage (+Primal Urge) versus a difficulty level (Dif) of 2 per change. Or the character may change to any form automatically by spending a point of Rage instead of testing. Example: Joe, a Homid Garou, is in Lupus form. He may change directly to Hispo (one change) or Homid (breed form) without a test. If he wanted to change to Crinos (two changes), it would be a difficulty of 4. If he wanted to change to Glabro (three changes), it would have a Dif of 6. Or he could have just spent a point of rage and automatically changed.

- *Homid*: Stats unchanged, no regeneration, no Ag damage from silver
- *Glabro*: +2 Strength, +2 Endurance, -1 Reason, -1 Com, -2 Cha, -1 Apr, claws
- *Crinos*: +4 Strength, +1 Dexterity, +3 Endurance, -4 all social, claws and teeth
- *Hispo*: +2 Strength, +2 Dexterity, +2 Endurance, +1 Perception, -3 Com, -1 Cha, -1 Apr, + 2 Mvm, claws and teeth
- *Lupus*: +1 Str, +2 Dexterity, +1 Endurance, +3 Perception, - 2 Com, +1 Mvm, teeth, no regeneration

### Regeneration

All Garou have the ability to quickly regenerate damage in Glabro, Crinos and Hispo forms. Damage is regenerated at the rate of 2 temporary Wounds or 1 permanent Wound per 5 minutes of rest (talking quietly is rest, traveling isn't). Their regenerative capabilities are foiled by contact with silver, and wounds done by silver weapons (when not in Homid form) are considered Aggravated Damage and do not heal at this accelerated rate (they require a day per Wound to heal).

### Piercing the Gauntlet

Born of two worlds, the Garou may travel between the physical world and the Umbra--the spirit world that strangely parallels it. However, there is a barrier between the two worlds called the Gauntlet that makes travel between the two realms difficult. The Gauntlet is given a rating (0-5) based on its detachment from the spirituality to Gaia.

Gauntlet	Location
0	Powerful Caern

1	Caern
2	Wilderness
3	Rural Areas
4	Urban Areas
5	Heart of Industrial City

It is the character's spiritual affinity to Gaia (their Gnosis) that allows them to overcome this barrier to reach the other side. A werewolf who wishes to cross the Gauntlet must focus on a reflective surface (mirror, shiny badge, pool of water, etc.) to aid in the passage (they may still attempt it without a reflective surface, though the Gauntlet Rating is considered to be doubled. To attempt the travel, test Gnosis (plus Primal Urge or Enigmas) vs Gauntlet Rating. A win indicates safe travel, a loss indicates no travel. Failure indicates that the character may not attempt to pierce the Gauntlet again in that area for 5 minutes.

If a group of Garou are attempting to pierce the gauntlet together, they may designate a leader who performs one test for all of them.

## Peeking

While in the Umbra, Garou may attempt to part the Gauntlet to see the other side (this is called "Peeking"). The procedure is the same as traveling, only the Garou does not physically travel back to the material world. Instead they are able to view events going on in the real world (sight only, the other four senses don't cross). Note that only Uktena (or those with the Umbral Sight Merit) are able to Peek from the material world into the Umbra.

## Rage

Rage is the primal fury of Gaia that can be focused to achieve startling effects. However, Rage can take the Garou too far and cause them to Frenzy, causing them to attack blindly. In order for a Garou to use Rage, they must first be Enraged. This is caused by a number of conditions, including being wounded, humiliated, provoked, or any condition that would cause them to regain Rage. When any of these conditions occur, the Garou must Test their Rage vs Willpower. If their Rage beats their Willpower, then the Garou Frenzies (see Frenzy below). If not, then the Garou is Enraged and may act as they choose. If the test is lost, the character may choose to cross off a level of Willpower to resist Frenzy. Enraged werewolves may use Rage in the following ways :

**Ignore Wounds.** The fury of the beast blinds the werewolves to their wounds, allowing them to fight with less hindrance. Ignore a wound penalty for each level of Rage the character currently has.

**Extra Attacks.** By summoning the full force of their fury, the Garou may ferociously attack their opponents, effectively making multiple attacks. This does not cause the Garou to move at unbelievable speeds, but rather is the result of their furious attack with all available claws, teeth, etc. Cross off a level of Rage and make an additional attack during the same Speed phase as your normal attack.

**Keep Going.** The rage of the Garou allows them to keep functioning after their body would normally give out. When all of their Wounds have been sustained, the

werewolf may continue to function by crossing off points of Rage as extra Wounds (thus a werewolf with 10 Wounds and 3 Rage would effectively have 13 Wounds when Enraged). After the conflict ends and they are no longer Enraged, their Rage is no longer counted as Wounds, which may cause the Garou to collapse as their Wounds catch up to them.

Example: Angry Pete is has Rage=3, Will=2, and 10 Wounds. When provoked, he must test his Rage vs Will to see if he frenzies (Rage will win ties). Once Enraged, Pete ignores the penalties from 3 Wounds. Also, once he takes 10 Wounds, he may continue to function for 3 more Wounds (each Wound crossing off one point of Rage). He also has the option of crossing off a point of Rage to make an extra attack while Enraged.

**Frenzy.** Sometimes the Rage within a werewolf comes bursting to the surface and takes over, turning the creature into a mindless killing machine. While in Frenzy, the character enters a blind rage, causing them to attack the closest targets. If the character's Gnosis exceeds their Rage, the wisdom of Gaia guides their frenzy and they will not attack friends or innocents. Also if the character's Willpower exceeds their Rage, they may test Will Vs Rage to end their Frenzy at will. During a Frenzy, however, the blind rage allows the Garou to ignore the penalties from all Wounds and add their Rage to resist any Social Challenges (even if they don't want to). Besides the obvious drawbacks of mindless killing, they are incapable of initiating Social or Mental Challenges and using Gnosis (which means most Gifts are beyond their use during their rage). In times of great need or desperation, the character may spend a point of Rage to automatically enter a Frenzy, gaining all of the benefits and hindrances it entails.

**Regaining Rage.** Exhausted Rage is not recovered by resting, but rather by viewing the moon each evening which awakens the wolf within (1 per evening, unless it is your Auspice, in which case all Rage is recovered). One Rage, up to your character maximum, is also regained by any condition that causes you to test against frenzy.

## Gifts

Below are Garou Gifts from *Laws of the Wyld* and *Laws of the Wyld West* that have currently been translated into this rules system. When you wish to acquire Gifts that have not yet been translated, contact the Storytellers to prompt them to define the proper rules.

## Breed Gifts

Breed	Gifts
<u>Homid</u>	Persuasion (1), Smell of Man (1), Jam Technology (2), Paralyzing Stare (2).
<u>Metis</u>	Sense Wyrms (1), Create Element (1), Burrow (2), Curse of Hatred (2), Wildcat Eyes (3).
<u>Lupus</u>	Heightened Senses (1), Scent of Sight (1), Scent of the True Form (2), Spook the Herd (2), Catfeet (3), Name the Spirit (3).

## Homid Gifts

**Persuasion** (1) - The spirits give you insight into the hearts of others, granting a bonus in persuading others to your views. This gift allows the character to add their Gnos to tests involving Communication for any attempts to persuade others (not applicable for the use of Gifts).

**Smell of Man** (1) - The spirits allow you to exude the smell of danger that non-human animals can detect. Test with all animals within 20 feet-on a win or tie they flee the area and will not approach the character for the rest of the day. Even if the test fails, the animals will be at -2 to their Prf's versus the character. Ghouled animals win ties.

**Jam Technology** (2) - The spirits can wreck havoc with the innards of a modern technology. Test Rsn + Gnos versus Dif (gun 4, personal computer 6, automobile 8). Success causes the device to cease working for 5 minutes unless someone takes time to physically fix it. (unjam a gun, pray to Microsoft, fiddle with the engine).

**Paralyzing Stare** (2) - The spirits magnify your predator's stare to freeze others in their place. Test Cha + Gnos versus the victim's Rsn + Will. If the Stare-down succeeds, the victim is frozen in place for 5 turns. They may not move, speak, or initiate challenges, but may defend themselves as necessary.

## ***Metis Gifts***

**Sense Wyrm** (1) - The spirits alert the character to the emanations of the Wyrm. Test Prc + Gnos versus the Storyteller's discretion (default Dif=4). This Gift can only detect the presence of the Wyrm in the area, it is unable to specify a particular item or person.

**Create Element** (1) - The spirits allow the character to conjure one cubic foot of one of the four basic elements (earth, air, water, fire). The element cannot be poisonous, acidic, or semiprecious. Test Rsn + Gnos versus Dif 6. If the character attempts to aim the creation (like to drop a rock on someone), they must then test their Dex + Gnos versus their opponent's Def. (no second action required). If successful, the attack does damage equal to the Gnos of the attacker.

**Burrow** (2) -

**Curse of Hatred** (2) - The spirits focus the character's anger and hatred into a demoralizing verbal assault. Test Comm + Gnos versus the victim's Rsn + Will. Loss indicates the victim loses a Will and Rage. If the victim collapses on the floor laughing, she automatically loses.

**Wildcat Eyes** (3) - At will the character's eyes glow an eerie green. While in effect, the character suffers no penalties from darkness and half penalties for smoke or fog.

## ***Lupus Gifts***

**Heightened Senses** (1) - The spirits may increase the sensitivity of the character's senses, allowing them to perform feats far beyond their normal abilities. While activated, the character may add their Gnos to their Prc. However, this spirit-wrought amplification makes the character subject to sensory overload if they experience loud noises, sudden bright lights, foul odors, etc. This results in the loss of the affected sense for 5 minutes.

**Scent of Sight** (1) - The spirits direct a character's sense of smell to overcome a loss of sight. Test Prc + Gnos versus Dif=5 to "see" with smell. This also allows characters to detect invisible opponents and navigate in darkness.

**Scent of the True Form** (2) - By inhaling the scent of a nearby creature, you may ascertain its true being. Test your Prc+Gnos Vs APR + Will. Success indicates you learn what type of creature the target is.

**Spook the Herd** (2) - With this gift, the spirits add a surreal element to the character's howl, that animals find very disturbing. Test Comm + Gnos versus Dif-5. Success indicates that animals in the area are spooked and with bolt, throw riders, break fences, and otherwise act jittery. **Venom** (2) - The Garou can cause her teeth to become coated in deadly poison. If the Garou bites her foe, the victim must win (not tie) a simple test each hour or take another wound. This continues until the victim wins twice in a row.

**Catfeet** (3) - The spirits aid in the character's movement, allowing them to avoid damage from 100' falls or less, and add their Gnos to their Dex for the purposes of balance, agility, and dodging.

**Name the Spirit** (3) - The Garou gains the ability to sense the presence and nature of unseen spirits. Test Gnos Vs the Spirit's power. On a success, you learn the type and approximate trait levels of a nearby spirit.

## Auspice Gifts

Auspice	Gifts
<u>Ragabash</u>	Scent of Running Water (1), Blur of the Milky Eye (1), Open Seal (1), Alter Scent (2), Fool's Luck (2), Carried on the Wind (2), Blissful Ignorance (3), Taking the Forgotten (3).
<u>Theurge</u>	Sense Wyrm (1), Spirit Speech (1), Mother's Touch (1), Sight from Beyond (2), Name the Spirit (2), Command the Spirit (3), Grasp the Beyond (3).
<u>Philodox</u>	Resist Pain (1), King of the Beasts (1), Truth of Gaia (2), Strength of Purpose (2), Scent of the True Form (3), Call to Duty (3), Roll Over (4).
<u>Galliard</u>	Beast Speech (1), Call of the Wyld (1), Mindspeak (2), Distractions (2), Dreamspeak (3)
<u>Ahroun</u>	Razor Claws (1), Inspiration (1), Falling Touch (2), Trick Shot (2), Spirit of the Fray (3), Hail of Bullets (5).

## Ragabash Gifts

**Scent of Running Water** (1) - The spirits aid the character by masking their scent. Anything attempting to use the character's scent has their Dif increased by the character's Prc + Gnos.

**Blur of the Milky Eye** (1) - The spirits weave an illusion around the character, masking them from the view of others. When out of sight of all, test Dex + Gnos versus Dif=5 to activate the Gift. Thereafter, the character cannot be detected normally by creatures, but is unable to speak or interact with the world without shattering the illusion. The concealment lasts for one scene and does not affect

spirits of technological monitoring. For someone to penetrate the illusion, they must have Prc of 6 or greater. Then they test Prc+Will Vs Dex+Gnos.

**Open Seal** (1) - The spirits may allow you to open mundane locks or other closures. Test your Gnos Vs ST difficulty (simple mechanical lock Dif=2). Successes causes the object to open or unlock with no other sign of tampering.

**Alter Scent** (2) - The Garou may replace her scent with any scent she has experienced. Anyone tracking the scent must test their Prc + (appropriate tracking skill) Vs the APR+Gnos of the Garou that altered the scent. If the tracker loses, they are fooled by the false scent.

**Fool's Luck** (2) - Three times per game, you may add your Gnos to your Prf for any test that involves trickery, coercion, or stealth.

**Carried on the Wind** (2) - The character may entreat spirits in the area to block communication sounds between two people in the area. Test Comm + Gnos versus the stronger character's Comm + Will. If successful, some lucky occurrence (loud wind, background noise, thunder) muffles any attempt to communicate between the affected parties. To block communication from more people requires additional tests, with a cumulative +1 to Dif for each additional person attempted. Non-sound forms of communication (gestures, scents, writing, etc.) cannot be blocked with this Gift.

**Blissful Ignorance** (3) - The Garou's powers of illusion have developed to where they can fool even spirits and modern technology. Otherwise this gift works just like Blur of the Milky Eye.

**Taking the Forgotten** (3) - The Ragabash has become so good a thief, those she steals from often forget they ever had the item. After you successfully steal an item from someone (anything that does not involve violence) test your Int+Gnos Vs their Rsn+Will. Success indicates they forget they ever had the item or, when they next need it, believe they misplaced it somehow.

## ***Theurge Gifts***

**Sense Wurm** (1) - See the [Metis Gift](#).

**Spirit Speech** (1) - The spirits have taught you the secrets of their tongue, allowing you to converse with them. You still must be able to detect them to converse, and there are no guarantees of friendliness.

**Mother's Touch** (1) - You can focus your energy through the spirits to heal the bodies of others. By touching the subject and focussing for one minute, the character may heal one Wound (temporary, permanent, or aggravated). Test your End + Gnos versus Dif=number of wounds the other person has. Each attempt causes one point of Temporary damage to the user due to the strain. This power may not be used on yourself.

**Sight from Beyond** (2) - Powerful spirits will visit the character with visions of the future from time to time. The revelations are seldom predictable, but may provide key insight into the tasks ahead of the character.

**Name the Spirit** (2) - See the [Lupus Gift](#).

**Command the Spirit** (3) - You can issue a simple yet compelling command to a spirit. The subject must be able to hear and understand the command. The command itself cannot be blatantly suicidal and must be within the spirit's ability to perform. To command an unwilling spirit, test Com+Gnos Vs the spirit's Will x 2.

**Grasp the Beyond** (3) - The Garou can reach through the Gauntlet to place objects into the Umbra. This includes animals and humans, willing and unwilling. To move an unwilling individual, first you must defeat them in a physical challenge. Once you have grasped the person or object, test your Gnos Vs the Gauntlet rating + the Will of an unwilling subject. If you succeed, you and the object cross into the Umbra.

## ***Philodox Gifts***

**Resist Pain** (1) - The spirits may help you overcome the difficulties of your wounds for important tasks. Test End + Gnos Vs your number of wounds. Success indicates that the character may ignore that many wound penalties for the duration of the scene. If you take more wounds after using Resist Pain, only the number you already resisted are ignored. This power may not be used cumulatively.

**King of the Beasts** (1) - The spirits may allow you to command a specific type of animal in the nearby area. Test Cha + Gnos Vs the animal's Rsn + Will (+ 1 for each animal beyond the first) (default to Dif=4). Success indicates the animal(s) dutifully follow the command issued by the character, although extremely dangerous commands might be incompletely obeyed. Hostile or ghouléd animals win ties double their Will.

**Truth of Gaia** (2) - The spirits may help the character discern the truth from falsehood. Test Int + Gnos versus the potential liar's Comm + Will. Success indicates the character detects lies in the victim's most recent statement.

**Strength of Purpose** (2) - The spirits may bolster the character's resolve when they need it most. When dealing with a challenge that affects the very core of their auspice, pack/sept position, or tribe, the character may add their Gnos to their Will for any tests for one scene (notify the ST of your attempt to use this Gift). This may only be done once per session.

**Scent of the True Form** (3) - See the [Lupus Gift](#).

**Call to Duty** (3) - See the Theurge Gift Command the Spirit. Additionally, you may summon any spirit whose name you know to your presence. Or you may spend a Gnos and summon all spirits within one mile to your presence. Typically only weak, friendly or neutral spirits respond to the call, but you never know for sure.

**Roll Over** (4) - The Garou may exude an aura of power and command. If you defeat an opponent in a test of Cha+Will Vs Rsn+Will, you dominate them into submissive behavior. This makes humans fall to their knees, wolves to roll on their backs, etc.

## ***Galliard Gifts***

**Beast Speech** (1) - The spirits foster communication between the character and

any type of animal. Test Int + Gnos versus Dif=4. Success indicates that the character and animal may communicate freely. This does not necessarily guarantee that the animal is friendly or smart, though.

**Call of the Wyld** (1) - After issuing a howl, the spirits give it wings and carry the intended meaning to all Garou who hear it, even reaching those miles away. The character may make their howl carry one specific and brief meaning. Test Comm + Gnos versus Dif=5. Success indicates that others feel the meaning in the howl; failure produces only a howl.

**Mindspeak** (2) - By focussing their thoughts and contacting the spirits the character may mentally communicate with a willing individual within visual range. Test Rsn + Gnos versus Dif=4. Success indicates the two characters may communicate freely for one scene. This communication may be overheard by Telepathic individuals by defeating the initiator's Gnos + Will.

**Distractions** (2) - The spirits can focus the taunts and jeers of the character into a potent force, distracting a victim from their chosen task. Test Comm + Gnos versus the victim's Rsn + Will. Success indicates the victim has all Prf's reduced by the character's Gnos for that round. Failure just means the character is annoying.

**Dreamspeak** (3) - The Garou enters the dreams of others, and can then affect the course of that dream. The Garou does not have to be anywhere near the target, but must know or have seen the dreamer. To enter the dream, test Int+Gnos Vs the target's Int+Will. If the dreamer wakes while the Garou is still within the dream, the Garou is dumped out of the dream world and loses a Gnosis.

## ***Ahroun Gifts***

**Razor Claws** (1) - The spirits guide the sharpening of the characters claws to achieve an uncanny edge. The character must sharpen their claws (meaning they are in Crinos, Hispo, or Glabro form) against a hard surface, such as stone or metal. After this spirit-guided ritual, their claws inflict an additional level of damage with each strike. The claws remain sharpened until the character changes form.

**Inspiration** (1) - The spirits convert the Glory of the Ahroun into a tangible form, inspiring their comrades to greatness. Test Cha + Gnos versus Dif=4 (greater in more desperate situations). Success inspires each comrade to gain a single retest to be used during the scene. The same Ahroun may not use this more than once per scene.

**Falling Touch** (2) - You may send a foe sprawling to the ground with but a touch. Test your Dex+Gnos Vs their Def. Success forces them to sit down on the ground for their next 4 actions during which they may not initiate any physical challenges, but may defend themselves normally.

**Trick Shot** (2) - The character's Glory can attract spirits to aid them in performing amazing feats. Test Dex + Gnos Vs Dif=4. Success allows the character to add Glory to their Prf when performing an amazing feat of aim. The spirits will not aid in a direct attempt to harm others, only in performing impressive acts.

**Spirit of the Fray** (3) - The spirits give the character insight into the flow of battle, guiding their actions to respond to those of others. In addition to their normal action for the turn, the character may attempt to respond to additional attacks against them during the same round. Test Int + Gnos versus the victim's

Spd + Will. Success indicates that the character may make an attack on the victim just before the victim's attack lands (during the same Initiative phase as the incoming attack). Failure indicates that the character's normal action suffers a -2 penalty to their Prf as they are waiting for inspiration that never comes (cumulative if the Gift is attempted several times in the same round). This may be attempted for each attack directed at the character, but additional attempts to use this gift in the same round incur a cumulative -2 penalty to their Test to activate this Gift.

**Hail of Bullets** (5) - By spending a Gnosis, the Garou becomes immune to all metal or stone projectiles for the remainder of the scene. They simply veer away from the Garou (although possibly then hitting other people behind him). Silver bullets have a chance to hit the Garou, but against them his Def is doubled. Melee or brawling attacks are unaffected and the Garou is perfectly free to fire back at his enemies.

## Tribe Gifts

Tribe	Gifts
<u>Bone Gnawer</u>	Cooking (1), Scent of Sweet Honey (1), Blissful Ignorance (2), Attunement (3).
<u>Child of Gaia</u>	Resist Pain (1), Mother's Touch (1), Calm (2), Luna's Armor (2), The Guilty Mind (3).
<u>Fianna</u>	Family Tree (1), Persuasion (1), Resist Toxin (1), Glib Tongue (2), Howl of the Banshee (2).
<u>Get of Fenris</u>	Razor Claws (1), Resist Pain (1), Snarl of the Predator (2), Might of Thor (3).
<u>Glasswalkers</u>	Control Simple Machine (1), Persuasion (1), Cybersenses (1), Iron Fur (2), Sense Weaver (2), Control Complex Machines (3), Attunement (3), 10,000 Bullets (3).
<u>Red Talons</u>	Beast Life (1), Scent of Running Water (1), Sense of the Prey (2), Eye of the Hunter (2), Babble (3), Rot Weavertech (3).
<u>Shadow Lords</u>	Fatal Flaw (1), Aura of Confidence (1), Mark of Suspicion (2), Clap of Thunder (3).
<u>Silent Strider</u>	Sense Wyrms (1), Speed of Thought (1), Blur of the Milky Eye (2), Messenger's Fortitude (2), Dust-Talking (2), Adaption (3), Speed Beyond Thought (3).
<u>Silver Fang</u>	Sense Wyrms (1), Lambent Flame (1), Luna's Armor (2), Paralyzing Stare (2), Roll Over (3).
<u>Stargazer</u>	Sense Wyrms (1), Catfeet (1), Inner Strength (1), Falling Touch (2), Clarity (3), Preternatural Awareness (3).
<u>Uktena</u>	Sense Medicine (1), Sense the Tunneler's Passage (1), Flick of the Fish's Tail (2), Flight of the Bird's Wing (2), Blissful Ignorance (3).
<u>Wendigo</u>	Call the Breeze (1), Song of the Seasons (1), Cutting Wind (2), Camouflage (2), Speak with the Wind Spirits (3).

### **Bone Gnawer Gifts**

**Cooking** (1) - The Bone Gnawer must have a small pot and ladle to use this gift. By testing Int + Gnos, the Garou may take any small, easily destroyed item he

can find - bark, beer cans, plastic wrap, whatever - and stir it into a foul-tasting but edible mess?. The difficulty depends upon the objects used - 6 for inedible but otherwise harmless objects.

**Scent of Sweet Honey** (1) - Test Cha+Gnos Vs the target's APR + Will. Vampires are Dif=4). Success attracts small air spirits to the target causes them to exude a wonderfully sweet aroma. This strongly attracts all manner of vermin, gnats, flies, bees, etc. The effects last for one hour and water will not wash off the smell.

**Blissful Ignorance** (2) - See the [Ragabash Gift](#).

**Attunement** (3) - While in an urban setting, the Garou can commune with the local spirits for information on the area. The Garou tests Com + Gnos Vs Dif=6. A success allows the Garou to ask one general question and receive a general answer regarding the area. If successful, the test may be repeated to ask additional questions, but once you fail you may not use Attunement again in the same area.

## ***Children of Gaia Gifts***

**Resist Pain** (1) - See the [Philodox Gift](#).

**Mother's Touch** (1) - See the [Theurge Gift](#).

**Calm** (2) - You may work with the spirits of peace to induce calm in your victim. Test Cha + Gnos versus your victim's Rage + Will. Success indicates that your victim's Rage is decreased by one. Characters without Rage cannot attack (though they will defend themselves) for 5 minutes. If this is used against a character in frenzy, instead of losing Rage they are brought out of frenzy.

**Luna's Armor** (2) - As a warrior of Gaia, you may turn to the spirits for protection. Test End + Gnos versus Dif=4. Success indicates that your character acquires an Armor rating equal to their Gnosis (with no hindrance) for one scene. This will increase their Def and Tgh.

**The Guilty Mind** (3) - The Garou can draw forth a state of guilt of remorse in her target. The Gift requires the Garou to defeat the target in a test of Com+Gnos Vs Rsn+Rage (non-Garou substitute other stats, vampires substitute 5-Soul). If the Garou is successful, the target will do the ethical thing, because of the guilt he feels trying to do anything else. For example, a Get of Fenris might apologize to someone he wronged, or a Shadow Lord could admit to an underhanded plot. Note: "ethical" is defined as "whatever a stereotypical Child of Gaia would think was appropriate."

## ***Fianna Gifts***

**Family Tree** (1) - By reciting your ancestors back several generations, you may appeal to the spirits to renew your sense of purpose and belonging. After a minute of reciting, the character may regain any used levels of Past Life or may regain a point of Will. The player should act out the recitation.

**Persuasion** (1) - See the [Homid Gift](#).

**Resist Toxin** (1) - You may call upon the spirits of life to fortify your body against diseases and toxins of all sorts, including those of Wyrms creatures. Test End +

Gnos versus Dif=4 (higher for more potent poisons). Success indicates that the effect of the disease or toxin is cancelled.

**Glib Tongue** (2) - You are able to mystically make whatever you say, even gibberish, be exactly what your victim wishes to hear. Test Com+Cha Vs Rsn+Will. If you succeed, the victim will heartily agree with whatever you are saying, although you have no idea what the victim thinks you are saying. This lasts as long as you keep talking continuously, although the victim may call for another test every minute.

**Howl of the Banshee** (2) - The spirits amplify the terror of your howl to evoke a primal fear in everyone nearby. Test Cha + Gnos Vs victim's Rsn + Will. Success indicates that the victim must flee in terror and may not approach the character for the rest of the scene. Any attack on the victim will cancel the attack. If a victim resists the Howl, they may not be affected again for the rest of the session.

### ***Get of Fenris Gifts***

**Razor Claws** (1) - See the [Ahroun Gift](#).

**Resist Pain** (1) - See the [Philodox Gift](#).

**Snarl of the Predator** (2) - The Garou's intimidating growl weakens his foe's resolve and determination. Test Com + Str Vs the victim's Rsn + Will. Success indicates the victim's Prf against the snarling Get is reduced by one for the remainder of the scene. If successfully resisted, the victim is immune for the rest of the session.

**Might of Thor** (3) - By spending a Gnosis and a Rage trait, your Str doubles (double form bonuses too) for one scene and you ignore all wound penalties. Afterwards, however, you are exhausted and your Str drops to 1 until you rest for an hour.

### ***Glasswalker Gifts***

**Control Simple Machine** (1) - You may entreat weaver spirits to operate nearby machines, such as locks, doorknobs, guns, levers, etc. Test Rsn + Gnos Vs Dif=4 (higher for more complex machinery). Success indicates that you may cause the machine to turn on/off or perform it's normal functions for one scene. Once you have acquired control, you win all ties in tests for additional requests. Your influence over the machine ends when you loose your first test or when the scene ends.

**Persuasion** (1) - See the [Homid Gift](#).

**Cybersenses** (1) - The Glasswalker may use his knowledge of technology to shift his senses into a range not normally comprehensible. Possible uses include infrared, TV, radio, radar, supersonic/subsonic, electricity flow. The Glasswalker will usually still have to make a Prc test against the difficulty of the signal, this power simply shifts expands his senses into the proper band, it does not improve them.

**Iron Fur** (2) - By entreating weaver spirits, you may temporarily change your fur into steel, gaining protection, but losing some mobility. Test End + Gnos Vs Dif-4. Success indicates that the character now has an Armor -3, but loses 1 to Dex

(which also affects Spd). Note that this is really only useful in Crinos, Hispo, or Lupus form when enough fur is present to cover the body.

**Sense Weaver** (2) - See the Metis Gift Sense Wyrms, except applied to the Weaver.

**Power Surge** (2) - The Glasswalker can call upon the spirits of electricity to overload nearby power networks. Test your Rsn + Gnos Vs Dif based on the area to be affected. (room = 3, small house = 5, building = 8, block = 10, hoards of weaver spiders = 30).

**Control Complex Machines** (3) - As Control Simple Machines, but may also control electronics devices.

**Attunement** (3) - See the Bone Gnawer Gift.

**10,000 Bullets** (3) - When the Garou's firearm runs out of ammunition, the Garou may test Gnos Vs default Dif = 2 (more for more powerful firearms or bigger clips) for the spirits to instantly reload the weapon. The reloading takes no action on the Garou's part. If the Garou fails the test, he must reload that weapon normally before trying again with that weapon.

## ***Red Talon Gifts***

**Beast Life** (1) - See the Galliard Gift.

**Scent of Running Water** (1) - See the Ragabash Gift.

**Sense of the Prey** (2) - If the Garou knows anything about his prey, he can track it easily at full speed. If the target is actively hiding, this requires a test of Prc + Gnos + appropriate skill (tracking, investigation) Vs the target's Int + stealth skill.

**Eye of the Hunter** (2) - The spirits aid your wolverine instincts to help you pick out the weakest and strongest members in a group. The character decides how to judge the group (picks a Stat) and then challenges each member of the group Prc + Gnos Vs APR + Will. Successes indicate that the victims must order themselves from weakest to strongest in the given criteria (losses are not counted in the ordering). This may be used on a lone target to reveal what their strongest or weakest Stat is. This may not be used in any way on the same individual more than once per session.

**Babble** (3) - The Garou may temporarily steal the gift of communication from someone. The Garou tests their Int + Gnos Vs the victim's Com + Will. Success makes the victim unable to read, write, speak, understand speech, or even gesture intelligibly for 15 minutes. Only animalistic grunts are possible.

**Rot Weavertech** (3) - The Garou may decay or destroy the trappings of modern society. Anything invented after the Renaissance is fair game for this gift. Test Rsn + Rage Vs the difficulty of the item. (Ex. Flashlight, pistol, lock, toaster = 5; rifle, stereo, small wiring = 8; computer, car, house wiring = 12). Success causes the item to decay into dust. Failure makes the item immune to this power.

## ***Shadow Lord Gifts***

**Fatal Flaw** (1) - By studying another you may consult the spirits to unearth their

weaknesses. Test Prc + Gnos Vs the victim's APR + Will. Success indicates that you have discovered one of the victim's weaknesses (such as a Flaw or low Stat). This may not be used on the same individual more than once per day.

**Aura of Confidence** (1) - You may convince the spirits to shape aspects of your aura to prevent the use of powers that reveal weaknesses. Test Cha + Gnos Vs Dif-4. Success indicates that you are immune to weakness prying powers for one scene. Furthermore, anyone able to view auras will find your emotional state to be solidly confident unless their performance outstrips yours.

**Mark of Suspicion** (2) - By making accusations against someone, spirits carry your words and whisper them to the minds of others, creating suspicion about your victim. Test Comm + Gnos vs. Cha + Will. Success indicates that others will tend to act suspicious of the victim, rendering them -1 on all social Stats for one scene.

**Clap of Thunder** (3) - Calling on the spirits of Grandfather Thunder, you may call forth a stunning shock wave by clapping your hands together, affecting all within five steps. Test Str + Gnos versus victim's End + Will. Success indicates that the victim is stunned for a number of turns equal to the attacker's Str + Gnos. Failure indicates no effect. The character must have hands to use this (must be in Homid, Glabro, or Crinos form).

### ***Silent Strider Gifts***

**Sense Wurm** (1) - See the [Metis Gift](#).

**Speed of Thought** (1) - The spirits whisk you along, enabling you to travel quickly. Test Spd + Gnos versus Dif=4. Success indicates that the character may add their Gnos to their Mvm for purposes of land travel only for one scene.

**Blur of the Milky Eye** (2) - See the [Ragabash Gift](#).

**Messenger's Fortitude** (2) - Sensing the urgency of your mission, the spirits fortify your body, allowing you to travel for up to three days straight without hunger or fatigue for as long as you run. Test End + Gnos versus Dif=4. Success indicates that you may travel distances in a third of the normal time. An additional test may attempt to extend this benefit to another.

**Dust-Talking** (2) - By examining a trail and communing with the Earth-spirits there, you may gain insight into a set of tracks. Test Prc + Gnos vs. Dif-4 (more if the tracks are particularly complex). Information that can be gained from this communion includes: type of creature that created a track, number of tracks present, emotional state of the group, each member's state of health, general destination. Each piece of information requires a separate check and 1 minute of study, and the same information cannot be tested for more than once.

**Adaption** (3) - The Garou can overcome the harshest of conditions and survive in environments that would kill a lesser being. By spending a Gnosis, the Garou can resist the effects of high and low pressure, poisonous atmospheres, vacuum, diseases, toxins and extremes of temperature. Concentrate radiation or flame still damage the Garou, however. By spending an additional Gnosis, he can extend the protection to another.

**Speed Beyond Thought** (3) - The spirits may grant the character a a

supernatural degree of speed. In combat, test your Int + Gnos Vs Dif = 5. Success allows you to add your Gnos to your Spd for the duration of the combat. If your Spd is now 6 or greater, you may take a second action at your Spd-4. However, if you fail the initial test your Spd is reduced by 2 for the duration of the combat.

## ***Silver Fang Gifts***

**Sense Wyrm** (1) - See the [Metis Gift](#).

**Lambent Flame** (1) - The spirits bring the glory of Luna's light to your body, causing you to emanate a silvery shower of light, illuminating the area. While the light is harmless, those attacking in melee suffer a -3 penalty to their Prf (it's also very impressive to be glowing with a silver light). It does however add a 2-point bonus to those attempting to hit you with missile weapons from a distance. Test APR + Gnos versus a Dif=4 to activate. The effect lasts the rest of the scene or until canceled.

**Luna's Armor** (2) - See the [Children of Gaia Gift](#).

**Paralyzing Stare** (2) - See the [Homid Gift](#).

**Roll Over** (3) - See the [Philodox Gift](#).

## ***Stargazer Gifts***

**Sense Wyrm** (1) - See the [Metis Gift](#).

**Catfeet** (1) - See the [Lupus Gift](#).

**Inner Strength** (1) - By meditating for 15 minutes and winning a test of Rsn Vs Rage, the Garou may convert one Rage trait into a Willpower trait to replace one exhausted.

**Surface Attunement** (2) - Test your Dex + Gnos against Dif=6. Success allows you to walk without a trace across mud, water, grease, snow, ice, quicksand or similar substances.

**Falling Touch** (2) - See the [Ahroun Gift](#).

**Clarity** (3) - With a test of Prc + Gnos Vs ST difficulty (default Dif=5), you may see through obscurement, such as fog, smoke, darkness or even magic, without penalty. If you are using this to see through a disguise or illusion actively maintained by someone, you must make a second test against that person. In the test against that person, you may add your Gnos to your Prc. If you also have Heightened Senses, you may add your Gnos twice!

**Preternatural Awareness** (3) - The Garou may enlist the aid of spirits to raise their awareness of their surroundings, allowing them to dodge and anticipate attacks, even those that they would not normally be aware of. Test Int + Gnos Vs Dif = 6. Success indicates that the character's Defense is increased by Int + Gnos for the rest of the scene. This may only be attempted once per scene.

## ***Uktena Gifts***

**Sense Medicine** (1) - You may consult with spirits to determine whether an item, person, or area is magical or enchanted. This Gift will sense the use of Rites, Gifts, Thaumaturgy, mage's Spheres, Numina, Fae Glamour, fetishes, talens, or other magical items or phenomena. Test Prc + Gnos versus Dif=4. Success indicates the type of supernatural powers present, but nothing specific beyond that.

**Sense the Tunneler's Passage** (1) - When you find Wyrms taint, the spirits may help you to track it. Test Prc + Gnos versus ST discretion (default Dif=4). Success gives you the trail of the Wyrms taint to wherever it ends. The trail may not be tracked across the gauntlet, but perhaps could be picked up again on the other side (another test). Be careful if tracking a weakly tainted creature as you may get the trail of a more powerful taint.

**Flick of the Fish's Tail** - (2) By petitioning the water spirits, you may enter their home as a guest, enabling you to breathe water and travel unhindered at the same speed possible in Hispo form. Test Int + Gnos Vs Dif=5. Success indicates that you may enter the water for one scene.

**Flight of the Bird's Wing** (2) - Using spirits as your mode, you may hover and float in the air. Test Int + Gnos Vs Dif=5. Success indicates that you may float in the air for a scene or an hour (enough time to travel 20 miles).

**Blissful Ignorance** (3) - See the [Ragabash Gift](#).

## **Wendigo Gifts**

**Call the Breeze** (1) - By calling upon the spirits of the Wendigo, you may produce a strong, cold breeze. Though it lasts only a moment, it is sufficient to blow away insects and paper, disperse gasses, and extinguish candles, torches and oil lamps.

**Song of the Seasons** (1) - The spirits work to protect you from the effect of natural climate extremes. Against attacks that utilize these factors (such as burst of cold, storms, etc.) you gain +1 Def and +1 Tgh to resist them.

**Cutting Wind** (2) - With the aid of the wintry spirits of the north, you are able to summon a painfully frigid wind that emanates from your body (to a radius of 10 steps). Test Int + Gnos versus all victims' End + Will in the area of effect. Success indicates that the victim is chilled to the bone and suffers a -2 penalty on their Prf for the rest of the scene. Even if test is lost, the hampering cold causes a -1 penalty on their Prf for the rest of the scene.

**Camouflage** (2) - The spirits weave the natural seeming around the character, improving their ability to hide in the wilderness. When hiding, add Gnos against any attempts to detect you.

**Speak with the Wind Spirits** (3) - You may beckon the wind spirits of the area to gather information from them. Test Com+Gnos Vs Dif=5. Success indicates that you may send the wind spirits to scout an area or spy on a conversation and the spirits will answer one question about what they've seen before flitting off.

## **Credits**

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