

## HALCYON 1

### *Scent of the Wind*

Letting the air fill his nostrils, the werewolf tastes the condition of the local climate. He learns what the weather is like for miles around him and can safely predict what the weather will be in a short time.

**Pool:** Perception + Survival + Wisdom

**Action:** Instant

**Success:** Know weather within a radius of five miles per success.

**Exceptional Success:** Nothing, apart from increased distance.



## HALCYON 2

### *Cloud Cover*

Summons a gathering of clouds.

**Pool:** This power requires no roll.

**Action:** Instant

Cloud Cover remains as long as it normally would in prevailing wind conditions. If there are no clouds whatsoever within 20 miles per dot of Primal Urge, the spirits find none and the Gift is wasted. If there are too few clouds to effectively cover the area surrounding the werewolf, the spirits bring what there is, and, if there are many clouds, the spirits bring only what is necessary. Use of this Gift can sometimes increase the chance of inclement weather in the region.



## HALCYON 3

### *Deliriums*

All local winds cease.

**Pool:** Resolve + Survival

**Action:** Extended (25 successes; 1 turn/test)

**Success:** All wind within one mile of the werewolf immediately slows by half, and all winds within one half-mile stop dead. Winds that blow in from outside the mile boundary begin to slow down, and wind that breezes into the half-mile boundary also stops. This condition continues as long as the werewolf concentrates on the effect. Some strong localized winds never regain momentum. ½ hour per PU for effect to completely dissipate.

**Exceptional Success:** Nothing, apart from gaining more successes.



## HALCYON 4

### *Lightning Ward*

This Gift prevents lightning from striking anywhere within several dozen yards. Lightning Ward can also be learned as a Warding Gift from the spirits that teach those.

**Pool:** None

**Action:** Instant

For five hours, the spirits of wind, storm and lightning bend the strikes away from a point chosen by the werewolf. No lightning will strike any closer to that point than 10 yards per dot of Primal Urge.

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## HALCYON 5

### *The Will of the Winds*

This Gift empowers the local spirits to take charge of the winds and precipitation and restore them to the way they were before any supernatural powers came into play. Any being that has placed a supernatural weather effect on the region affected by this Gift makes a contested roll against the werewolf's single roll; only the highest of his opponent's rolls is considered.

**Pool:** Presence + Survival + Purity versus Resolve + Primal Urge

**Action:** Contested; resistance is reflexive

**Success:** Supernatural weather effects within one mile per PU cease replaced with the normal weather.

**Exceptional Success:** Weather cannot be affected by supernatural means for a period of one hour per point of Primal Urge.



## URBAN 1

### *Concrete Bolt-hole*

This Gift directs the werewolf toward the nearest adequate place to conceal oneself for a scene. Functions only in cities.

**Pool:** Wits + Subterfuge + Cunning

**Action:** Reflexive

**Success:** The nearest useful bolt-hole is discovered. The character receives a +2 bonus to any Stealth rolls made to enter the hiding place without being detected.

**Exceptional Success:** The bolt-hole might be large enough for the whole pack, or contain something the character needs or have some added benefit, such as a secondary means of egress.



## URBAN 2

### *Feet in the Door*

This Gift helps contact a professional (not a specific individual) the Uratha needs in a given situation. The character uses some form of communication to contact the person.

**Pool:** Presence + Streetwise + Glory

**Action:** Instant

**Success:** The number of successes indicates the dots in the particular Skill that governs the profession of the person contacted, up to the normal maximums.

**Exceptional Success:** The person contacted may have some reason to need a job, or may have otherwise been in a generous mood when contacted.



## URBAN 3

### *Windfall*

Grants a mundane item or modern convenience for a short period. Item cannot be retained for longer than time asked for. Breaking this incurs -4 to use this gift until a Rite of Contrition is performed, and reduces her Resources by one. Cannot be used to gain more than one item at a time.

**Pool:** Manipulation + Persuasion + Honor

**Action:** Standard

**Success:** The Uratha must achieve a number of successes equal to the Resources normally necessary to purchase the item (the monthly rating, not the total assets).

**Exceptional Success:** No particular bonus apart from the higher wealth limit.

**Suggested Modifiers:** -4; Character has previously kept an item. 0; Use for a scene; -2 Use for a day; -4 Use for a week.

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## URBAN 4

### Urban Awareness

The Uratha can see through the eyes of the local fauna, feel the rhythm of the street and sense any presence that is out of the ordinary and/or dangerous. Doesn't function in wilderness.

**Pool:** Manipulation + Streetwise + Wisdom

**Action:** Instant

**Success:** Slip into a trancelike state. Gain information (presence of strangers, potential threats to the area, such as police, gangs, etc.) up to 500 yards from the werewolf. Additional success increases radius by 100 yards and increases the detail. The Gift lasts a long as the user remains in the trance, but she is unaware of and cannot react to the outside world, nor can she relay her findings while the Gift is active.

**Exceptional Success:** No additional effect.



## URBAN 5

### Vermin Riot

The streets darken with hordes of rats, lice, cockroaches, ants or termites, or the skies are filled with flocks of swallows or pigeons or clouds of flying insects. These swarms of the city's vermin attack the Uratha's foes.

**Pool:** Intelligence + Animal Ken + Purity

**Action:** Instant

**Success:** Each success fills 25 sq. yards with ever-renewing hordes of vermin. The swarm can be guided to attack anyone caught within its mass; as a reflexive. Speed of anyone targeted is at -2. They suffer 1 (B) per turn. They have -2 to any Skill. The swarm lasts for two turns per success, or until the werewolf dismisses it.

**Exceptional Success:** No additional effect apart from increased duration.

## LEVEL 1 RITE

### Tremulous Howl

A ritemaster who performs this rite can be certain that those who hear it will remember her and the call for help.

**Performing:** Nick throat to draw a trickle of blood, then throw her arms and legs wide to reveal her vulnerable belly. Then, she howls.

**Action:** Instant

Howl can be heard 20 miles per PU. Any who hears it knows who is in trouble and where.

## LEVEL 2 RITE

### Bar to Birth

This rite lays a ward over the womb preventing any new life from taking root there.

**Performing:** Moon must be in sky and subject menstruating. Ritemaster writes Luna's First Tongue name above the subject's womb with her menstrual fluid. If rite is successful, blood evaporates. The Ritemaster can also lift the ward, with an incantation and the willingness of the subject.

**Action:** Instant

**Success:** Subject cannot become pregnant due to intercourse with a human. Lasts for one lunar month.

**Exceptional Success:** The effects of the rite last three times as long.

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## LEVEL 2 RITE

### Rite of Winter's Anguish

The Rite of Winter's Anguish abjures the spirits of the snow, air and cold to leave be.

**Performing:** Subject must be bared to the elements. He is then subjected to the coldest thing possible.

**Action:** Extended (10 successes; 10 seconds/test)

**Success:** At 10 successes, the subject becomes completely immune to natural cold for one hour per PU. Magical cold effects leveled against the subject suffer a -4 penalty.

**Exceptional Success:** If 15 successes are accumulated when the ritual concludes, the effects of the rite last for twice the normal duration.

## LEVEL 3 RITE

### Subduing Hungers Rite

Continue to function as if fed and watered for a few extra days.

**Performing:** Bite tongue or lip, or cuts and lick wound, ingesting the blood. Burns each feet just enough to raise blisters. At this point, the werewolf expends at least one Essence to empower the rite.

**Action:** Extended (25 successes; 1 min/test)

**Success:** If total is accumulated, the werewolf will not need to eat or drink for a number of days equal to Essence spent. Her body does not react to lack of sustenance until the ritual's effects ends. When the effects of the ritual dissipate, the werewolf's body suddenly notices what it has been missing.

**Exceptional Success:** No additional effect beyond the extra successes gained.

## LEVEL 4 RITE

### Shadow Play

Replay a location's spiritual lifespan.

**Performing:** Must take place in the reflection of a location in the Shadow. First demark the boundary of area – chiminage at key points. Perform ritual howl and lapse into trance. Those in *Hisil* see bands of distortion, – the vision is only to the ritualist. If area awakened, must have spirit's permission.

**Action:** Extended (1-10 success. 5 mins/test).

**Success:** Each success allows 5 years of change in roughly five minutes for 1E.

**Exceptional success:** 50 years for 1E.

**Modifier:** +2 Chiminage very valuable, or connected to events. +1 Area connected to ritemaster. +1 Area has strong reflection. +1 Cahalith. +1 Chiminage valuable. +0 Size of a large room. -1 Size of a house. -2 Locating a particular event. -2 Size of a a building -4 Size of a city block.

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