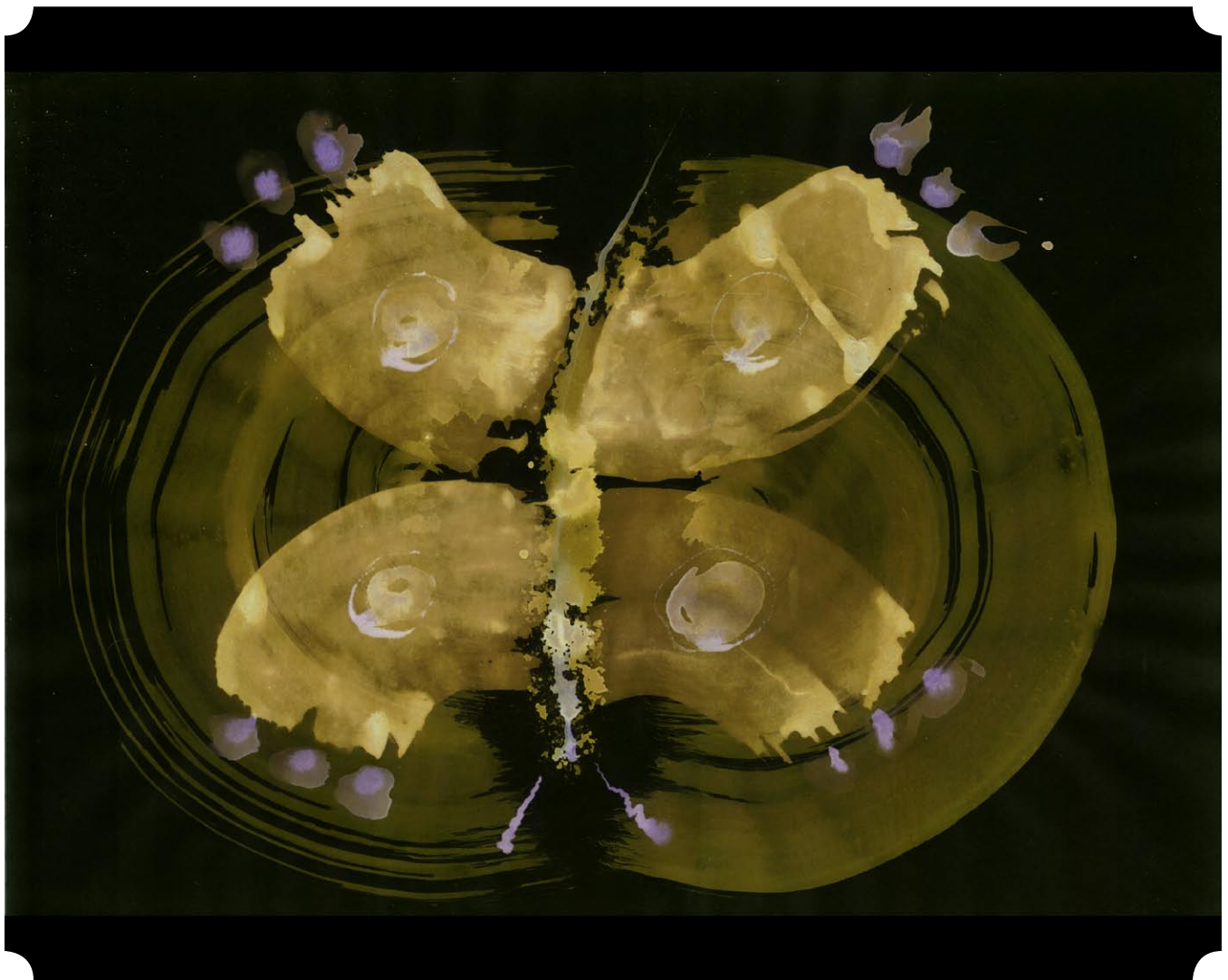




Netbook - Weather Spirits

2003 - ROLAND W. CORYELL



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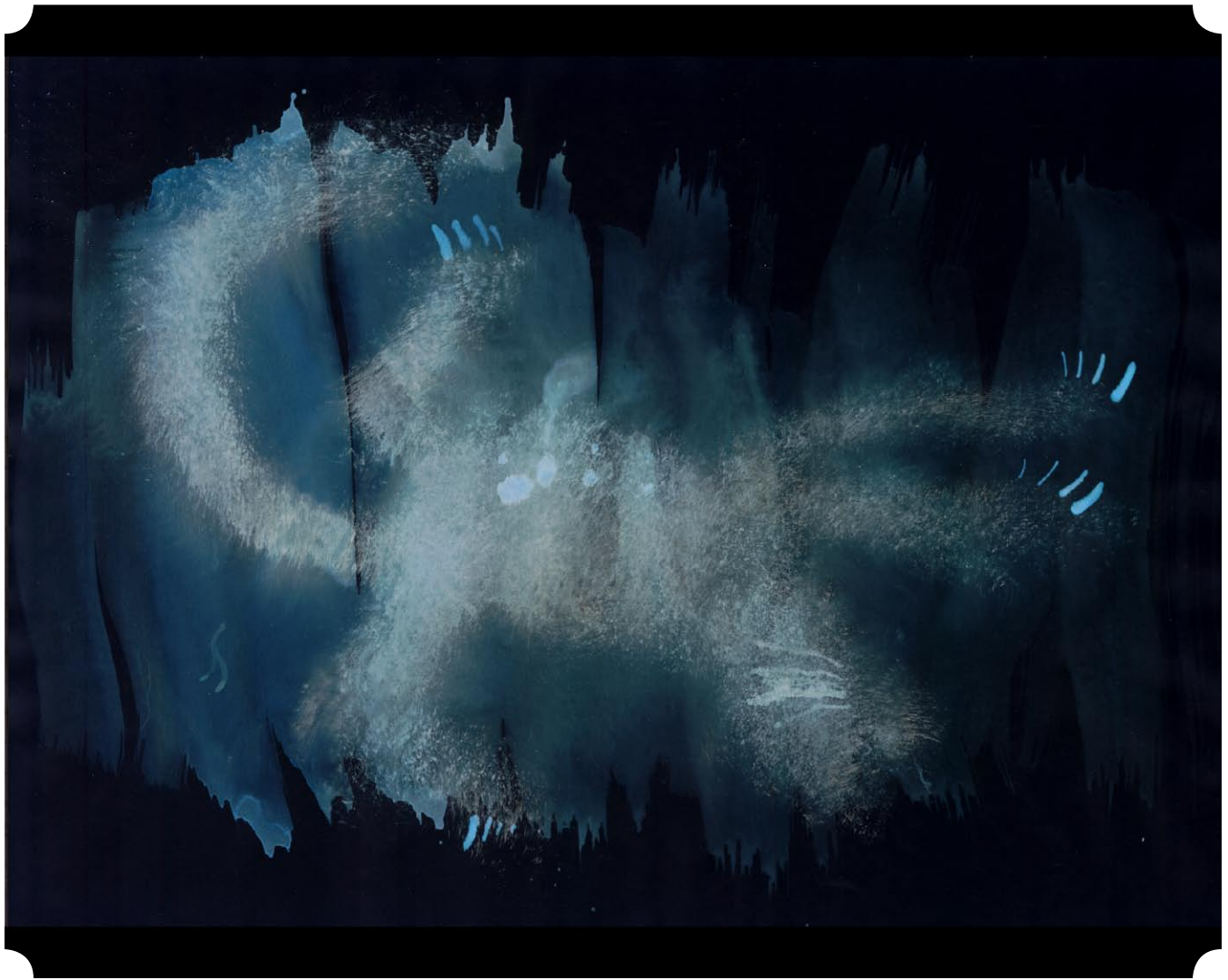
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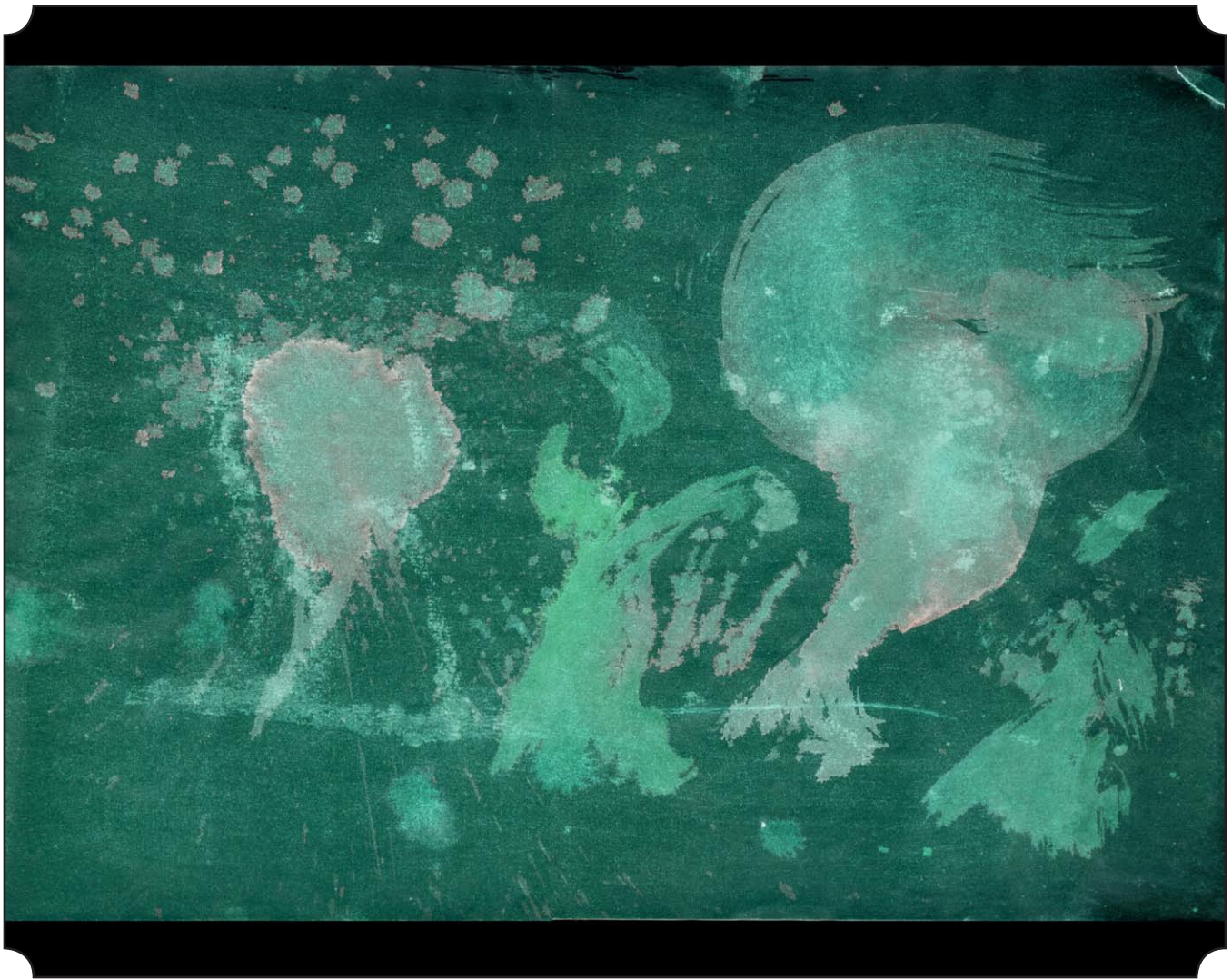
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### Little Cat's Fetter

It's done then, and the voice is firmly in my head, indistinguishable from my own. All that remains is to re-open the circle, put out the fire, and complete the scars of recognition. Fortunately, the stones in the fire keep their heat. For a time, all I can hear is the sound of my own voice, my own hunger, trapped between screaming and the sound vocal cords make when they've torn.

I smell... Like food.

Later, walking the shore, the voice is a melody singing of dawn and the tears of the seals remembering the death of their young, so many years ago. From the corner of my eye I see the ghost of Kipling's white seal and

an industry fleeing. The scars on my hands have gone silver-gray, and I can feel the tightness where my shoulders join. I speak to the air and my voice has changed, a dozen times deeper. I have screamed and regrown so many times my voice is basso-profundo, whisky.

I sing Janice Joplin, and I sing Janice Joplin, and hours later I'm somewhere along the shore I've never been, following a seal that's only almost white, still singing. From time to time I find the song is only in my head, that I've gone to clouds. The seal watches, waits while I feed on the city's waterfront – and I've forgotten the name of the city.

If someone were to tell me, "Little cat, you've broken." I would not disagree. I remember this shore as though it were some final gathering place, as though I were walking the shadows of my own dream. I remember, so slowly, that my city is the smoke – and that some poor fool named part of it The Dogs. Man-things there, castles upon the water, full of LPG, full of cars and cargo. And full of life. It's all I can do, not sinking my teeth in. I still smell like food. I wonder if there are dogs in The Dogs.

The why comes back in waves, so close to the sea. Barter and invitation, old rumor and parchment. A chance to shed not only my first skin but all the skins I've ever had, to be this new thing. I know how the Ripper felt, broken though he was. I can feel the empty of another hunger waking as night falls, breathe myself out into the air.

The voice in my head, it's singing Joplin for me now.

Pull here, pull here and the life comes free, meant to be breathed in. Pulling back from the edge is hard, like torture or suicide only halfway done. It helps that I've known the hunger for years, but like this – no wonder they say my people are prone to fall. I want to keep breathing it.

Words on old parchment, and me trying to keep my claws in. No wonder the warnings spoke of monster, told of those lost to the night, hunted by everything that could see – and I see my silver trail behind me, pausing to feel its light. Turn it off like a switch. The warnings spoke of addiction, but I've been addicted to everything forever, and this new dimension is... stronger than I expected.

Commanding the hunger's pause is the work of hours, silent below the lamp's sodium arc. Around me the park wakes. Someone's complaining the air's thick – and I realize it's me pulling that in, so I stop it, let the golden dawn come. Focus, you can focus on anything, and dawn's so strong and beautiful. I feed dawn to my hunger and wake on the bench to a bobby asking am I OK, and I need to move on.





## Weather Spirit Bindings

Although weather-bound forms have been mildly classified, there is no saying that a pure weather type is any more benign than an abominative type. These bindings and mergings are extremely rare, alien in nature. As such, motivations shift, logic recomposes, and conflict almost inevitably follows.

### Unspoiled Weather Types:

Fog, Thunderhead, Rain, Blizzard, Corona, Hurricane, Tornado

### Abominative Types:

Acid Rain, Smog, Solar Flare

### Transitional Types:

Tesser, Mirror, Scry

## Uses of Weather Spirit Binding

### Method – Fetish:

Usually a self bound fetish, in the form of tattoo or scarification, relevant to the spirit being bound. Traditional oriental tattoo arts are typically used, but any tattoo method, scarification, or obvious body modification is acceptable. This binds the fetish to the user – when the user dies, the spirit is released in three days time... Should the body be skinned or otherwise preserved, the fetish can be continued, but future users of skin fetishes usually die in days as the spirit seeks release. This method is cooperative rather than forcible, and is more powerful as a result.

Weather spirits tend to empower their hosts, and upon the death of a host, some of that power will often remain, usually associated with the spirit itself, but sometimes simply associated with the memories of spirit and host combined. Bones, skin, and art from the weather spirit bound will often harbor power after the death of the host, as is true with most major bindings, and can sometimes be put to use. Other times, as with a contamination, the residual power is problematic, even dangerous.

In rare cases, a non-self fetish is created, but even the dragons view these as exceedingly dangerous – though not so terrible as skin fetishes – because the contact is not so close to spirit used, and binding so powerful a spirit to a thing is in and of itself dangerous. Likewise, since the connection to the fetish is not complete, a user of such a fetish feels unfulfilled, and often falls to wanton power hunger to compensate for the perceived lack.

### Method – Soul Bound:

A very few are born with a soul partnered spirit. This background costs 15 points and does not automatically grant the skill level required for use. Beginning characters should have to work hard within the game even to begin accessing their internal spirit. Meditation of three is required in any case before the character can utilize their spirit side. Flaws beyond the traditional seven, usually related to mental issues, should be considered in such cases.

This form of bond is in no way akin to the Spirit Companion, as the spirit is part of the Garou in question, not a separate entity.

It is said that some of the most evil and short lived of villains have been those who were not bound to their spirit in the manner of fetish but those who's spirit possessed them for whatever reason. It is extremely unusual for any of the weather spirits other than Scry to have this capability, but of such things legends have been made. It is said the Kitsune have a method for dealing with these fomori – for in a sense that is the nature of the possession, regardless of Wyrms taint or lack thereof.



## Weather Forms

More than with most other spirit types, weather forms tend to corrupt as power grows. Meditation, strong will, and a full belly help to maintain self control. The spirits involved tend to be so base linked to their natures that change in the binder is inevitable. Emotions range close to the nature of the spirit – Tornado is ever angry and destructive; Hurricane pushes for its desires, Fog hungers for life.

### Mechanics:

All weather form manipulated martial arts uses require level four of a martial art, specialized (eventually) in the methods of weather form used. Non-martial arts skills are similarly affected, but only in ways corresponding to the weather form chosen.

**Binding:** This is a level four or harder contested binding. Spirit is assumed to have a power of at least ten. Talking to the chosen spirit over months at a time is often required, and all interaction can be expressed as an extended series of challenge rolls or played out.

The skill of rituals is required, and the entire process must be done by the Garou in question, else the result is far less predictable. (+4 to willpower rolls when in danger of frenzy, irrational uses of power, or similar.) Scarification, tattooing, or skin-change is the final step, and must be begun within a week of the binding.

**Bonding cost:** 2 points permanent gnosis (Gnosis can be regained by spending from the modified level – not as though it had never been spent, as is the case in a dedicated weapon such as a Klaive.) Dual binding costs three permanent gnosis, and may result in a gestalt.

**Bonding type:** Full scale (chest or back) tattoo unless doing a dual binding, at which point the tattoo is chest, back, upper arms, upper legs. Scarification would be less drastic, but still extremely noticeable. Bindings done in the umbra, or without the benefits of marking the body, result in similarity specific

discolorations of the whole body, hair, eyes, even the teeth. With fog, this discoloration is usually a uniform silvering of the body – and dual bindings very often result in eyes of the purest gray, without apparent pupils.

Experience for the minor groups not counting skill requirement: 20

Combination of groups not counting skill requirement: 50

Some weather subtypes will not combine, and dissimilar weather types – tornado and thunder storm for example, although often related on the surface, never combine.

Partial expenditure of experience, minimum expenditure: 10 = budding powers.

Dual binding minimum expenditure = 25



Any meditative ability can be added to any roll involved with a weather or elemental binding. Once a Garou has level four or better in meditation, really frightening things can be done. Likewise, any weather form is addictive. Fighting for the sake of fighting is not so worrisome with fog forms as it is with tornado and thunderhead, but as with any chi manipulative art, there are light and dark paths.

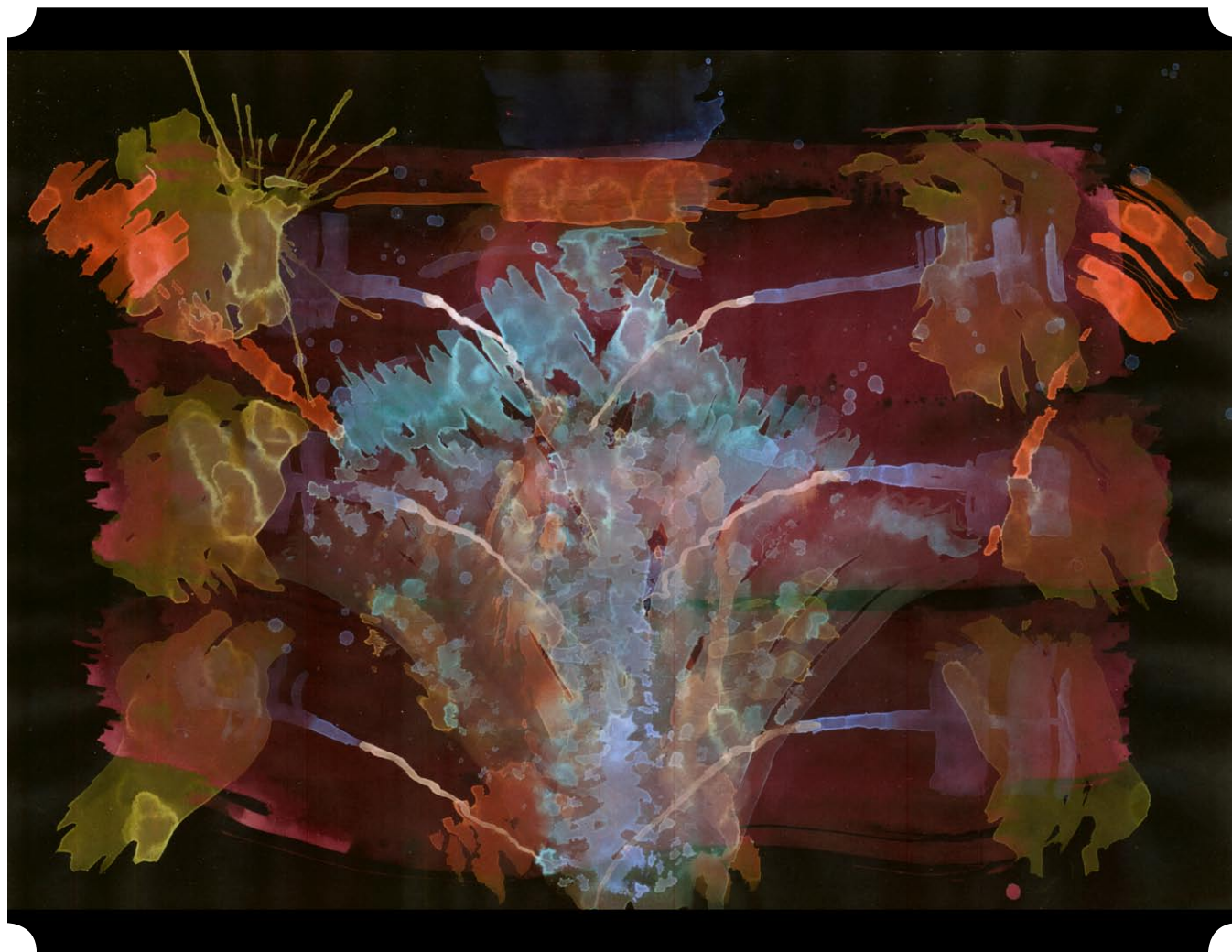
The more often a Garou fights or acts without spending time in meditation, without spending time introspectively, the more likely psychosis, irrational use of power, and power for its own sake become. Hunts called down upon such creatures – for creatures some become – are far more common in the orient than the dragons care to admit.

Weather and elemental forms are far more common amongst Dragons, Kitsune,

and Geese than Garou, obviously – these shifters are likely to recognize said powers/effects when they see them and know how to counter them as well.

In lieu of martial arts – or in addition to – some other skills work with weather forms. The effects vary, but are appropriate to the form bound.

Also of note: using gifts in combination is common. A Garou begins taking -2 penalties per active gift beyond skill level in meditation (Not counting the first active gift) once the number of active gifts exceeds the Garou's skill in meditation.





### **An Examination of the Types Unspoiled Weather Types**

#### **Fog**

Fog hides itself; a Garou with Meditation/Chi focusing can be or not be, so far as spirit sight and related skills are concerned, at will. Without use of gnosis, she gains automatic bonuses to stealth. People will only notice her on rare occurrences, unless she does something obvious. Stealth in the fog is treated as an automatic 12 successes – unless a botch is made. Other shadowy and shrouded areas are at four automatic successes. When people are actively looking only half the number of automatic successes are applied.

Doing something obvious reduces this to one quarter, such as opening a door where people are present.

Mages, dragons, Kitsune – perhaps others – can notice Garou in fog form as though Garou were using stealth at twelve successes (Actually this varies, see below) but others stand no chance whatsoever – other than noticing unusual fog. Isolated fog WILL be noticeable, but other than that, fog in fog hides itself.

From the umbra peeking back across, noticing fog form is far easier. It appears as an aural mist, representative of who it is, but is likely to be noticed only by the initiated. The same is true with any of the aura perceiving gifts, but difficulty is four higher if not peeking across from the umbra.

## Fog Form Classifications

### Delicate Tendrils

Deceptive addition to any circular martial art form, Aikido in particular, but striking arts as well. This makes it exceedingly difficult for an opponent to grapple extremities or predict strikes. +2 to Brawl rolls.

Fog form cost: 2 gnosis.

### Pea Soup

Fog form costs six gnosis.

Deceptive addition to any soft contact/throwing martial art. +2 to Brawl, plus 4 once a grip is gained. This form of spirit grants no confusion to the enemy in combat

Hardset head: The only form of defense ANY of the fog-forms grant, a single action (Four gnosis) rendering the user momentarily invulnerable to harm – but disallows any other action. (Usual knock-back on heavy damage – light items simply pass through)

### Ground Fog

Fog form costs eight gnosis.

All power in the world to kicks, as per the no-shadow kick in Iron Monkey. No increase in damage, but automatically unsettles and unbalances the opponent. Greater than three successes knocks the opponent back at five meters per success.

Ground fog grants nothing when not in contact with the ground, a building, water in contact with the ground, or fog.

Any grounding strike/downward strike is to be treated as automatically crushing, as per Shatter Bone Ahroun gift.

### Mourning Dew

No fog form.

Not dissimilar from some of the gifts granted by Summer Rain, Mourning Dew for Garou forms a crossing over between phases of the moon and dawn. For a half hour before and half an hour after dawn, the Garou is drawn as though by their auspice of the moon, gaining rage at 1 or 3 per round if in combat, or full rage by full light.

For effects on martial arts, mourning dew favors close fighting, leverage, and zero range strikes (Striking as though at full swing from either contact or grip). Those imbued with mourning dew suffer no consequences from being off balance, thrown, or being wounded. +2 to martial arts skills, plus four to contact and grapple striking.

Those of the mourning dew, by shedding a single tear, can pass to or from the umbra with no reflective surface whatsoever, as though the gauntlet were three.

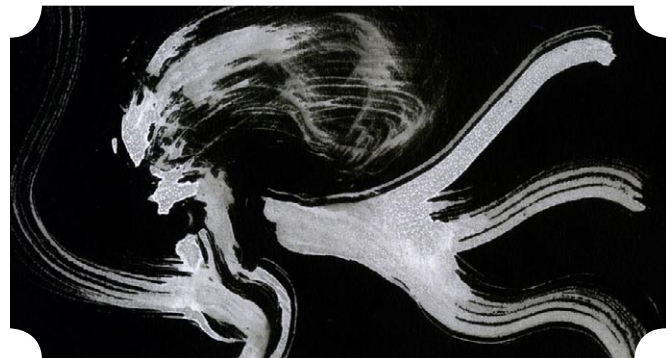
## Dual Subtype Classification

Storm Front: Delicate tendrils and Pea soup combined. All of both, plus the ability to walk on water without shifting to fog form, and pass through transparent mediums.

Create element: Electricity level 2

Rising Mist: Mourning Dew and Delicate Tendrils combined. All of both, plus the ability to strike to and from the umbra without expenditure of gnosis.

Shattered Earth – only with this particular combination, considered to be a death strike. Burn all rage, gnosis, willpower, and health down to mauled. Shatters rock, metal, any solid material (bone included) within a sphere with a radius of twelve meters to a molecular powder. All living things within this strike are reduced to mauled as aggravated damage, though cartilage and soft tissue are not affected, and anything without regenerative capabilities will probably die as a result of difficulty breathing – muscles with no bones to pull against don't work very well.



## Common Abilities

All forms of fog have the following capabilities if the Garou in question can fuel them, unless stated otherwise in the particular subtype.

Fog form – Mechanics: Wits plus primal urge, target of four, modified by current weather, up to a difficulty of nine in a desert or vacuum. Allows movement as the fog – passing through any spaces fog can pass through, moving up and down... and lasts until unwilled. Perception is reduced by two on all items not encompassed, and increases by four for items that are within volume. Volume is determined by mass, a hundred pounds equaling 10 cubic meters. Wind more than 20mph will move fog forms where it will, not incorporating fog, but pushing it along... In fog form, no physical attacks are effective in either direction.

Botching this can have results ranging from being stuck in fog form, being unable to cross to/from the umbra, or even losing the wolf for a time.

Here and There Again – Mechanics: Spending gnosis at 1 gnosis per additional action per round) lasts for a scene.

Actions in this manner are akin to spending rage, but the expense is singular, so a Garou who spends three gnosis will have three actions (Per regular action) per round. Burning rage in addition to this adds one more action as per usual, but only once, so a Garou who spends three gnosis gets three actions per round throughout the scene, but four actions in the round she burns the point of rage.

Calling the fog.

Spend a point of gnosis, call fog in any form you wish. One automatic success is guaranteed, plus additional Wits + Primal Urge, difficulty 7. The same power can dissolve fog, but without automatic success, difficulty 8. Botching this results in far too much fog or temporary blindness, or both.

Eyes of the fog.

See what the fog sees at plus two perception for whatever it encompasses with its volume, -2 for that which is near it. Any fog within ten miles can be tapped, and this effect lasts so long as the Garou desires it and maintains concentration.

Mechanics: Spend six gnosis, and roll Perception plus Primal urge to activate. One mile of reach is gained per success. Spent gnosis should be treated as additional dice.

Heydeokin Shrift

As per ghaki power, drain life from that which is encompassed by the Garou's fog form (Those who bind Mourning Dew must be in direct contact with their target.) – gain 1 gnosis per 4 blood points drained, or health at a 1 to 1 ratio. Heydeokin Shrift can affect multiple targets, difficulty of the target's willpower. No penalty is assessed for multiple targets. A Garou using Eyes of the Fog can reach ANY target within the tapped fog.

With a Garou whose meditation is less than four, this leaves an Umbral trail both other Garou and mages can follow easily when the Garou is not touching its target. It is extremely addictive, and can temporarily raise gnosis above that which the Garou normally possesses to a total of twice maximum effective gnosis. This does not include gnosis the Garou would not normally be unable to spend, such as that used for dedicating a Klaive. This gift is the primary reason the fogbound are often hunted before those who have bound other weather forms.

Using this gift, the Garou feeds from an emotion in addition to blood, which the Garou must choose at the time of first use. If a choice is not made and willed, the most forward emotion of the first target becomes the emotion selected. Once used, this gift will always rely upon that one emotion, and will cause that emotion to occur in its targets.

Will not work with blood that is not in a person/animal – the emotional aspect of this gift is essential.

Mechanics: Spend eight gnosis to activate this gift. Contested roll vs willpower per

target. Having less gnosis than eight when the gift is activated drives the Garou into an animal state, in which its fog hunts victim after victim until zero level is reached.

A Garou whose gnosis drops by more than half currently available gnosis in one action must roll vs. willpower to avoid this gift coming forward, difficulty of gnosis spent, though meditation can be added to this roll, and an extended meditative period renders it unnecessary.

A Garou who's gnosis drops to zero in one action, or in which more than half currently available gnosis is spent rolls vs. willpower difficulty of gnosis spent PLUS maximum gnosis to avoid an animal hunting state.

Such is the curse of the fog bound.

Of note, hunting in this manner maintains and restores youth, health, and over the years may even add to attributes. By way of comparison, daily usage of cocaine is considered to be a mere passing fancy.

**Vanish:** As shocking to the one who vanishes as to those who witness the vanishing, one who spends all gnosis simply vanishes, this side and the other. Choice of where to reappear – from two days to a week later, with a range of ten to twelve miles – must be made at the moment of vanishing. If not at full gnosis, time is tripled, and all rage and will are spent as well. Like as not, without full gnosis, location of return is dubious as well.

This gift can be activated at any time, superceding even first strike gifts – but only when the Garou knows the gift is needed. Getting hit by a killing strike more or less eliminates this, unless the Garou saw the strike coming...

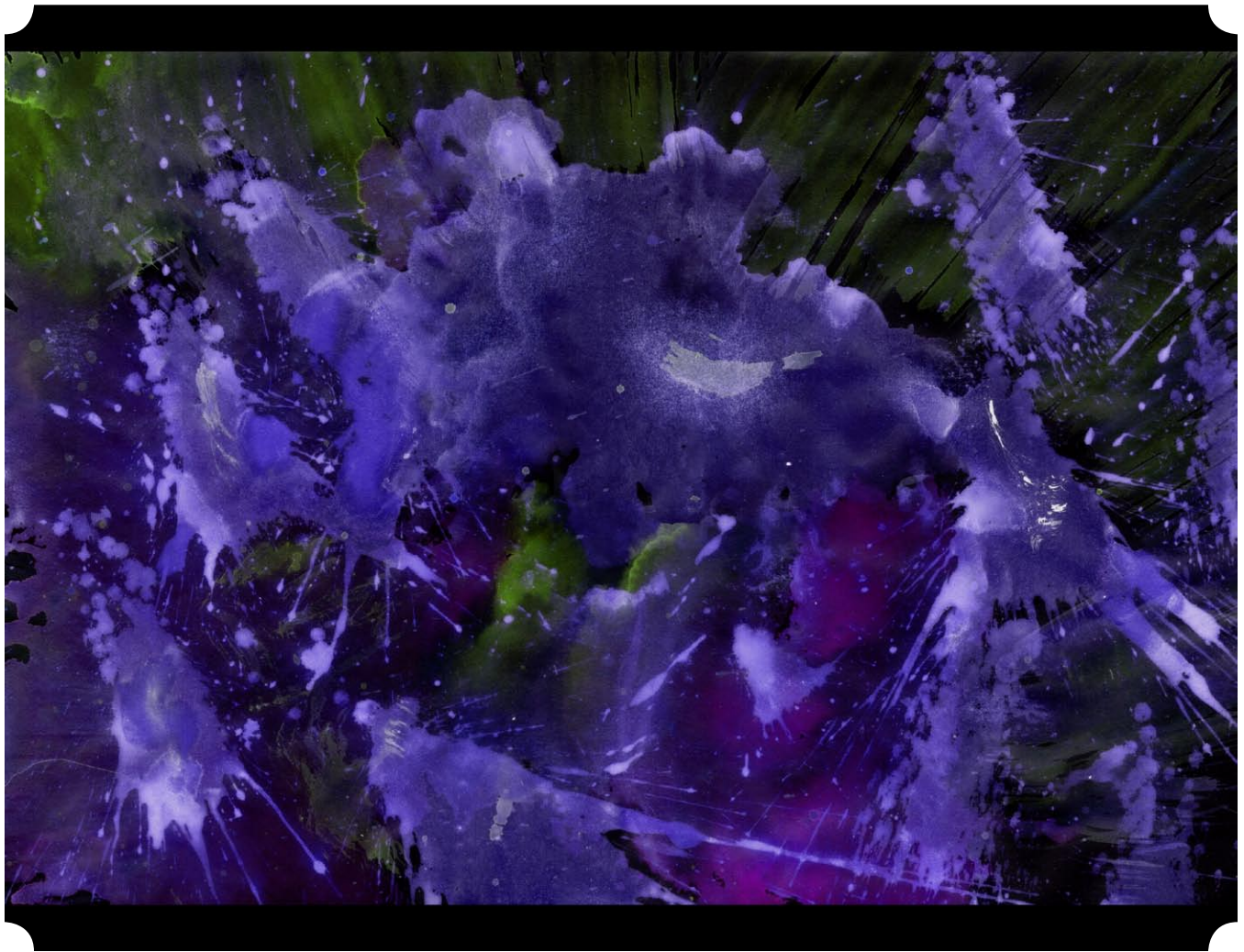
**Mechanics:** Wits + Primal urge base difficulty of four to make sure that the Garou in questions ends up more or less where they intend to.

**Transference:** Spend 1 gnosis, completely ignore rules of physics. (Demented flip kicks, impossible in-air rotations, falling faster than gravity calls for or floating – all this and

more is possible. It is assumed that unless interfered with, the Garou lands/completes the action as though it were perfectly natural at normal difficulty for the given action. Of note – actually changing direction requires a flying gift.) Target of six. Dexterity + athletics. Unless explicitly stated otherwise, all weather spirit bindings have this capability.

**Volume perception:** Similar to eyes of the fog, but localized, spend 1 gnosis and be aware of all physical volume within twelve meter's radius. If at more than six actions per round, dodging bullets and similar insane feats become possible. Lasts one scene. Difficulty 6. Perception, + alertness.





## Thunderhead

Thunderhead is turbulent, spending itself with abandon. Very much crossing the boundary between the natural and the constructed, thunderhead has a natural affinity with electrical elementals, as well as a natural hostility towards delicate electrical equipment.

Those who have bound Thunderhead in any of its forms are at +2 difficulty on stealth rolls unless surrounded by electrical devices or in a thunderstorm, but at -4 difficulty on intimidation rolls. Immersion in water is not harmful per se, but is extremely uncomfortable – without Iron Will, difficulties are increased by +2 when immersed.

Thunderhead has a natural affinity for metal weapons, conductive substances, and talens and fetishes which have bound spirits of electrical nature. Difficulties with such items are reduced by one.

### Thunderhead Subtype Classifications

#### Bated Breath

Lightning form: 5 gnosis

Pensive in the extreme, bated breath grants no additional martial or weapons advantages, but adds +2 to intimidation. Of all the Thunderhead forms, Bated Breath gives the biggest impression of being about to do something unspeakably bad – if only the right moment presents itself.

Black gaze – causes instant panic in animals, delirium in humans, and will drive those others that fail their willpower rolls to their knees in terror. System: Spend 1 gnosis and roll Intimidation + Charisma, target of opponent's willpower. Each additional point of gnosis spent forces a contest for another ten times the number of people. All lesser animals in line of sight are automatically affected. 1 = 1, 2 = 10, 3 = 100, etc.

Exhuma – Spending six gnosis disrupts the voluntary nervous system every living thing within line of sight out to thirty meters or every living thing within thirteen meters. Excruciating to the target, this is the bad thing that Baited Breath promises. Targets remain conscious; targets without a voluntary nervous system are immobilized completely. Spirits suffer an instant loss of (successes) in power and are stunned for at least a round.

#### Driving Nail

Lighting form: 3 gnosis

Precision in the extreme, grants +2 to melee rolls and does not require careful aim where careful aim would normally be required if meditation skill is four or better.

Sling Hammer – while this actually works with any front heavy weapon, it is particularly effective with hammers and axes. System: roll currently available rage + currently available willpower and spend four gnosis, target of six, once a strike has connected. Strength and damage of strike are multiplied by successes. However, for the following three rounds the Garou is rooted to the spot, unable to move. Botching this will invariably tear the Garou limb from limb as the weapon follows a tangent to the path of its arc.

Dancing fingers – precision motion at speed in any action involving fingers. Speed of fingers only is multiplied by one hundred times, and the mind simply keeps up. Actions such as touch typing, banjo picking, or knitting are thus insanely fast. No extra strength is granted. Mechanics: spend one gnosis, roll intelligence + primal urge target of six to activate. 1 success = 10x 2+ successes = 100x.

Spending a second point of gnosis allows like speeding of the eyes and mind for non-finger related activity, but if this is done, the fingers must remain in motion, else the gift ceases. Duration: 1 scene.

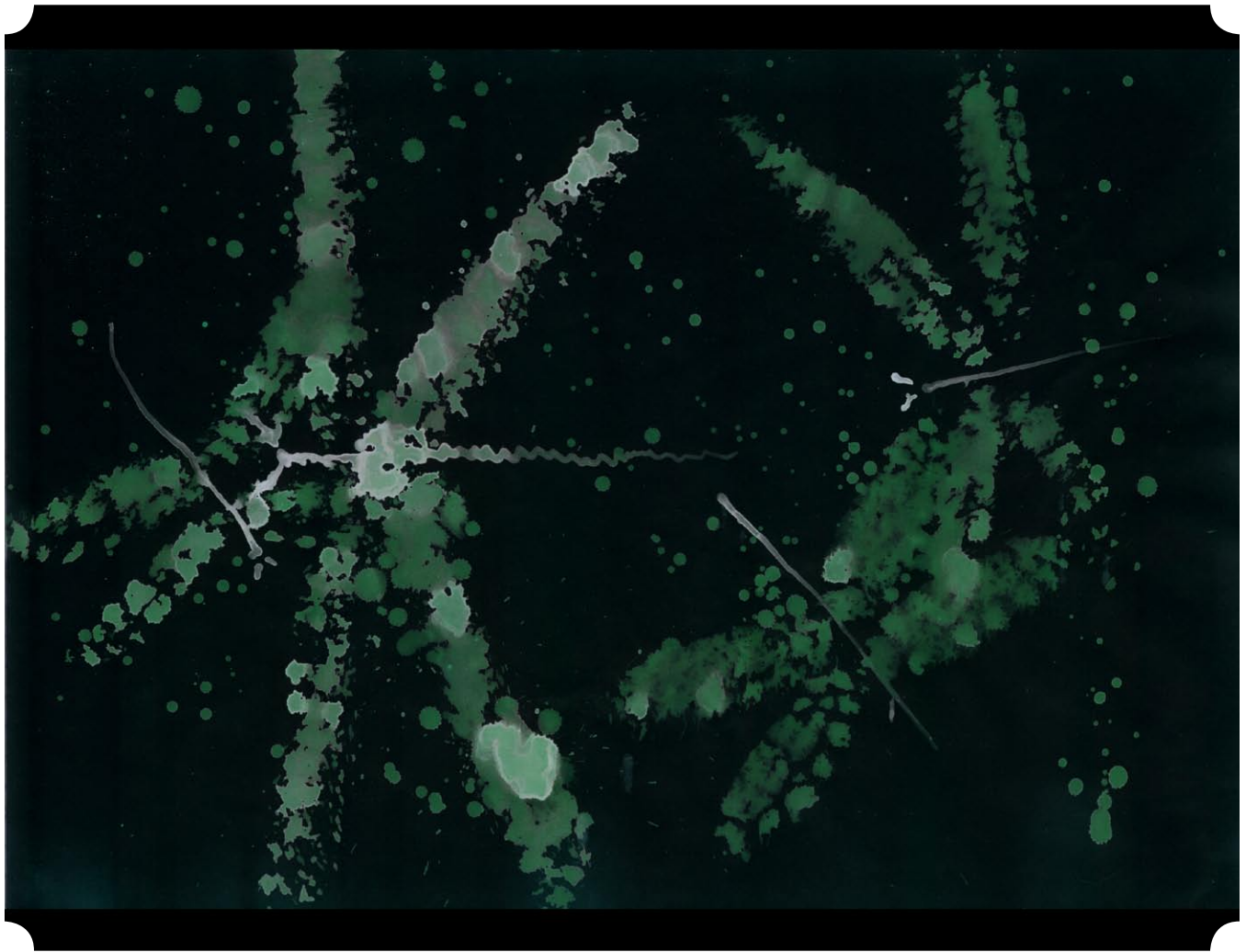
#### Growler

Lightning form: 4 gnosis

Personification of the distant storm, gains no modifications to melee rolls, but has complete independent control of the extremities to the point of a dice pool per limb, providing blades are used. Head and tail are treated as separate limbs.

Saguaro Flower – the most demonic in appearance of the thunderhead gifts, the Garou spends four gnosis and sprouts blades and spikes from each joint that is not extended linearly. In motion, the blades extend and retract depending on the position of the joint, and will not pierce the Garou wielding them. Blades are the length of the bones behind them, thus spine blades are very short, while the blades from the femur and upper arm are lengthy. System: Roll Wits + Primal Urge, target of six. Botching may result in blades not retracting or extending internally.

Bad Drunk – a Fianna take on Growler's modus, spending a point of gnosis allows the Garou to build an overwhelming rage while drinking, at a rate of one point per round for the duration of a scene when not involved in combat and three per round once combat is engaged. The side effect of this is that it incites delirium as though the Garou were slowly shifting into crinos – and eye contact forces a contest of will with the drunk, failure of which results in fox frenzy. Other shifters have created similar effects, but all are bound to an action which is considered only marginally socially acceptable, be it drinking, carousing, or any of a dozen others. Interestingly, a Glasswalker once demonstrated that even a video tape of direct eye contact could result in fox frenzy by watchers...



### Maelstrom

Lightning form: 1 gnosis

The least controllable form of thunderhead, maelstrom cares for nothing beyond outright expenditure of energy – though not necessarily in a destructive manner. Maelstrom is most prone to being followed by electrical elementals, and on contact with ground will invariably discharge a spark. This can be restrained for up to a minute with a successful roll of meditation + intelligence, base difficulty of six. Iron will, or a meditation skill of four and willpower of 9 is required to bind this form. Others will simply be consumed.

Grants +2 dice to all melee rolls, and an additional wound level of damage, aggravated, for any penetrating blade attack.

**Dowsing Blade** – By spending a point of gnosis, all strikes in the round connect perfectly, though damage may still be absorbed by armor. Spending a second point of gnosis allows perfect placement of each strike.

**Ashes to the Wind** – an all out berserk, in which the Garou gives herself to the storm. Once invoked, blood must be drawn in the same round, even if it's her own. If this does not happen, blood pours from the eyes, rendering the Garou most painfully blind and ending the gift. Difficulty on all melee attacks is reduced by four, and rage builds at four per round. System: spend four rage and four gnosis to activate – lasts until no targets remain. At the storyteller's discretion, a calming scent or good memory may snap this condition – but if this happens, the Garou will sleep for at least a day.

## Blue Sky

Lightning form: 2 Gnosis

The least predictable of the thunder-head forms, those with this binding gain plus 2 to stealth and minus 4 to surprise attack difficulty. Unless the Garou makes a dedicated effort to display it (willpower, difficulty 8), they have no aura whatsoever, and will not be seen in the umbra at all. Nearly all of those endowed with Blue Sky take on the gift

Enchanting Gaze, as per enchanting voice merit, but by eye contact.

Picking the Lotus Blossom – By concentrating on a specific person or animal, the Garou can draw their eyes to her own and hold them. System: A contest of wills, base difficulty of three for the Garou, six for the target. A botch on the part of the Garou invariably terrifies the target and allows them to locate the source of the gaze.

Un-minding – By concentrating upon a specific person or animal, the Garou can become non-existent to them. Should the target of this gift lose the contest of wills, he will edit out automatically all sensory input pertaining to the Garou. However, in situations where the target would otherwise be aware of the Garou, all attacks and interactions fail. Shoot the target in the head and if he would have otherwise seen the gun, the result is an unsightly hole in whatever the target was standing against. The target however, will have no knowledge of the incident at all, and will remain unaffected. System: Spend a point of gnosis and engage in three consecutive contests of wills.

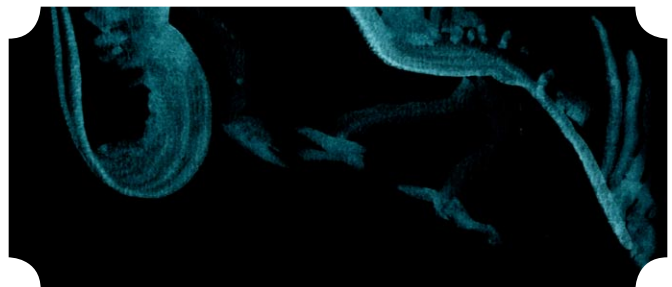
Stagger the Foe – A bioelectrical feedback directly along neural pathways, stunning the target for a number of hours equivalent to the number of successes. Effects are unpredictable with implanted mechanical devices from pacemakers and hearing aids to typical Glasswalker gear. System: Spend one gnosis. If contact is made, stamina plus primal urge, target of six. If only eye contact is made, manipulation plus primal urge, target of seven.

Blindside – A misnomer of sorts, as it operates on the same principals as Stagger the Foe, but appropriate to the results. Delivers aggravated damage directly to the nervous system. System: Spend two gnosis, Manipulation plus primal urge, target of four. Strength of the attack is the attacker's willpower less two – greater willpower is a disadvantage to the target. A modification on this attack allows for similar damage over time, but demands that the target has been un-minded before the attack. Requires a successful attack by blindside once per week on the target, but only does one aggravated – and largely irreversible – point of neural damage per attack.

## Common

Lightning Form – Mechanics: Roll wits plus primal urge, target of four, modified by current weather, up to a difficulty of nine in a non-static/non-charged environment. A Garou with lightning form can move as the electricity which composes her, but not necessarily towards ground. Allows for motion through any medium electricity can transgress... and lasts until unwilled. Perception is reduced by six on all items to which no direct electrical path exists, and increases by two to six for items that are in circuit or conductive contact. In electrical form, no physical attacks are effective in either direction, excepting electrical attacks. If in a computer, for example, a skilled programmer could perhaps temporarily trap the electrical form in a programmed circuit – but this would require extremely specialized containment.

Botching this can have results ranging from grounding out, being unable to cross to/from the umbra, or even losing the wolf for a time.



Quicksilver Nerves - Spending 1 gnosis allows first strike or a default to initiative when another first strike gift is used. Spending two gnosis supercedes other first strike gifts, regardless of gnosis spent by the opponent. Should two possessed of lightning spend two gnosis, neither gets first strike and no harm is done – instead lightning matches against itself, grounds, and renders both parties unconscious. Time to recovery is 12 hours less a roll of Stamina + Primal Urge, target of 6.

Call the storm - Not applicable to Blue Sky or The Little Rose in terms of summoning. Summon a thunderstorm of greater or lesser proportions, or create element electricity, level four.

System: Spend two points of gnosis, roll wits, plus primal urge. One automatic success is guaranteed. The inverse of this is to dissipate or discharge a currently existing



electrical body or haze. Understandably, this wreaks havoc upon computers and electrical appliances alike, in a manner similar to an EMP.

Feeding - All Thunderhead forms can absorb gnosis from electrical input. More power means more gnosis. However, being careless – building more than normal levels of gnosis without extensive preparatory meditation, or sudden influx of gnosis – means that the Garou must be constantly wary of random power expenditure. Typically, draining a car battery would be the equivalent of half a point of gnosis, while sitting on a high tension line would build a point per second. Directing a lightning strike or grounding a high voltage line through one's self instantly maximizes gnosis, and may very well send the Garou into an orgy of destruction.

Right Hand Rule: Attract any ferrous material in the manner of an electromagnet. Line of sight, not limited by reduction of force by distance. However, all other rules of physics apply – if the object is immobile and the Garou applies more force than her own mass, she will be dragged towards it, rather than vice versa. Line of sight is defined as being from within the Garou's perception. System: Spend a point of gnosis per multiple of metric tones in successes from: Wits plus primal urge, difficulty based on material: 2 for a rare earth magnet, 4 for iron, 6 for some conductive metals, 8 for some conductive plastics. Lasts until unwilling and can affect multiple simultaneous targets. Resultant tonnage should be divided by 1, 10, 100, or 1000 as by difficulty above, rare earth magnets being 1.

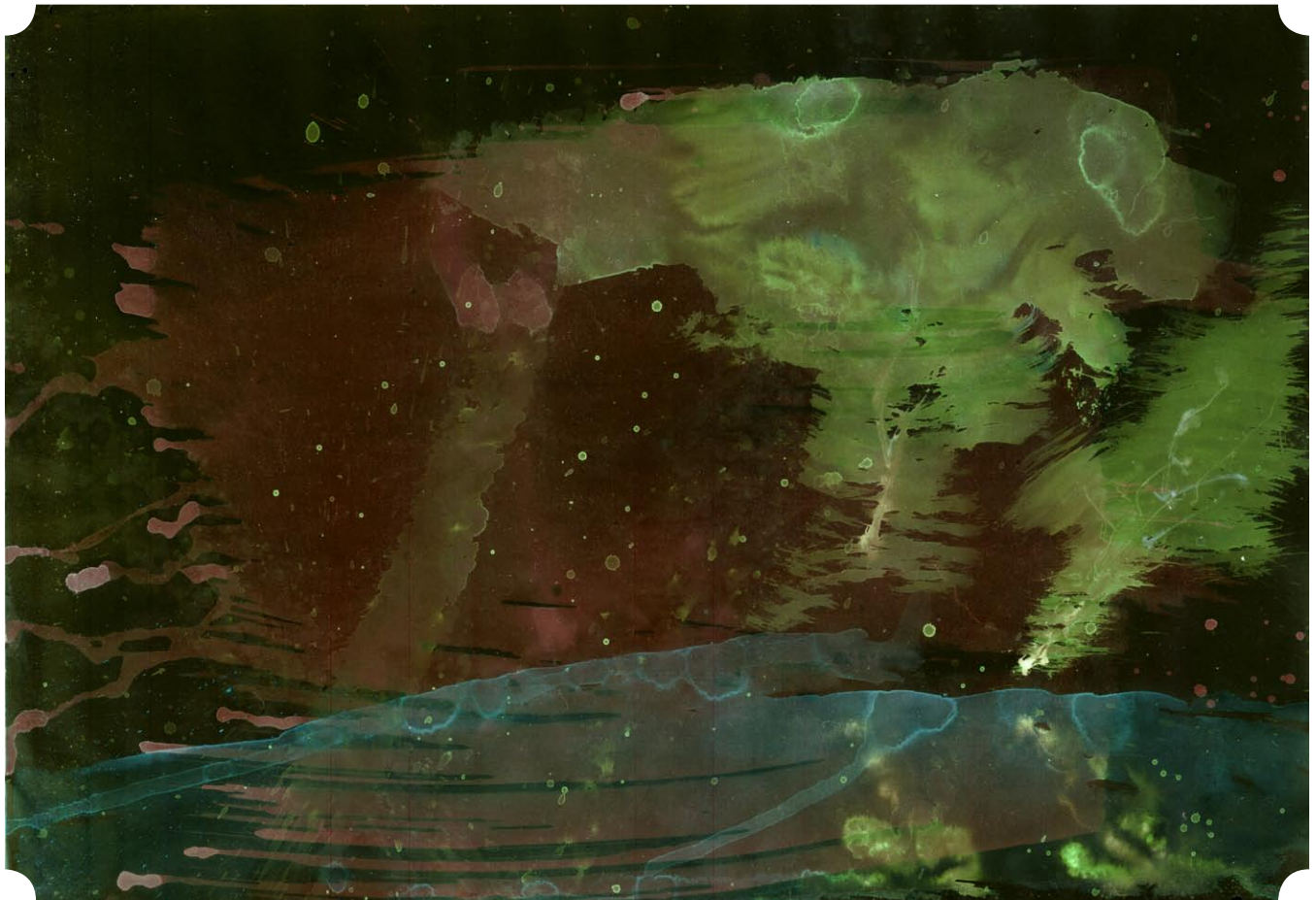
Dual Subtype Classification – Thunderhead classifications are quite independent and will not normally dual bind. The only known exception is listed below.

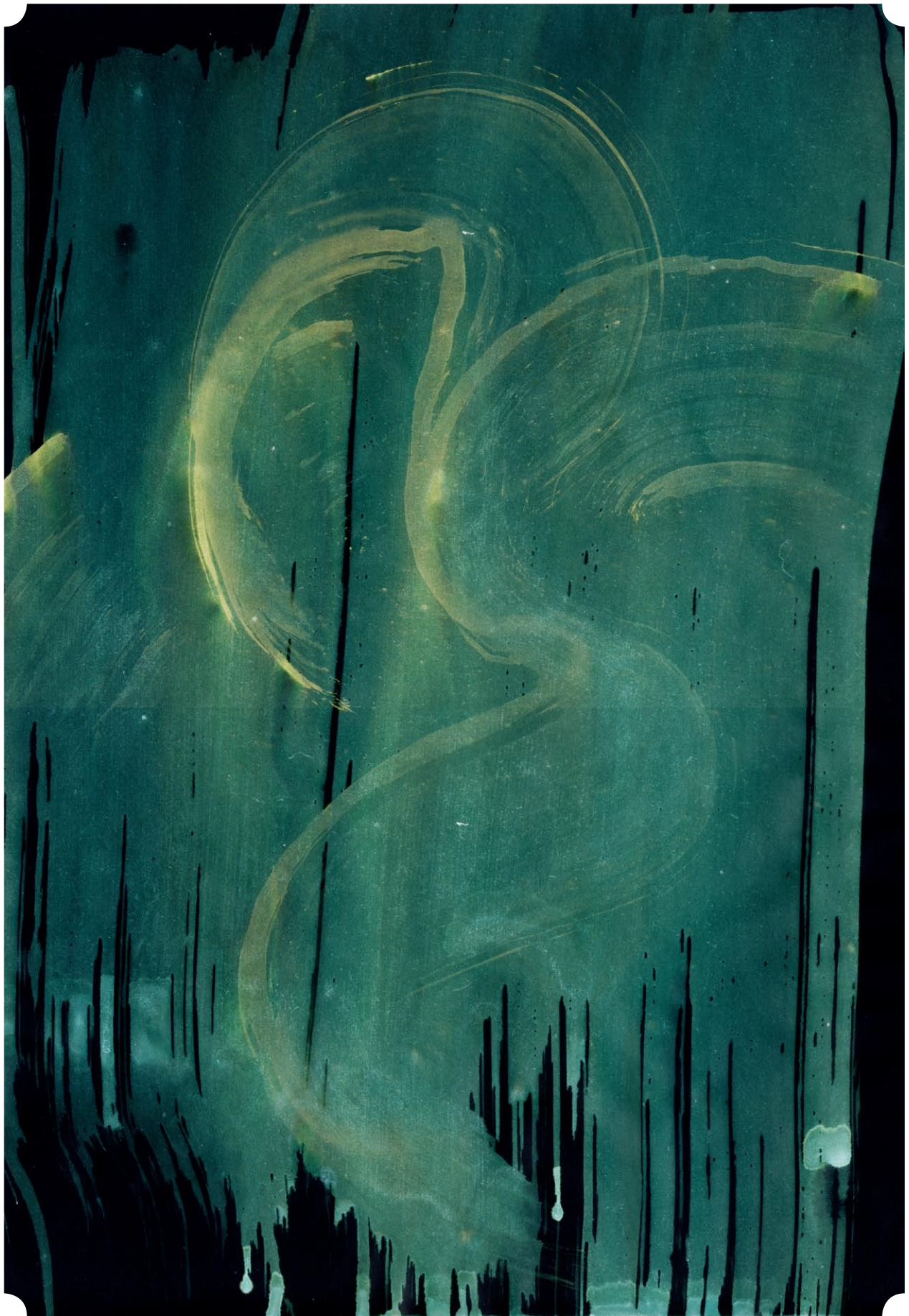
The Little Rose – Bated Breath Plus  
Blue Sky

Lightning form: 3 gnosis.

Adds an ability fairly similar in nature to vampiric domination, but requires an at least marginally willing participant, which may be spirit, human, or almost anything else displaying even rudimentary signs of intelligence. The only known usage of this particular form were a mated pair of Black Furies, whose life oaths were those of child rape counselors specializing in torture cases. Stories of Itches Her Shadow and No Tail at All have it that in their spare time they seduced many of the aggressors in these cases, rewrote the under-mind – and occasionally drove out banes – enabling many of the perpetrators to go on to productive lives. Rumor also has it that those who would not be changed were tortured to death in the manner of their victims.

System: Spend three gnosis and experience anything the target has experienced, without memory block and in complete detail. From there, modification of target is possible. For example: Helping the target recover from a violent crime might be a matter of Charisma plus any reasonably applicable skill difficulty seven, while rewriting a bane into a new form might be Charisma plus Intimidation followed by a contest of wills, followed by Charisma plus Occult, all at difficulty eight or worse. Botching this process is extremely dangerous, and may send the target into fugue or render them instantly hostile. When done as part of a bound pair, all difficulties are halved, so long as both are continually present. However, from that point on further use of the gift requires both parties to function at all.





## Rain

Rain in any of its forms is a healing and nurturing factor, and of all the weather spirit bindings is the least likely to lead to corruption. A meditation of three allows for bindings of this nature.

Those who have bound rain are at -2 difficulty on any healing roll, mental or physical, and are granted two additional dice in empathy, even if this raises the empathic skill above five. Each of the various forms of rain also has a distinctive smell.

No one who has ever been willfully cruel can ever bind a spirit of the rain, and acts of violence are soon abhorrent to those who have bound a rain form. Rain is the most likely of all the bindings to dissolve at a later date, especially if those who have bound it behave in a manner the bound spirit perceives as harmful to the Wyld.

Rain form is also the only form where the spirit is likely to manifest outside of the fetish. There is some question as to whether a bound rain spirit is bound at all – most of those who have such a binding refuse to talk about it, and silence on the nature of the bound spirit is a gees required by the spirit. Breaking the gees automatically results in the spirit going its own way.

## Mist of the Earth and Sea

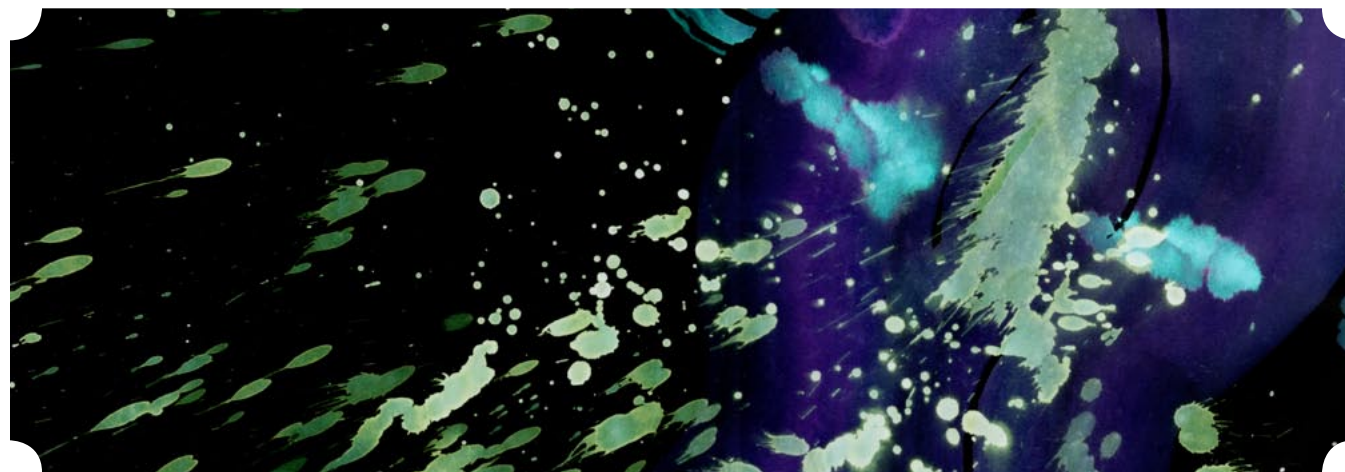
### Rain Form: 1 gnosis

A very insubstantial rain form at best, this spirit is only encountered when rain and spray from a body of salt water mix in the air. It is the shyest and most sensitive of the rain forms and is easily spooked by violence of action or thought. Those who have bound this form may well find that their abilities vanish for several moments after sudden or upsetting events. This form demands that new blood be drawn as part of any healing process, both from the practitioner and the target. It also grants minus six difficulty to any dodge roll, and minus four to any purely defensive martial arts action – but only once the Garou is bleeding. Aikido tends to be the preferred martial art for this form. Of note, this form is nearly mortally afraid of large population concentrations and will have no bonuses in cities – sometimes even in small towns.

**Pain Sharing** – This gift enables the Garou in question, if she be strong of will, to absorb any pain from any creature and remove it forever from them. However, if the will is weak, the pain rebounds redoubled upon both her and her target.

**System:** Spend 1 gnosis and roll empathy plus intelligence, target of six. Then roll willpower, difficulty dependant upon the pain being absorbed.

**Wound Sharing** – As per pain sharing, but heals one wound per success. As with pain sharing, a weak will results in a doubling of the wounds – to both parties.



Drowning the Phoenix – When a person known to the Garou has been mortally wounded, and the heart has been stopped no less than four minutes, this gift is a last resort. It requires that both common carotid arteries be cut on the target and that the Garou practicing the gift drive a blade through each of her wrists, behind the joint and between the tendons. It is a most dangerous endeavor, and a botch or an improper performance almost invariably results in something else, usually something alien and other – though nearly never a bane – coming back within the form of the target.

Success bleeds the entire target's mass out of the carotid arteries, leaving only a bag of skin. The skin must then be taken to the highest natural point within a mile of the death. There, the skin must be tanned, stretched, and mounted on a tanning rack for twenty-seven days. On the twenty-seventh day or first lunar eclipse, a small tear develops in the back of the skin, from which pours and reforms the person's body – and whatever else came with. Some form of spirit always returns with the person, and usually is partially bound to them.

System: Spend all available gnosis, spread blood from the wrists at each charka point, beginning with the heart. Roll intelligence plus rituals, difficulty 8.

#### Morning Rain

Rain form: 1 Gnosis at dawn, 4 gnosis otherwise.

An effervescent and cheerful rain form, this spirit is unperturbed by anything – any situation normally requiring a willpower roll is freely ignored – however, willpower may not be spent for an automatic success under any circumstances. All other abilities and gifts this form offers are only available in the first two hours after dawn.

Wyld Purification: Any living thing tainted by the Wurm or Weaver can be cleansed of that taint, though some things are radically harder than others to cleanse. Cleansing may well have unexpected results

as well, because the cleansing brings out all Wyld properties in the target.

Rain water must be collected and sprinkled in a circle, half from each hand. Everything within the sphere described by the circle will be cleansed back to a natural state. Complex machinery will dissolve, vampires may die true death, and a Wyld state will resume. Importantly, natural toxins will not be nullified, and Wyld traits will be intensified. Additionally, so long as the circle remains intact, the Garou in question will return to base form and remain that way. Extreme levels of taint may require the circle to stay in place for more than a day.

System: Spend 1 gnosis – or more if taint is extreme – and roll intelligence plus rituals, difficulty dependant upon concentration and nature of Weaver and Wurm taint.

Inspire – Grant to one or many Morning Rain's indomitability of spirit for a day and a night. System: For one target spend one gnosis. For each multiple of ten thereafter (10, 100, 1000 etc.) spend an additional point of gnosis. Roll Charisma plus Willpower, target of the highest willpower in the group to be effected.

Death Word – This long lasting and genetically linked phrase results in a target and one child per generation being where they are needed at the most crucial moment of their lives. On pronunciation, the speaker dissolves into slightly salty water, contact with which results in occasional flashbacks to more stressful moments in the speaker's life. System: Spend all rage, gnosis, and health and pronounce the phrase granted by the rain on a single target. Roll Charisma plus Willpower, difficulty of the target's willpower.



### Cloudburst

Rain form: 3 Gnosis

Far more mercurial of temperament than the other rain forms, Cloudburst grants benefits to the quick decision, reducing by four any difficulty resulting from instant action. Cloudburst tends to startle violently, and may kill by reflex if the surprise is great enough. Cloudburst is also the most likely to throw itself to lost causes, but fortunately tends to bond with exceptionally gifted healers.

**Flood Driving:** Can be used to drive any spirit from any person or item, but is a long and drawn out process in most cases. If the spirit wishes release, or was tricked, as is the case with some fetishes, driving can be almost instant. In the case of fomori or powerful fetishes – particularly self bound spirits – the flood is often a process of weeks, even months.

**System:** Spend one gnosis to begin, then one gnosis per hour thereafter. Roll manipulation plus primal urge. Target is the current gnosis of the fetish, the current willpower of the person to be affected, or the power level of the spirit in question, but no higher than nine. Each success reduces the power level of the spirit if the spirit is contesting release, or the gnosis of the fetish, by one. Once the spirit's power or the fetish's gnosis level is zero, the spirit is released. Importantly, some spirits in fetishes may not be pleased with release, and may promptly attack she who uses this gift. Likewise, in some cases where a Garou has bound a spirit to herself, the spirit may be released at full power, much to the surprise of the one who uses this gift.

**Earth Healing:** Allows plants and animals to grow regardless of conditions within the bounds chosen. Using this gift where life is already growing renders it healthier. On plants, this gift can be used to awaken the spirits naturally in residence, thus animating the plants to a certain degree.

This is an extended usage gift, and so long as the Garou does not leave the area she plans on affecting, she may spend gnosis continu-

ally, resting between times. As such, this gift is usually found used around cairns. Awakened plants may well become friendly to the Garou who enacted the gift, and spending more than twenty gnosis points renders plants immune to Wyrms emanation. Furthermore, the Garou may imbue plants around a cairn with any gift she possesses by spending forty gnosis points per level of gift imparted. This same gift may be used to impart immunity to Wyrms emanation for a time equal to the enacting of the gift itself to a Garou or group of Garou. Twenty points of gnosis must be spent per Garou in question.

**System:** Spend four gnosis to begin, rolling manipulation, plus primal urge, target of the gauntlet in the area. For each ten square meters, forty being touched by the initial expenditure, a point of gnosis must be spent. No more area can be touched beyond the Garou gnosis level of the Garou herself.

### Strung Sideways

Rain Form: 2 Gnosis

This is the driving rain that arrives with hard wind, the push of water so strong that one forgets one's place, the rain that stops cars in the road. This is the rain that wears away the stone fastest, remembers where the cracks are, and gets in behind the door on a cold November night. Binding this form requires Iron Will – just having strong willpower isn't enough. Those who possess this binding cannot be bent by drug, domination, or gift. Illusions of the mind completely fail to touch them. Those who bind this rain form gain plus three to charisma.

**Seeping Entry:** Allows penetration of anything which can be entered, but target must be of sufficient size to contain the Garou. Even that which is hermetically sealed can be accessed – the Garou simply slides through the space occupied by other matter. For a shifter with convenient access to the umbra, this is often irrelevant, but there are always cases where the umbra is not an option.

System: Spend 1 gnosis, roll wits plus primal urge, target of six

Shattered Entry: Both more and less refined than Seeping Entry, this gift allows penetration of an object through the application of force. Simply by placing her hands on or against that which she wishes to open, the Garou uses her spirit to slowly increase pressure against a chosen amount of surface area. Eventually this pressure will crush nearly any resistance. For every five minutes spent, pressure increases by slightly more than a ton. So long as concentration is maintained, pressure can increase indefinitely. Less pressure can be applied over a given period of time, but not more.

System: Spend 1 gnosis, roll wits plus primal urge, target of six. Concentration must be total, and in the event of distraction, intelligence plus meditation should be rolled, target dependant upon the distraction. Iron Will tends to mitigate this, however.

Crush Disease: An extended and sometimes risky approach to healing, the Garou focuses their will upon the disease, no matter its form, in the body of the target. So long as the Garou is able to envision a physical problem as a disease, nearly any contamination can be expelled over time.

Small organics – viruses, bacteria, and the like – have a target of four. Large organics – cancers, parasites, and organic toxins – have a target of six. Inorganics, banes, and other esoteric disease factors range in difficulty from seven to ten.

Damage already done by the disease is not healed with this gift, and in some cases, the disease factor will be expelled from the body in a fleshy cyst. In these cases, a ritual of cleansing or purification is necessary to avoid releasing the disease into the environment.

System: Spend four gnosis and roll intelligence plus medicine.

Rewrite: Reset a target's complete structure to optimal over the course of twenty-seven days. This gift is difficult and rarely used – cannot in fact be used at all in cases where a target's willpower is less than eight

– and induces such pain in the target that physical restraint throughout the process may prove necessary. In shifters this causes frenzy almost invariably, and burns away all rage, willpower, and gnosis within the first day.

This gift is most commonly used as purification before some momentous event – a coming of age, a preparation for battle, or a new beginning. In the first hour it burns away all taint of both Wurm and Weaver, all disease and corruption. It also removes all effects of age from the target. It cannot be used upon multiple targets, and only those with the strongest of minds can use it upon themselves. Those that do are among the longest lived shifters around.

System: Intelligence + Medicine, difficulty 7, 1 gnosis per day.

Common:

Touch of Talking Water: By spending a point of gnosis and touching an object, the Garou may learn from the object what it witnessed during the most recent rain – but only if that object were directly rained upon.

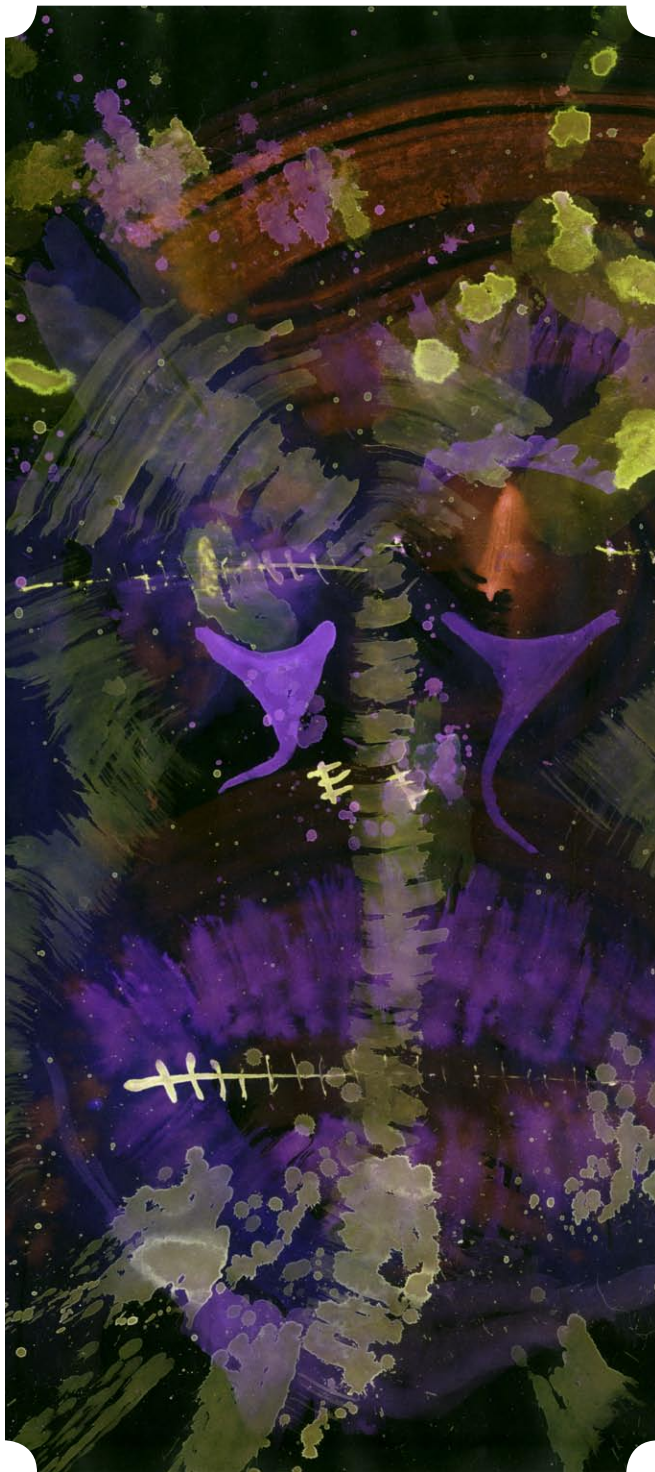
System: Wits plus Primal Urge, target of area's gauntlet.

Rain Form: Purely spiritual in nature, appears from the umbra as a wash of rain directly linked to the nature of the binding. The rain bound must be in rain form to regain gnosis, but once in rain form can do so at any source of running water simply by taking a single drink. A Garou who has allowed her gnosis to drop below what is required for transition to rain form can still do so, but will travel mindlessly to the nearest source of running water to drink in that event.

A spiritual flare at the moment of renewal is unavoidable and often attracts curious water related spirits. In rain form, the Garou can move instantly between places she remembers, so long as the scent of running water there is strong.

Calling Water: Requires expenditure of all gnosis, begun from full gnosis. This gift enables the Garou to call the water from any

one living thing, taking from it all memory and life. By so doing, the Garou can then access these memories as though possessed of the background past life, level five. However, once the Garou has done this, she gains the flaw Insane Past Life, even from a willing target. This is not a cumulative effect and she can only access one set of memories at a time, but failure of a contest of wills – and no automatic



successes are available, even with Iron Will – results in the Garou wandering around as an extremely confused set of memories until the next moonrise. It is largely due to this gift that the normally helpful and gentle rain bound are so distrusted.

Roll manipulation plus primal urge, target of the subject's willpower. Botching this roll still calls the water, but not necessarily from the target desired – and no memories remain. Also, the Garou will take four wound levels – aggravated – as she calls water from herself.

Cry for Rain: Very often performed as a dance, this allows the Garou to call rain from the sky. Difficulty increases depending upon conditions. In several minutes to several dozen hours, rain clouds gather – the number of successes determines the amount of rain to fall. For the duration of this gift, the Garou can see all that the rain sees. Unlike fog, the rain bound cannot access naturally occurring rain.

A variation on this gift, spending four gnosis points instead of two, can result in a rain of... something else. Frogs, fish, rice – though never technological or complex inorganic matter, despite Far Side's eggbeater storm. Usually the spirit of that which is being called for must be bargained with, and these bargains are notoriously driven with a vengeance.

System: Spend two points of gnosis, roll wits, plus primal urge. One automatic success is guaranteed unless the environment is extreme. The number of successes determines the speed with which clouds gather and rain begins – not the amount of rain that falls. So long as the Garou maintains concentration, she can manipulate that herself as she goes.



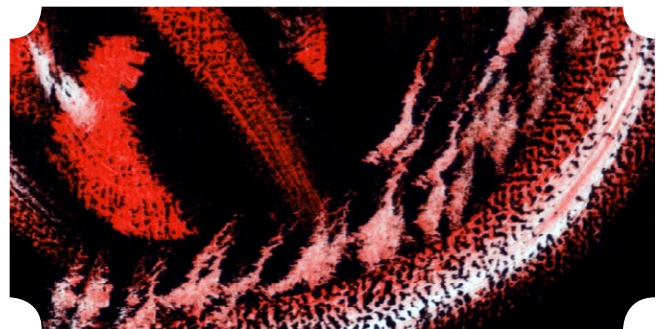
Blizzard

Blizzard is said to have no heart, generally attracts only those who have experienced terrible loss. Those who bind blizzard very quickly find themselves removed from the realm of emotion, steady in a condition that resembles harano in many ways – but is without despair. This too can be said of those who bind blizzard - they have no limits – while unlikely to take any overt action unless provoked, blizzard tends to make no distinction between acceptable and horrific, so long as its goals are achieved with a minimum of fuss. Ironically, blizzard also tends to operate within a carefully confined set of ethics – largely because over time an ethical model is all that defines its existence.

Blizzard has an affinity for white and primary colors, and blends seamlessly into solid color backgrounds, treated as four automatic successes to stealth, to which standard stealth rolls can be added. Blizzard carries

with it a chill at all times, and draws heat from the life around it, reversing entropy on a local scale, but also causing harm to those it may be capable of caring about.

Blizzard cloaks itself also in fear, a chill knowledge that death is always near. Animals make no noise near the blizzard bound no matter the provocation, and people find blizzard's presence uncomfortable. Rooms clear, paths at the supermarket become open, and most of the time no one even questions why.



### Drifting Down

Blizzard form: 1 gnosis

Lightest of the blizzard forms, this form is soft upon its feet and gentle in appearance. It grants plus two dice to lifting and throwing martial arts, renders those who have bound it silent always. Those who have bound Drifting Down travel in a void of silence, and need neither mirror nor gnosis to access the umbra. Very often, they cease to differentiate between sides and fade back and forth from one to the other. This binding seems nearly always to apply to those naturally deaf from birth.

Touch language: Use of this gift allows conversation with anything, literally anything the Garou touches. At the end of the conversation, that upon which frost can condense will have an image of the strongest visual from the conversation. Touch language, some argue, creates intelligence even in those things without it – others propose that everything has life to begin with and this simply accesses it with words never spoken.

System: Spend 1 gnosis, touch target. Difficulty is target's willpower or storyteller's discretion, but never greater than seven, wits plus primal urge.

Rapture Coma: Similar to touch language in all aspects, but results in an emotional state of the user's choosing, traditionally fear or a nearly religious bliss. Target is rendered comatose in this state for a number of days equal to six times the successes rolled. Additionally, body temperature is dropped to just above freezing if the target is alive, or to four degrees below ambient if not, and the most traumatic event of the target's existence is experienced by the Garou. At least one Garou has been driven mad in this manner, attempting use of this gift on a bowl of pasta, but as Plays With Her Food was never considered sane to begin with by her sept, many consider this tale apocryphal.

System: Same as for Touch Language.

### Sodden Blanket

The quiet and heavy snow of Sodden Blanket embodies the cold and wet of any lost countryside, oppressive and empty. Anyone attempting to attack those wrapped within the binding find themselves fighting for focus for at least a round, and without a successful willpower roll at difficulty eight, for much longer indeed. Botching the willpower roll results in the aggressor being rooted to the spot until touched. Sodden Blanket slowly saps gnosis from those around it, and generally causes feelings of sickness and sorrow.

Dark Solstice: Cause target to forget the sun, utterly and forever. Even at noon, when shadows are sharp as razors, target will know nothing of the comfort, of heat, of growth or renewal. Temporary conditions are reversible by full spectrum lighting over an extended period, or by direct exposure to the sun in vacuum, but this gift renders all other aspects of the sun missing. Vitamin D isn't created, SAD is a full time concern, and many will become increasingly depressive. Learning of the sun from books or description does nothing, as the learning is lost even as it is taken in. Plants die, animals behave irrationally, spirits are often rendered insane through the use of this gift.

System: Spend 1 gnosis, automatic 4 successes. Target resists with willpower, difficulty of the user's willpower. This gift is triggered automatically in a frenzy, directed at the cause of the frenzy.

Death warmed over: Killing this Garou simply won't work, provided one point of Gnosis remains to her. All remaining gnosis burns away, as does the body of the Garou – blue flames radiating no heat, intensely cold within. At any point in time after that, a second to a century, the Garou can return, sans Gnosis, to any place of power where snow is falling.

Cabin Fever: Trigger exotic flavors of cabin fever in any isolated population. For each person in the population, the Garou must spend a point of gnosis and an hour's time in meditation. The following madness

touches everyone in the community without exception, and need not be murderous – though it often is. This condition lasts until a number of people greater than 2% of the total population arrive, or until the whole of the community has died. Again, death is emphatically not an assured outcome. Cabin fever is usually quite energetic, but more prone to strangeness than to purely murderous behavior.

System: Target is the average willpower of a given community, usually around four, and to avoid endless dice rolling should be considered a function of time rather than successes. Should any member of the community be sensitive to such things, odds are they will fall out of the community and remain unaffected, possibly even seeking out the source of the malaise.

#### Terminal Frost

Found only at the extreme ends of the world, terminal frost is the storm that flickers across the waste unending. All physical attacks by terminal frost are aggravated, and will very often shatter bone from within by freezing the marrow. Terminal Frost is always in motion, unable to find peace anywhere and very often ends up in hermitage. Those who bind this form of blizzard do not age – they simply grow paler of skin and hair each year, until nearly translucent. At any given time on earth, there are four bindings of terminal frost, and a suicide (the most usual end) or killing of one nearly immediately results in the binding of another – sometimes to someone who thought to bind something else.

Transfix: By making eye contact or striking a blow, the Garou can render a target immobile, frozen in place. If left alone for a day, the target becomes extremely suggestible, accepting advice, commands, even changes of basic nature from those around her. Speaking to the target within the first day ends the condition. After the first day, however, she must be exposed to open fire and spoken to at the same time.

System: Spend two gnosis and roll

manipulation plus primal urge, target of six – eight if the air temperature is above freezing. Target can resist suggestibility with a successful contest of wills, but not the freeze itself.

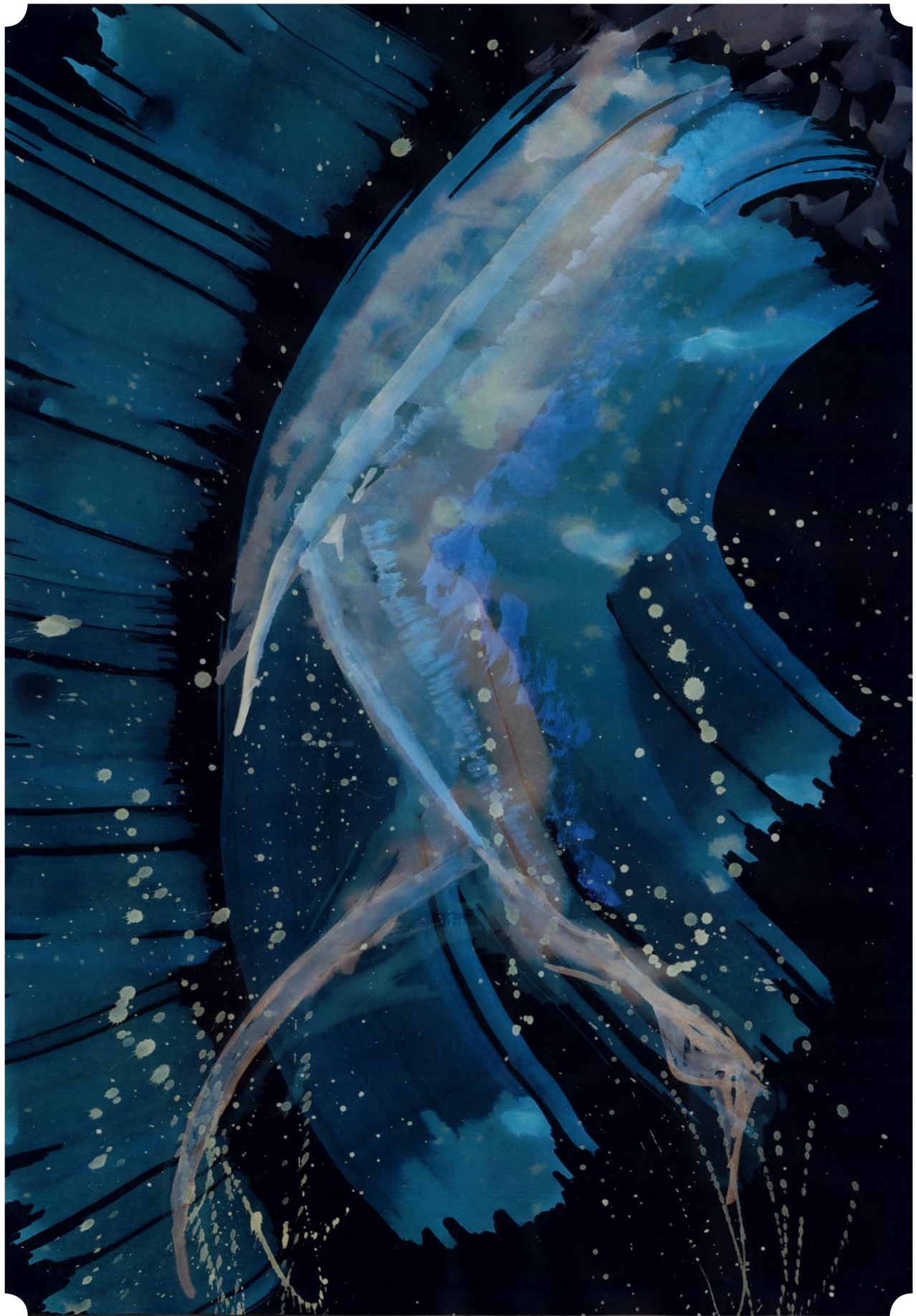
#### Corn Snow

Both a clumping falling snow and the skier's loose packed wet snow, Corn Snow is capricious and downright wicked, prone towards animal modification, social Darwinism, puppy killing, gravestone smashing, and public exposure. Despite its callous disregard for nearly every manner of kindness and restraint, it is an innocent at heart, doing the unacceptable simply to see what the unacceptable is like. Like a murderer with a good intent, it won't do anything it views as actually bad – but its concept of good, bad, kind, and evil is decidedly fractured towards entertainment. This is the person who, instead of speaking loudly in avalanche danger, fires off a shotgun five or six times – and look at how interesting that is! Corn snow gets a plus three to any roll that will protect it from harm.

Shared innocence: Wicked entertainment is contagious – just look at the porn industry, beer advertisements, and dollar stores. This gift shares that out some, like a few stiff drinks without the depressive effect or the hangover come morning. Anyone touched with this gift gains the +3 advantage against harm, but is just as likely as Corn Snow is to do bloody anything.

System: Spend 1 point of gnosis while thinking about the target, no matter where the target is. Sometimes just the thought is enough without spending gnosis if the thought is truly wicked and entertaining – especially if the target is close by.

Spread the luck: In cases of truly catastrophic results from an act of the Corn Snow bound – and only in these cases – circumstance becomes a funnel. The bound just keeps rolling until they have the successes they need to survive – though not necessarily comfortably – with each 1 they roll being



applied not to their roll, but to the roll of another nearby.

This gift only activates to save against true harm, and cannot be avoided. If no one else is around, the gift still works, but the earth itself is drained of energy, and people and animals will find themselves drawn to the area only to lose life, energy, and sanity. If more than ten ones are rolled, the ground becomes hungry, actually swallowing those who enter it. Hungry ground cannot be sated – instead it must be cleansed, and in that ritual, one hundred gnosis points or more must be burned towards the cleansing over an extended period of time.

System: Roll until necessary the number of successes are achieved, spend one gnosis.

#### Blinding Dark

This is the spirit alone in the night everlasting, a winter that knows the absolute of cold, snow fallen long ago and falling still. Born of the blackened heart and packed woods, this binding touches only those who have known and lost a selfless love. Drawn to lost cubs, depressed psyches, and those wandering in search of purpose, those who bind this aspect of blizzard tend to be selfless to the point of sacrifice, spending endlessly of themselves – and often of their closest friends as well.

Moving in a gestalt of emotion – the only blizzard binding to do so – this binding provides a perfect success on all empathy related checks, but is overwhelmed by strong emotions or concentrations of that which feels, be it spirits, people, or animals. Forever drawn to and overrun by the emotion around her, most bound to the blinding dark ride a fine balance between retreat and approach to those around them. Complete emotional collapse is not an unusual side effect.

Push: In a case of manipulation, by spending a point of gnosis and feeding emotion into a target, the target can be more easily convinced of the rightness or importance of a given act, to the point that with four or

more successes at difficulty 4 (Manipulation plus Empathy) reaches a near epiphanal state, often mistaking their feelings for divine message, personal destiny, or – in those of extraordinary willpower – mental breakdown. Target resists with willpower, difficulty eight or the willpower of the gift's user – whichever is higher.

Shove: Same mechanism as above, but costs two gnosis, and is the mental equivalent of biofeedback, to the point where target takes physical damage from the intensity of the emotion, usually bleeding from nose, eyes, and ears. One point of damage per success beyond four. By spending a third point of gnosis, all successes go to aggravated damage. With fear as a driving factor, this gift often kills horribly, and those killed in this manner attain rigor instantly, lasting far beyond normal limits. Likewise, even in those who survive, physical changes – white hair, spider web scars, an appearance of drastic aging – almost always occur. Even when fear is not the driving factor, some visible change is nearly inevitable. Use of this gift is risky, as the binder is similarly exposed to emotion, but typically only one point of aggravated damage is taken unless a botch occurs.

Punch through: Same as shove, but generates emotion in typically non-thinking objects. Three gnosis are applied to awaken and manipulate a target, be it a building, a car, or any other typically inanimate object. The object can then be driven to an emotional act, often self destructive, but if done carefully over a period of days, this gift can also permanently awaken and render conscious... something. Importantly, most things already have spirits associated with them – the spirits themselves are unaffected by this gift, and may react with anything from love to malice when their surroundings become alive. At least one cairn's guardian is a statue awakened in this manner.

System: Spend 3 gnosis, roll Empathy plus Manipulation, target six. If extended, 30 points of gnosis are required for true awakening, and that which is awakened generally



contains some aspect of both she who awakened and her bound spirit. Spending more gnosis lends intent and power to that which is awakened.

#### Common gifts

**Sap:** Draw heat, life, and hope from surroundings, gaining 1 point of gnosis per 30 cubic meters per 100 degrees C. Needless to say, directing this at a specific target is terribly destructive. In general this is a much wider area effect, dropping the surrounding area's temperature by two to ten degrees. No more than a 100 degree drop in temperature can be achieved with this gift.

**Stop:** Spend all gnosis and rage from full on both to reduce ten kilos of mass per point to absolute zero in a sphere from center mass.

**Dead Sleep:** Spend 4 points of gnosis and sleep as long as desired without aging or deteriorating - in a constant dream state. Combined with some projection and manipulation gifts, or with aboriginal dreamtime, this gift can be beneficial indeed, as well as dangerous. Importantly, the conditions for awakening must be set at the time of enacting the gift, as easily as by thinking them or writing them on a piece of paper. Care must be taken to ensure that the conditions are eventually met, otherwise waking never occurs.

**Blizzard form:** Purely Umbral in nature, appears as anything from a soft waft of snow to a sudden black onslaught. In blizzard form, the Garou can quickly waft from place to place, coming and going instantly to and from any place she's been - and moving with terrifying swiftness otherwise. Those who have bound an aspect of Blizzard must become physical to regain gnosis, and must be able to draw heat from something - even pure infrared light. Blizzard form has no compunctions about traveling far beyond the atmosphere, and - if a gnosis is spent - is unaffected by changes in pressure.

#### Dual bindings: Empty Dark

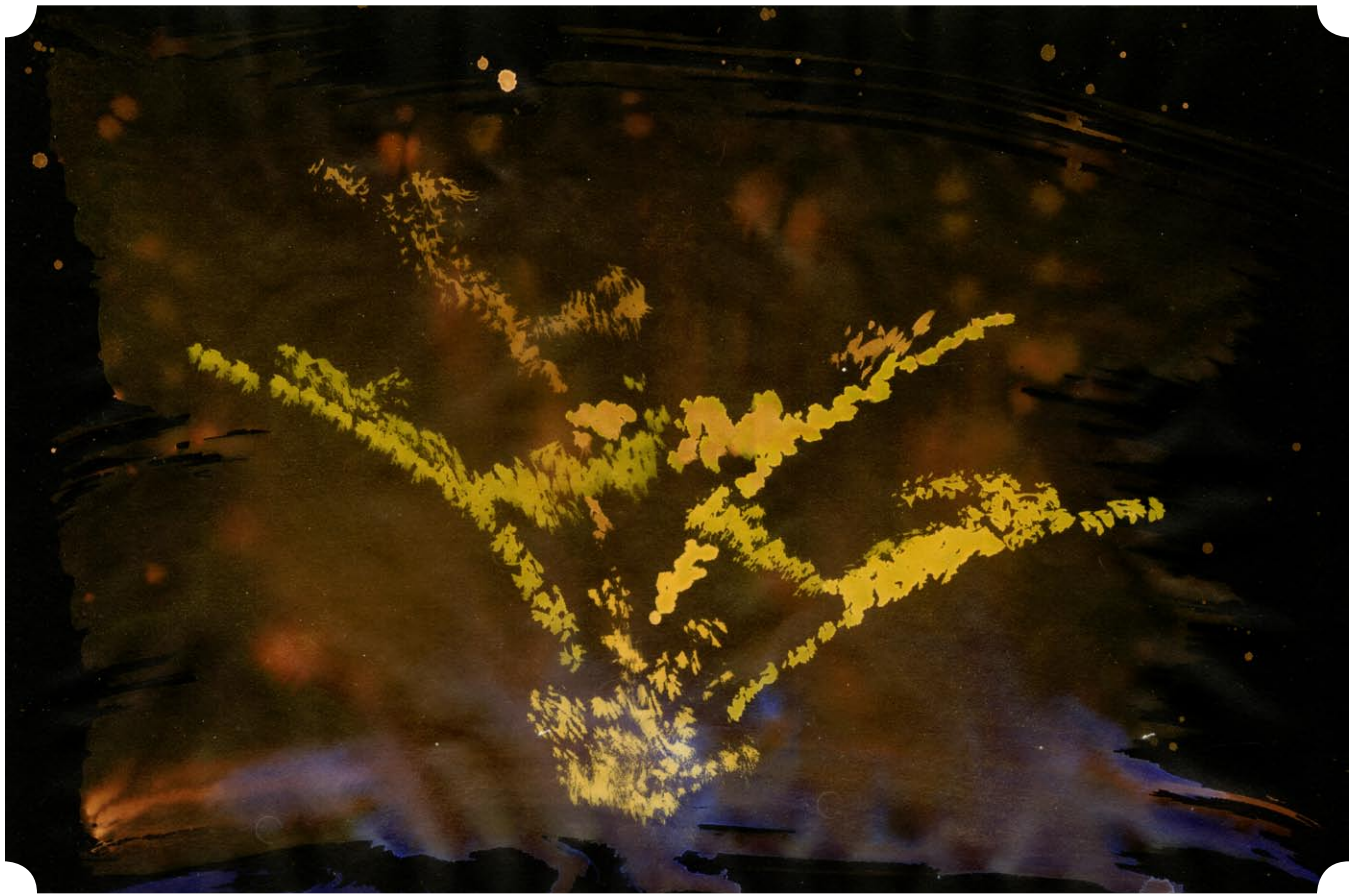
Legend has it that many years ago, fox sought to trick blizzard into binding multiple

aspects of itself, telling it a story of a time when there would be no heat left, no power to be had, when even the physical and the realms would be lost to time. Blizzard, recognizing the bid for power, if not its reasons, bid back, binding fox not to one, but to all aspects of blizzard, killing fox. Where fox had been, there remained a hole in reality's heart fabric, bleeding out not cold but heat, energy, and things - including fox.

Surprised, fox found himself locked and bound, fitted perfectly into the hole partially of his own creation, looking both at the world he knew - and out into the empty dark for which he named himself. Wandering both the world and the umbra, eventually fox - whose name has been lost to time - built a realm from the fabric of his dreams and disappeared there, telling his children that one day he would return with a solution.

Since that time, at a small cairn in Wu-Lo China, at each year's cold solstice, a single object has been delivered to the well where fox conducted his binding by a messenger spirit in the form of a bird of ice. Usually unrecognizable, always interesting, these objects are given away by fox's descendents to those they think might need or be amused by them. In time, they say, someone will bring these items together and refinish the world in a perfect harmony - until then, they await the return of their ancestor.





## Corona

Corona is considered to be the weather patterns of the skin of a star, often observable during eclipse – the only time at which this spirit will choose to bind. Only bound at birth, Corona gravitates towards those whose thought processes are already drastically above and beyond normal. Children of the sun – almost always the local sun, though rarely the star of a realm – are blessed or cursed with truly savant-like abilities, although this will often be in compensation for some other mental deficiency.

Corona is one of the very few spirits that can be bound to nearly anything alive, and those who have bound it tend to lead extremely long lives, twenty or thirty times as long as what might normally be expected. Indeed, there is no evidence of the corona bound dying of natural causes. Not even one.

In non-physical skills, the corona-bound have three times the natural limitation of the base form. A human, for example,

might have – after several centuries – an intelligence of up to 15. Corona tends not to bind higher intelligence, however, and seems to gravitate towards cats.

Beyond this, a non-shifter who has bound corona can gain gnosis during a solar eclipse, can walk the Umbral realms, and can heal at one wound level per round, regardless of aggravation.

No gifts are associated with Corona.

No transitional forms are associated with Corona.

Corona has one talent that, in addition to the expansion of mental and social bases, makes lack of gifts a minor thing. Without the use of gnosis, corona bound can purify with starfire. This fractures molecular bonds, fusions atoms into heavier atoms, and generally can burn away anything at all. In the umbra, this ability is always available. Outside of the umbra, it is only available during eclipse.

## Hurricane

Of all the weather bindings, hurricane is the least satisfactory. As with the vampire who cannot help but thirst, hurricane constantly wants, and can never satisfy itself. There are those who say hurricane is not even a spirit but simply the amplified desire of storm trying to cause one specific change. From the one hurricane bound who wrote down anything at all, we have the following.

"I simply don't know what to do with myself. It's as though I'm a hollow I pour the world into, and somewhere there's a perfect match for that space – and yet I have no idea what it might be. I find solace, such as it is, in fulfilling desires I once had, but every one I seek to please suddenly has a hole behind it. I eat, I breathe, I... do unspeakable things, and it is not enough. I fear I could become a killer, who unhappy with his results in love might eventually destroy everything he touches in frustration – yet there seems to be a level of restraint I never had before.

I am at a loss. It is as though having led the happy life, now I see a layer of spirals out from my center, trying to focus on a single component of the world, smaller than the neutrinos my master studies. I find I'm in the lab for days without eating, not because I'm looking for something, but because to be there is to have purpose, and that purpose is the safest I can find.

This thing I have bound, it seems no conscious force. If only I knew what it needed, perhaps I could solve this puzzle. In a world of plenty, I have – never enough."

*-Qin Zaihistia, 1731, personal notations*

Hurricane grants permanent concentration, so long as that concentration is to a purpose. Those who have bound hurricane forgo all else for whatever happens to have them occupied at the moment. They gain a resistance to toxin that is absolute, yet still are affected by drink, drugs, lust, and every other concern of being alive. The resistance is that

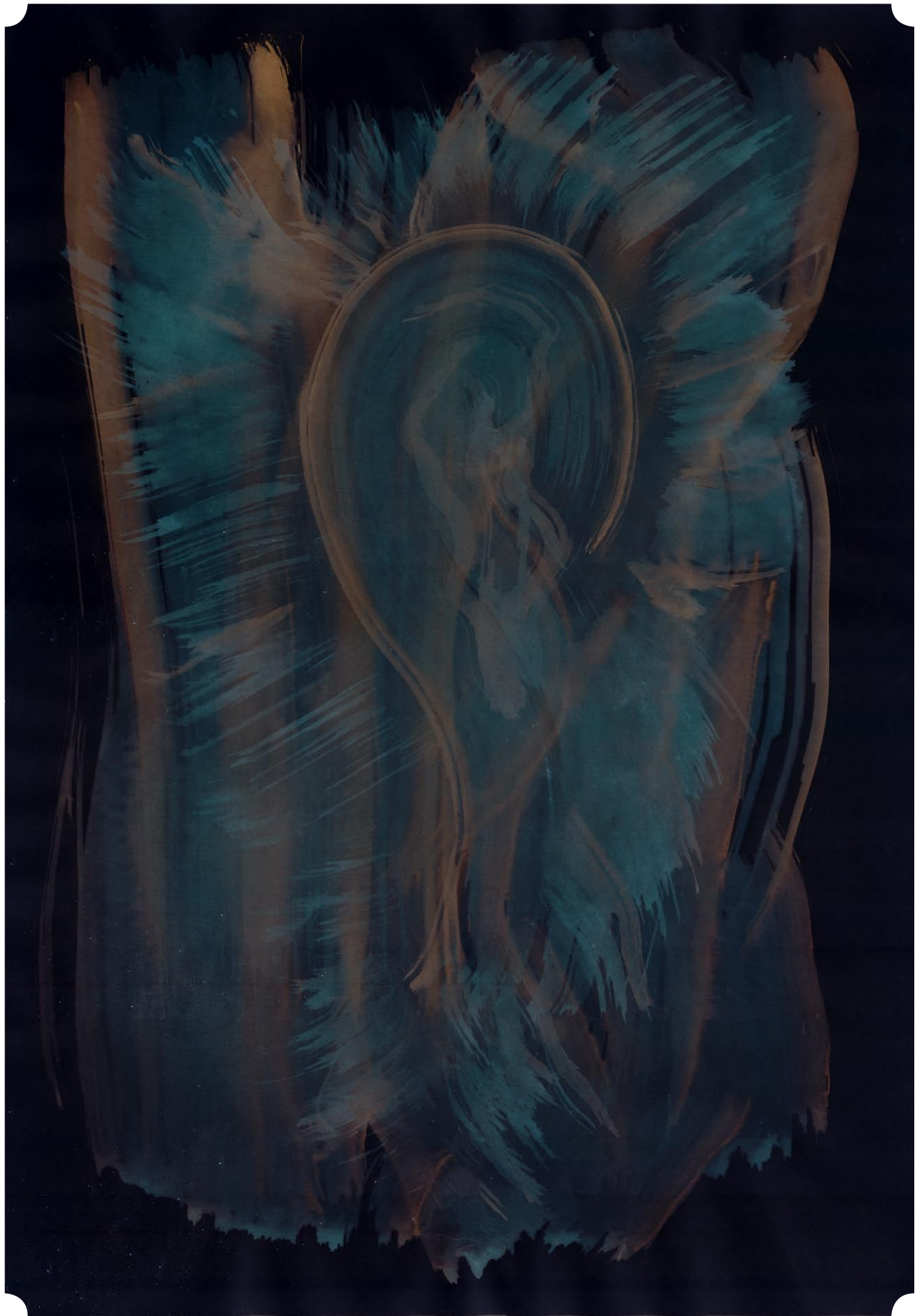
where most would become addicted to something, the unfulfilling aspect of their being eventually drives them to move on.

Hurricane seems to bind only those who already have very strong natural desires, but seems to differentiate between those who abuse their desires and those who do not. Despite being the amplification of desire, hurricane is emphatically not the amplification of that which causes harm intentionally.

Gnosis is gained from motion through the umbra, and the bound cannot spend its last gnosis other than to access the umbra. If one who has bound hurricane attempts to do so, they find themselves in the umbra instead. Hurricane gains four gnosis for every hour spent in the umbra, but cannot gain when staying still. By spending that last point of gnosis, the bound is instantly in the umbra, and cannot fail in the attempt. Prior to the last point, gaining access to the umbra is based on gauntlet. The maximum gnosis of one who has bound hurricane is considered to be double their normal maximum – and unlike other bindings, a hurricane-bound who doubles their gnosis has no fear of insane power hunger. All hungers are sublimated into the base desire of the all.

Hurricane form: Not a transformation of form at all, but simply a state of being. In hurricane form, everything registers hurricane as a force that must be moved aside from. Crowds part, security guards step aside and forget so doing, fights simply stop. In hurricane form, nothing with willpower below eight can even attempt to hinder hurricane's path. Iron will combined with willpower eight or above, or the use of some gifts and fetishes can lower this effect, but not negate it.

Hurricane cannot die from an outside source. Even with total destruction of the body, spirit returns to the realm of storm, eventually to come again. Usually, the voyage back from the realm of storms and regaining of physical form is a matter of days. Those who have bound hurricane can take their own lives – the choice to do so renders it possible – and most who have bound hurricane do not



live through the first year of their binding, being unable to deal with the focused need of the spirit itself.

**Dreams of Desire:** By spending a point of gnosis and touching the target, a state of shared dreaming can be induced when next the target sleeps. These dreams will be of whatever the target wants most, and can be manipulated to change that base desire to something else with the spending of an additional four gnosis over the next four nights. Only one target can be so manipulated in a given span, and changing the needs of a target usually has nothing to do with how the target pursues their needs.

**System:** Spend 1 point of gnosis – target does not get to resist. If spending additional gnosis to change base desires of the target, a contest of wills takes place, base target of four plus the difference in willpower for the party with the lower willpower. Iron will and some gifts render this gift more difficult, but typically Hurricane simply persists until it bores its target to earth.

**Nightmare:** Similar to Dreams of Desire, but instead of the possibility of manipulating base desires, passes on to the target the level of desire the hurricane bound itself feels in all things – for a number of nights equal to the number of successes in a contested willpower roll. By spending additional gnosis, the needs can be amplified in dream, even to the point of heart attack or other bodily injury in an infirm target.

In dream, the target is subjected not only to an intense need, but also is made aware of just what stands in the way – and while not prophetic, the dream serves to analyze means of obtaining that desire. Very often, when employed against a target who can withstand the trauma of the dream, the result is achievement of the goal. The dream itself provides the path, thus this gift is a two edged sword.

**System:** Spend a point of gnosis, touch target. Spend four gnosis to bring dreams into focus. Number of nights dreaming is equal to number successes in a contested willpower

roll.

**Satisfaction:** By spending gnosis, a reduction in the need can be achieved so long as the act that would otherwise fulfill that need is in use. Use of this gift can enable the user to consume infinite quantities, spend up to a day bent to a task, or otherwise focus without the overwhelming hurt of desire. Usually the survivors of hurricane binding are the ones that have discovered this gift. Importantly, that which is consumed will later appear somewhere else, usually somewhere it is wanted. Activities using this gift have a reduction in difficulty of two.

The drawback to this gift's use is that it tends to bleed out into others who do not necessarily have the benefit of its protection. Anyone so affected must make a willpower roll, difficulty eight, to stop doing what they desire to do.

**System:** Spend four points of gnosis. Wits plus primal urge, difficulty six.

Hurricane has one other binding type, that of Eye of the Storm. Usually only seen in monsoon country, this binding is associated with meditation, religious fulfillment, and separation from the world of suffering. Those who have bound this aspect of hurricane, so few as to have been remarked upon as a thousand year binding, need neither eat nor sleep, but must have willpower of ten. Binding this aspect of hurricane renders mere mortal concerns passive, and instead most bound to this form become caretakers of something important.

Most eventually fade into the umbra, to realms or pockets of their own making, but the land they have inhabited, or their protectorate invariably remains balanced and prosperous. Indeed, over time, such places often become associated with strongholds of balance, oracle, and peace.

She who has bound this aspect of hurricane can, once she has moved into the umbra, be recalled to the world with a sacrifice rice wine, blood, and paper. Those calling her must know her name.



**Balance:** Usually used in the makings of buildings or weapons, this gift ensures that those who use that to which the gift has been applied stay in tripartite balance between Wyld, Wurm, and Weaver.

**System:** Expend 40 or more gnosis over a period no less than a day per ten points of gnosis and roll wits + primal urge per ten points of gnosis. For every ten points of gnosis in the case of a weapon, or hundred in the case of a building, influences of extremes are subdued as per contest of wills, and extremes

that aren't subdued are unable to enter buildings or use weapons constructed in this manner. The weapon or building gains power as per spirit, and can accept gnosis from those truly interested – even if only for the moment – in balance. The spirit typically invested into such an item or structure is a justice spirit. The item gains power at one per hour multiplied by the average number of successes on wits + primal urge multiplied by total gnosis expenditure/100.

**Balance and Gameplay:** Each aspect of weather herein has the chance of producing exceptional imbalance in gameplay. Both the cost and power of using weather spirits and their gifts are extreme, and should be taken into consideration before introducing them. While tales of great victory and tragedy can thus be told, and great enemies be presented, lesser bindings and other modifications can always be considered.

## Tornado

Tornado views itself as the tightest form of spiral and favors circles moving in diminishing patterns. Its tendencies in binding are associated with those who practice fine mechanical labor, martial arts, or other physical skills requiring strength, focus, and dexterity. Tornado bound typically love creation and destruction alike, tending to combine both processes as much as possible.

Tornado reduces the check for frenzy by four, and eliminates fox frenzies entirely. Tornado gains precisely the reverse fog's benefit, and will be noticed as though twelve successes were made on a performance roll, excepting cases of botch. While the tornado bound can learn stealth and other relevant skills, these skills do nearly nothing for them when face to face. On camera, this does not hold true.

Tornado gains +four to any circular martial art, but tends to strike only from inside a circular motion, and prefers grappling into breaks and throws with inclusive strikes rather than sweeps and outside strikes. Most of the tornado bound shun edged weapons, and gain no benefits while using them. Blade weapons automatically deny bonuses, while non-edged weapons only get bonuses if being included in a grappling maneuver. As such, staff, baton, and whip tend to be favored.

Tornado is one of the very few weather bound that congregate, and do so in a pocket realm in the umbra. There they train with their own, and will occasionally recruit to the outside for teachers and pupils to further their aims. Tornado's aim tends to be one of balance, seeking to keep powers equalized on a global scale, the tornado bound are known – as much as any of the weather bound are known for anything – for their organized efforts to directly interfere with anything that doesn't promote balance.

Tornado sees neither good nor evil, instead focusing on societal integration and an end to suffering. In terms of their own organization, they tend towards an idealized com-

munist with a dictator at the head, a dictator who is voted upon yearly by all of the tornado bound. No individual can hold position for two successive years or more than two years in any hundred year period.

Tornado bound voluntarily restrict their activities to the umbra for the most part, and interact primarily with the Nuwisha, voluntarily doing duty as disposable weapons when needed – but only when such disposal is unavoidable and promotes balance with a better than 70% chance of success. Tornado bound tend to be master tacticians and analysts.

### Tornado Form Subtype Classifications

Dust Devil – The least noticeable subtype of Tornado at only six automatic successes on performance, Dust Devil still cannot effectively use stealth, but does gain the advantage of, when noticed, generally not being perceived as a threat. Other forms of the Tornado bound tend to project badass with a vengeance, even when it's a good, "On my side" sort of badass.

Dust Devil, by spending four gnosis, is untouchable by metal and that impregnated by metal. Metal simply passes through – this gift is not selective. This does not apply to anything the Dust Devil carries, and Dust Devils cannot dedicate or use fetishes with metal in them. A special rite is necessary to bind or use any fetish, and must be enacted upon fetish creation so as to remove any metal contamination. This is similar to a rite of cleansing, but must be carried out over three days, spending three gnosis per day in the process.

Walking The Crowd: A martial arts related gift, enabling the Dust Devil to move effortlessly through a crowd of people, a crush of traffic, or a rainstorm without being touched.

System: Roll dexterity + primal urge, target dependent upon that being moved through, but no less than four and no more than nine.



## Waterspout

Focusing on interaction between water and air nearly to the exclusion of all else, Waterspout tends towards extremes of beauty and ugliness, usually contrasting both within the same action, often going to great lengths to incorporate artistic value into their actions. Utterly without compassion – Waterspout binds only the pure sociopath – the Waterspout bound tend to be the fixers, called upon by their brethren when killing needs to happen. They tend to be extremely organized individuals, obsessive compulsive about their behaviors.

Waterspout benefits by a -2 modifier difficulty per successful repetition of a task which can be defined as a step by step process. Double tapping with a pistol would not qualify, while machining two successive gun barrels would.

Waterspout tends towards total absorption in any task, and is prone to miss obvious things, even those closely related to their current occupation when not included in a given set of steps. Other tornado bound speculate that a very specific form of brain chemistry or mental illness is required to bind with Waterspout, typically similar in presentation to that of an organized serial killer. The binding, however, channels such single-mindedness into organized tasks and possibly repairs parts of the brain in so doing.

In the two cases where serial killers have in fact been bound, neither killed without orders again. Instead, that structured and dedicated insanity devoted itself to the will of both bound spirit and brethren.

Waterspout benefits from process eidetic memory, a combination of gift and practice which reduces the difficulty of any task done ten times by 1, one hundred times by 2, one thousand times by 3, and so on. Target modification in this manner cannot be reduced below four, and requires expenditure of gnosis at a rate of one per hour while a given task is being performed. No two tasks can be sequentially performed without treatment as a new eidetic sequence, so this gift

is extremely limited – depending upon the willpower of the gift user, this gift may additionally require specific music, odor, level of sunlight, or the presence of a specific item.

System: Spend one gnosis; roll Intelligence + Primal Urge, with a target of the difficulty of the task less repetition modifiers. One success ensures successful completion.

## Swath Child

Most specifically known for an unnatural attraction to trailer parks – half in jest, half because trailer parks are soft targets – Swath Children embody what tornado is most known for, a tremendous destructive energy that will capriciously foul all this ships in a harbor excepting one garbage scow and one old fashioned wood sailboat. Despite rumor, Swath Children rarely act in environments where some change isn't desperately needed, but observation is often obscured by their tendency to do things in a manner alien to common understanding. In a job requiring elimination of a target, Swath Children will cover trail by destroying nearly everything else as well, preferably in an artistic manner.

"There is a method to my destruction. All you see is traffic in a snarl here, three hundred dead, sorrow, chaos. I see that when the sun clears the horizon, each individual piece of glass, every bit of reflective metal, even the paint on the cars themselves will reflect here – and this building will burn to the ground. And indeed, the building is not my target. Don't even pretend I would let you know so private a thing. Instead, know that three days hence, because of this combination, my target will forget something they needed, and the world will be in balance."

Destructive Resolution: This gift doesn't actually require destruction in any form, but Swath Children almost invariably include the appearance of chaos in their actions. A predictive measure of sorts, a spinning meditation and expenditure of no less than 100 gnosis is required to enable the clear-seeing necessary to achieve a given goal as part of a chaotic pattern.

System: State desired effect, roll Wits + Primal Urge, and roll once per hundred gnosis spent to induce clear-seeing. Ten cumulative successes are required, but can be accumulated as part of the meditation process. Once enabled, success is not a foregone conclusion, but the steps necessary to achieve a goal become clear, and difficulty on each task included in the process is reduced by 2.

#### Common gifts and rituals.

All rituals used by the tornado bound begin by facing the furthest magnetic pole and repeating a mantra, the words of which are unimportant and could as easily be oh-mane-pudme-hum as the refrain from Coming Up For Air by Leather Strip. Typically, something with nonsense words is chosen to avoid contamination of the ritual, but in practice, any phrase which can be repeated once per breath will do. Spinning from pole to pole, she who enacts such a ritual drags either an extended foot or hand, completing a circle, acknowledging the power of Gaia, and accepting a gift of power from her. This method replenishes gnosis at one point per thousand revolutions, and can be accelerated up to the physical limitations of the enactor. Combined with other gifts, this ritual can sometimes exceed ten thousand revolutions per minute, and has a tendency to draw spirits in vast numbers, as well as often breaching into the umbra.

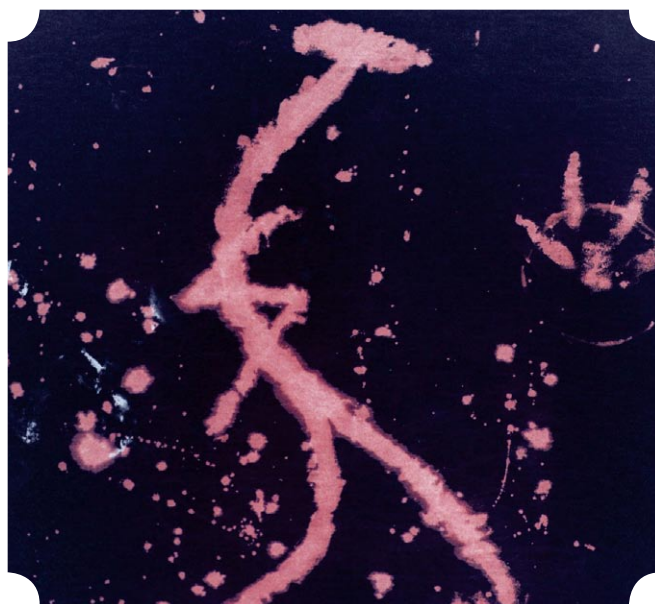
Cloudmind – when spinning, by spending a point of gnosis, the tornado bound see not with their eyes, but with their mind, a volumetric perception similar to that of fog, but limited by line of sight. Unlike fog, upon choosing a point of view, the tornado bound can then cease spinning and maintain point of view, knowing with perfect surety where a chosen place in line of sight is relative to a physical action. For example, with a pistol of sufficient power, a tornado bound might choose to strike a target anywhere in direct line of sight that a bullet has the capability of reaching, providing motion of a target can be accounted for – and it usually can. Cloudmind

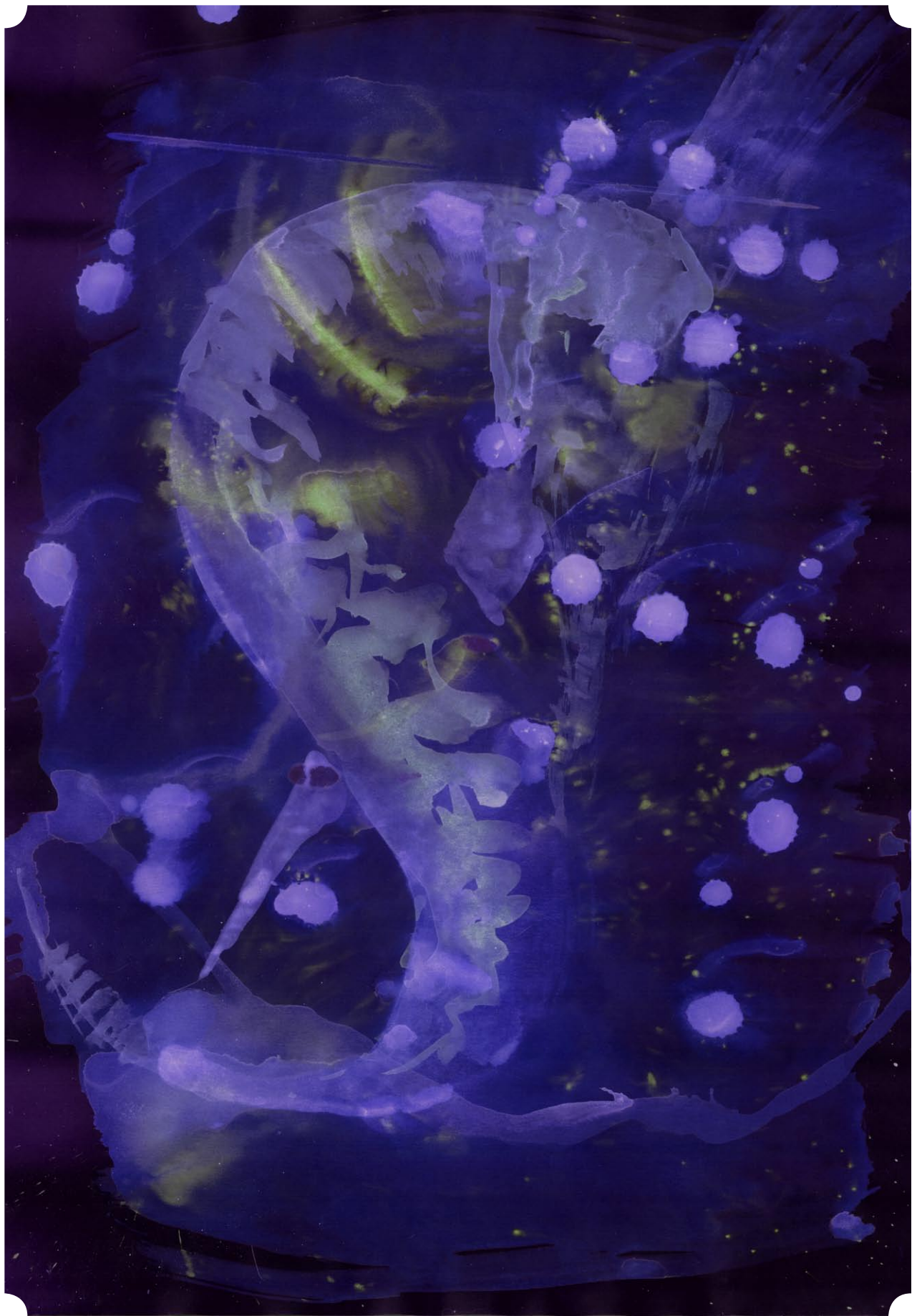
requires ten thousand revolutions to achieve, and the expenditure of six additional gnosis is required to physically interact with the chosen viewpoint. Once an action is chosen, the action can be repeated until the cycle is broken, firing all the rounds in a clip, throwing a hundred rocks, or reading the entire text of an ATM machine all day long.

System: Roll Wits + Primal Urge, target of six, spend six gnosis.

Clouded Murder – Clouded Murder is a death strike of sorts, resulting in spontaneous retreat to a pre-chosen destination in the umbra, dragging a convoluted volume of space along with. In the manner of Tornado itself touching down and leaving a swath of destruction in its wake, Clouded Murder drags a path some five to fifty meters wide and high, by fifty to five thousand meters long. Once begun, the actual path is tremendously difficult to control and burns all rage and gnosis down to nothing.

System: Expend all rage and gnosis, roll Wits + Primal Urge, target of eight. No success is needed to end where chosen in the umbra, but a botch results in pulling random parts of local space with, rather than the intended path. Per success, double path volume and length up to maximum and/or increase destruction in path – GM, not player, decides combination.







## Abominative Types

### Acid Rain

Acid Rain causes acid reaction in everything around it, largely subtle, but to detriment over time. This particular binding is in no way separate from other rain bindings – instead, binding rain in a contaminated region automatically results in this form, while extended exposure to contamination will convert a normal rain binding into Acid Rain with no other changes in the nature of the binding.

Very often the rain-bound do not recognize that they have been contaminated – if they realize their condition, they can cure it by removing themselves to an uncontaminated environment, often within the umbra, and using repeated purification and cleansing rituals. Unfortunately, acid rain tends to bring about psychotic dementia, so the window for action is often less than six months.

Others can forcibly cleanse Acid Rain but the process is generally a contested purification even if the rain bound desire it. Only Mourning Dew is immune to contamination of this sort, and will instead sicken in a contaminated environment over time, even die if they don't return to the umbra and purify themselves.

Those who have bound Acid Rain tend to gain side-effects to usage of gifts in a manner that might clue in the rain-bound that something has changed. This may range from slight disillusion of reactive objects around them when gifts are used to an uncontrolled flood of emotion – usually anguish – from those spirits close enough to notice overflow of broadcast power from gift usage. Such is excessively painful, both to spirits who feel it as a draining of power levels, and to spiritually active others, who notice it as a sudden draining of happiness and organized thought.

A very few who have become corrupted retain sanity – requiring both willpower of ten and meditation of five. These very few gain access to two additional gifts regardless of which form of rain they have bound.

Reduction State: This gift allows the bound to reduce any reactive surface or object, either instantly, by breathing out upon it, or by touching it and later meditating upon it.

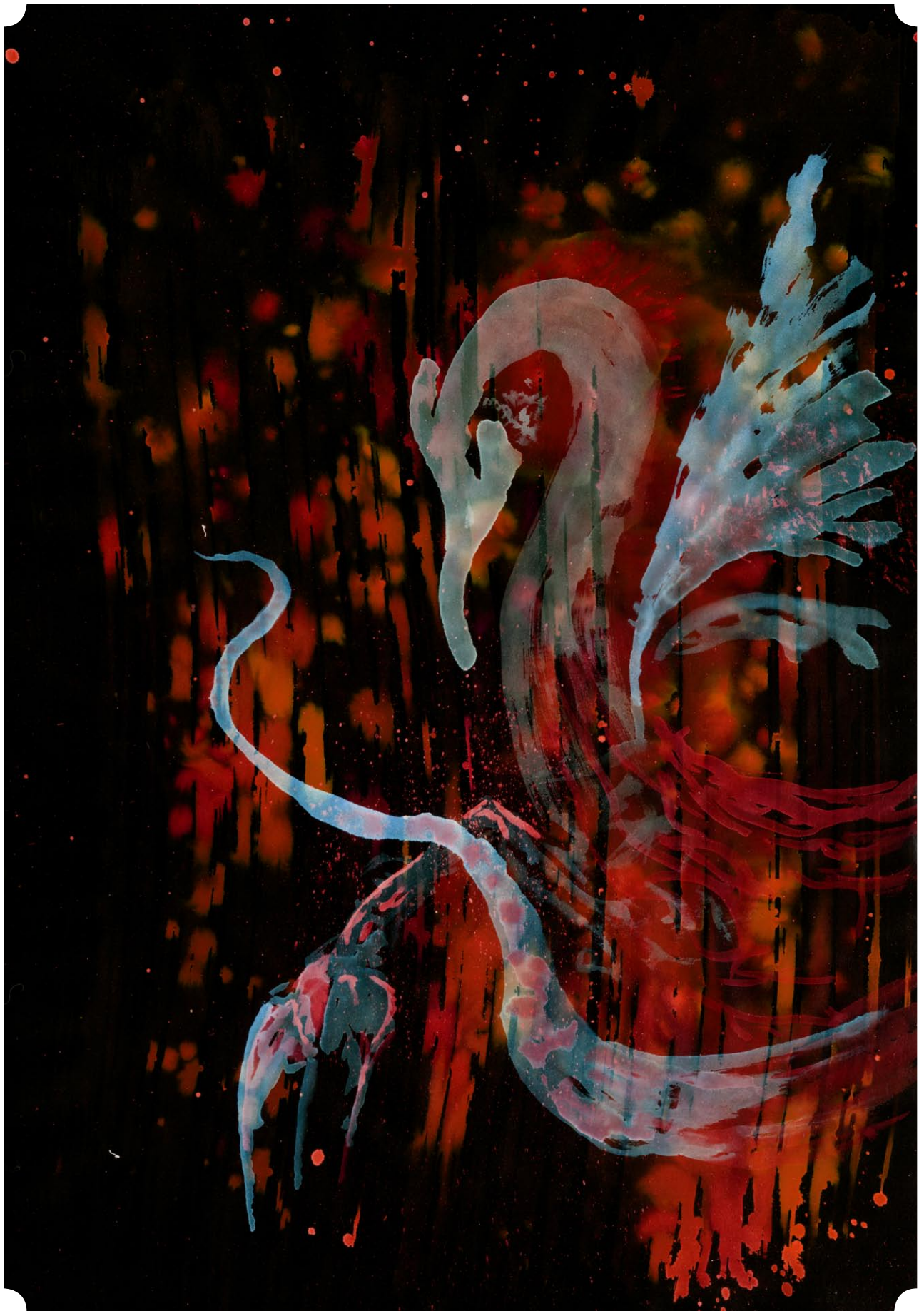
System: As a breath, Wits + Primal urge, target of two, on gram of material, but doubled per success. As a meditative act the doubling per success still holds, but successes can accumulate over time, so long as the bound neither sleeps nor breaks concentration.

### Smog

Where Fog hungers, smog poisons with terrible subtlety, draining life for gnosis in the same manner as fog, but being limited to normal max gnosis without the tremendous benefits that fog gains in double gnosis levels. Those whom smog touches are forced into a contest of wills. Those who loose that contest become depressed for days on end, finding no meaning in their lives beyond a hunger they neither understand nor can fulfill. As a result of contact with smog, the likelihood of bane possession in those touched is increased, effectively a +2 advantage to the bane during its contest for possession. An increase in fomori population with little other explanation can often be linked to Smog.

Smog is found wherever pollution and fog mix. It tends to corrupt those who bind it, often rendering them fomori, and tends to corrupt any gifts that person may have had as well. Gifts, including Smog's own gifts, treat 1-3 as automatic failure. Smog in all its forms gains the Immune to Wurm Emanations and Immune to Toxin advantages.

Importantly, Smog's taint doesn't imply Wurm taint or any specific motivation on the part of she who binds it. Instead, being a corruption or damage of fog, all fog's rules apply, but the binder tends towards depression, harano, suicide, and heroism to compensate for the overwhelming sensation of something horribly awry.



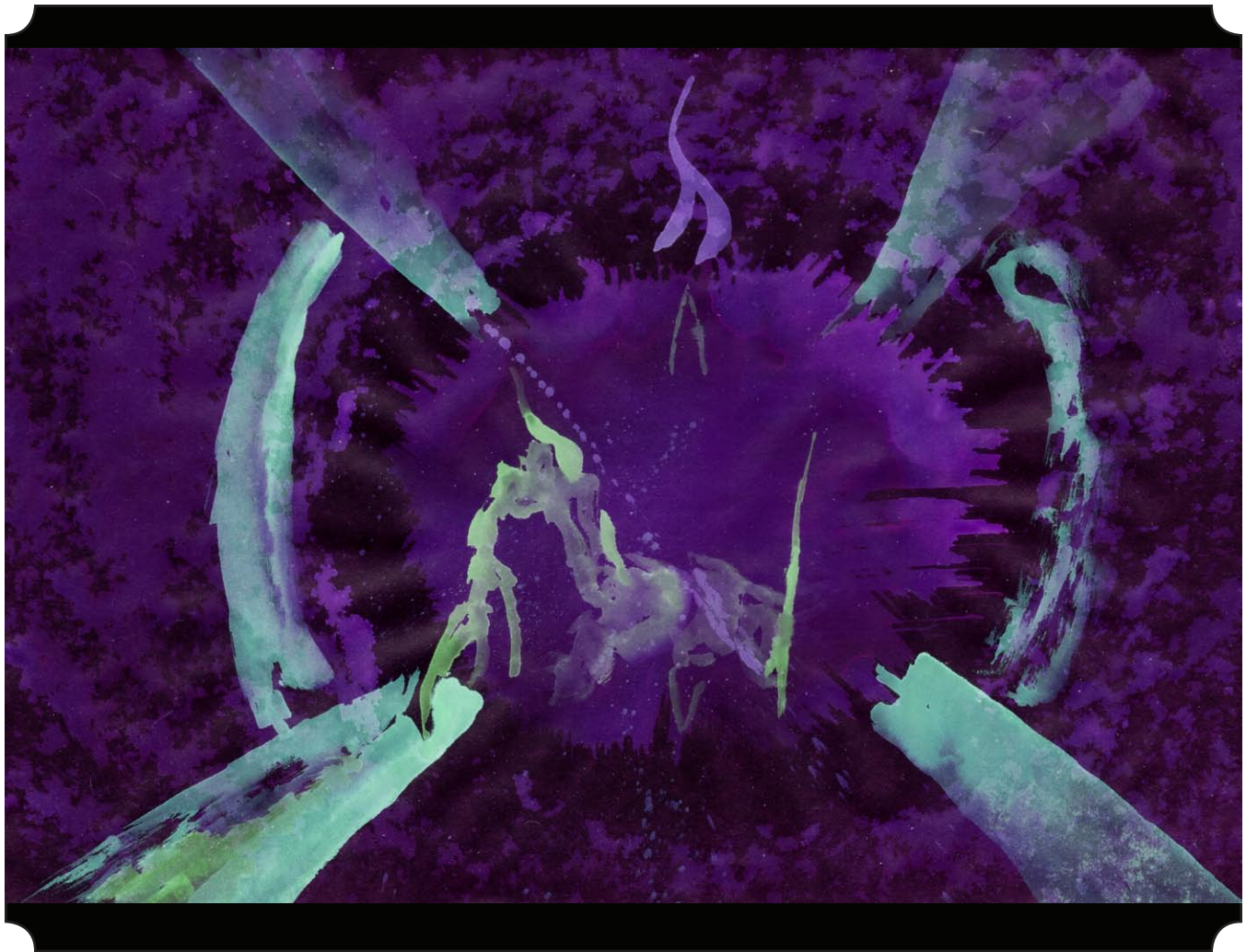
"When I set to bind fog, I knew what I was getting into. This – this is fog, and it isn't. Those legends I read, they're all wrong – something in the city keeps poisoning me, suppurating from everything I touch. My friends, my pack, they smell the air around me and move away. I am becoming empty of all but these changes, sores under my eyelids, my lips, my... everywhere. I still see my purpose, but it's muted, made empty somehow. My garden is dead; my food tastes like coal and soot. Whenever I reach through to the power, I get – something else – and people change. I don't understand."

When angered, smog gains an additional die on all martial arts related rolls – but loses two dice from willpower. When depressed, smog loses a die on all martial arts related rolls, but gains two dice in willpower if meditation is four or better.

One additional subtype exists for smog: Ground Clutter.

Ground Clutter gains Create Element Electricity at level four, and cannot keep from mildly affecting electrical systems, weather fronts, and other electromagnetic fields around it. Create Element Electricity only works when in smog form, and any willpower roll which botches while in smog form results automatically in a major electrical discharge into the nearest convenient strong grounding source or strong electromagnetic source. Such discharges burn a point of gnosis per, and cannot be achieved voluntarily without making a cumulative meditation roll at difficulty six for four successes.

Ground Clutter also has the disadvantage of showing up fairly strongly on radar, typically as unusual or false returns on the scope.



## Solar Flare

Unlike corona, which purifies with star-fire, Solar Flare simply burns away, and does so in moments of stress, passion, or rage. With a difficulty of two more than that to frenzy, those who have bound Solar Flare must roll against willpower or reduce the densest matter within three meters at a minimum temperature of 1000c.

When not in the throes of strong emotion, those who have bound Solar Flare have much finer control over their abilities, able to confine star-fire to such a degree that simple tasks like cooking might unconsciously be undertaken with no difficulty whatsoever.

Solar Flare responds astonishingly well to mental constructs – heating and reducing within whatever mental boundaries the user has set. Anything a user can define for boundaries works with nearly no effort. It has been suggested that Solar Flare is attracted to artists, typically metallurgists and glass workers, but more likely is that those who bind Solar Flare find art and expression through their abilities so much easier – and cathartic, enabling better control of those so dangerous passions – that they either discover such outlets or destroy themselves.

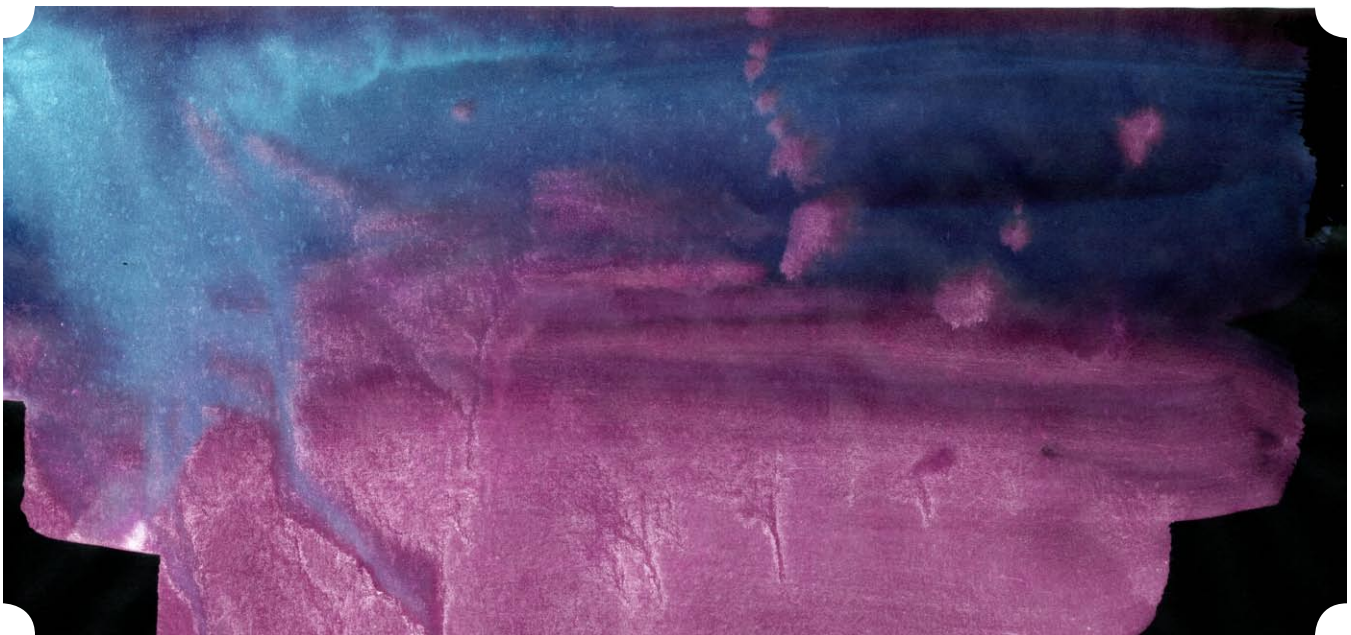
Solar Flare regains gnosis based entirely upon the weather conditions of the

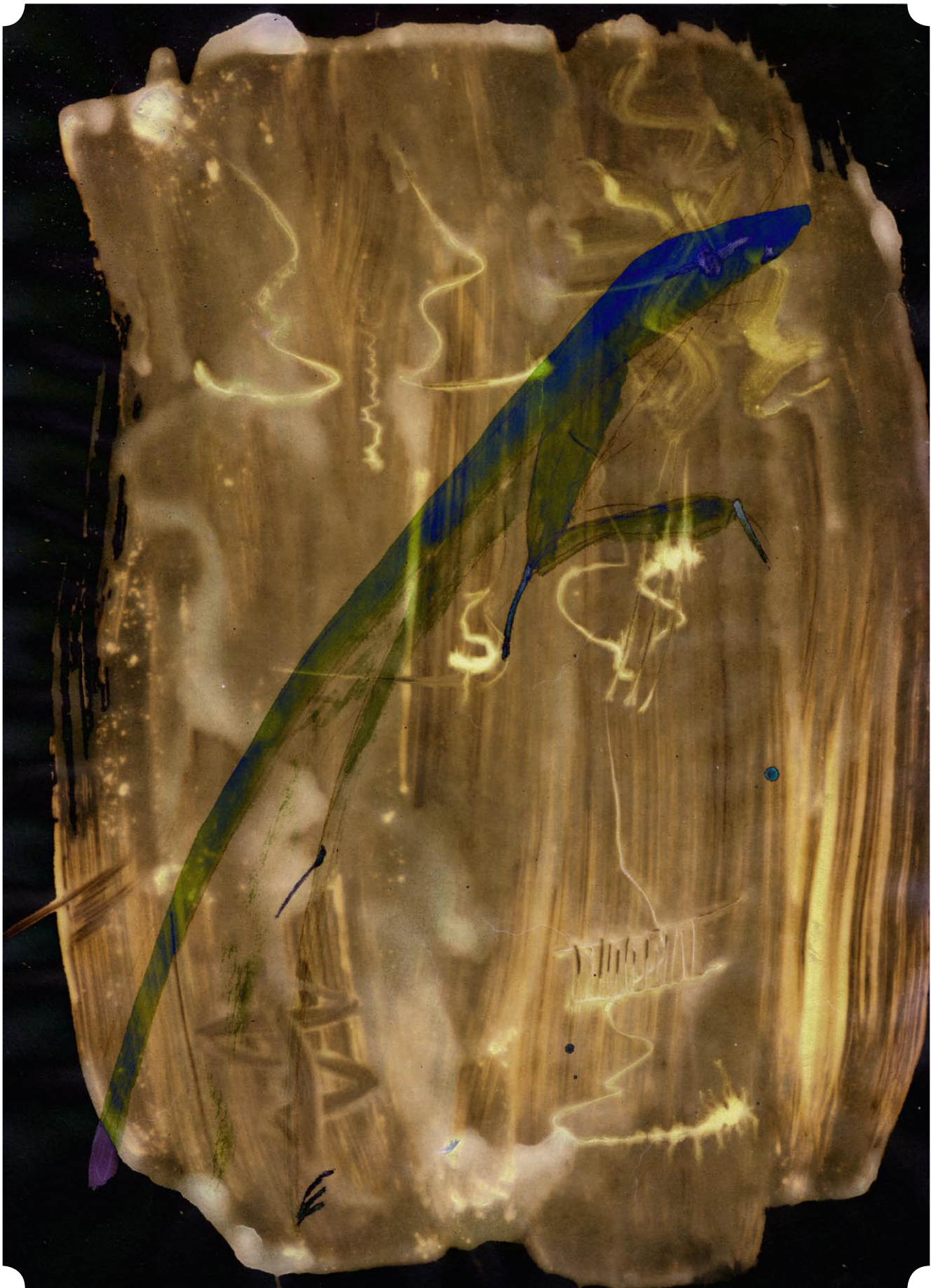
local star, with one gnosis regained per hour at solar null, and as rapidly as one gnosis per minute when the solar weather is producing visible interaction with the atmosphere. In the last case, illumination by such interaction reduces difficulty of all gifts by two, and reduces the difficulty of positioning to three.

Solar flare grants one gift.

Positioning – by spending four gnosis and rolling Wits + Primal urge, one who uses this gift can cause liquids and some charged powders to move into forms described by mental constructs. At least one user of this gift is well known for tremendously detailed jewelry work in gold and silver. Note that this doesn't confer any artistic ability – the user must make additional rolls under the applicable skills. For each success, the user doubles the duration and volume and manipulative pressure of material they can thus manipulate, beginning at a base of one minute, 100 kilograms/cm and one cubic meter. For each additional gnosis spent, the user can attain additional duration – but not further volume or pressure.

Difficulty of four under open sunlight, impossible without sunlight of some form – reflected sunlight from a mirror would be a six difficulty, moon reflection a nine.







## Transitional Types

All transitional types are linked to umbral rather than physical weather. That said, most umbral weather is in turn somewhat touched by weather in the more physical world it reflects. Fog tends to relate strongly to Tesser, Rain to Scry, and Thunderhead to Mirror.

### Tesser

Similar in nature to fog, Tesser is the bleed-through of Umbral realm to the natural world and vice versa. Known amongst the Silent Striders as Travelers of the Deep, those who bind Tesser can, with concentration, move to any place in the umbra from any place in natural world as easily as others would cross the gauntlet, simply by spending a point of gnosis. By the same token, they can move from anywhere in the Umbra to anywhere in the natural world through the same method. By spending extra gnosis, they can pull physical things – people or objects weighing up to 100 kilos times their willpower + gnosis – with them at the cost of one gnosis per thousand kilos.

As with fog, Tesser suffers from the hunger, but unlike fog, cannot keep from feeding. Tesser gains two points of gnosis per blood point, or one point of gnosis per point of gnosis – and it feeds via gate, targeting no less than 100 intelligent life forms or spirits with the lowest willpower out of the nearest ten thousand. Nearness in this context can be altered via the gift of Hunting Right.

Tesser doesn't need a mirror to access either the natural world or the umbra.

### Tesser Subtype Classifications

#### Ten Reaches

This binding tends to fragment the binder, and unless a willpower roll, difficulty eight, is made successfully, a shift from place to another will lodge the shifter in between two places, half present in each, and with per-

ception and action available to both presentations. Each portion – as this stranding can happen in number equal to intelligence – sees both its location and that of all others, though sense of place allows for distinguishing what is happening in each primary's location at perception plus alertness minus number of primaries. The fragmentation of mind doesn't result in multiple identities, only multiple instances of the same person.

Rejoining of self is a matter of successful shift from one location to the next, and any injuries sustained by a primary simply go away when rejoined with a healthy primary. This doesn't work if all primaries are injured – if two injured primaries are rejoined, both suffer parts of each other's injuries, although the degree of injury is reduced to that of the least injured primary.

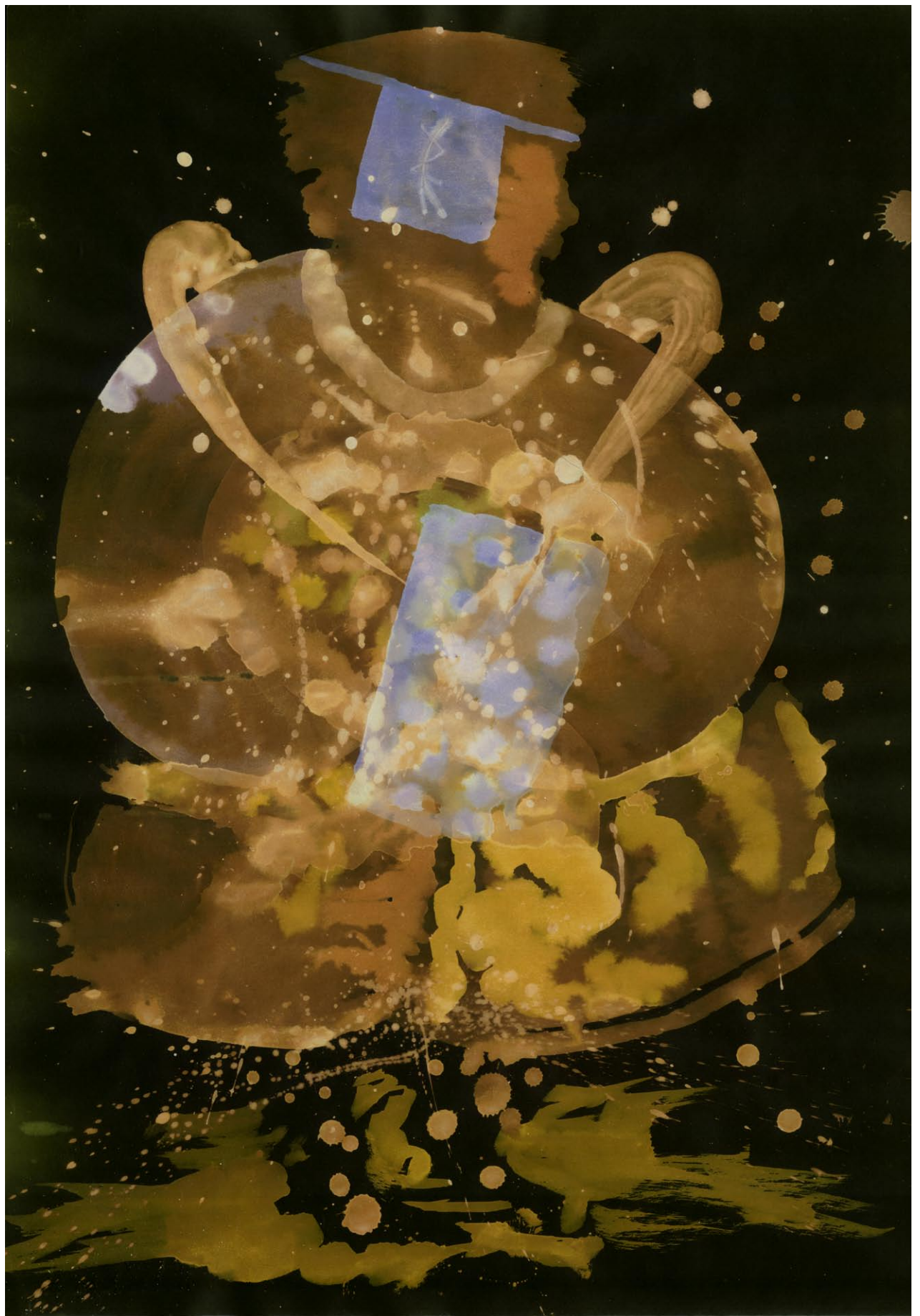
Splitting off a primary intentionally is automatically successful if umbral transition is successful.

Bringing two primaries into contact with each other results in catastrophic rejoining unless a wits plus primal urge roll at difficulty eight is made. Catastrophic rejoining is automatically fatal to both primaries, and results in a release of energy equivalent to that of a lightning strike.

Ten Reaches Bound are automatically aware of this possibility, and can always tell how close their primaries are together. At least one Garou with a Ten Reaches binding, a cartographer of great skill, was able to map a number of arcane locations by moving primaries from one point to another and drawing what he felt. These maps of some of the Umbra's deep realms are still in the possession of the Silent Striders.

#### Halfway Anywhere:

Those who bind the Halfway form of Tesser can both render themselves intangible at will and – by spending a point of gnosis – bring any two known locations into direct contact with each other via gate. The difficulty in the second is that energy exchange across the gate is paid for directly by total



conversion of part of the bound from matter to energy, literally burning away fat and then muscle. Total conversion being an extremely energetic thing, the usual gate has little noticeable effect upon the bound, but drastic changes in energy states between Umbral realms and the natural world can quickly cause fairly major reductions mass. At least one of the more vain Halfway bound has used this in place of dieting.

**Designation:** By expending twenty gnosis over the course of twenty days, she who is Halfway bound can temporarily designate another (person or spirit) as the energy source for gate exchanges. Typically this results in a 50% less efficient sourcing. **System:** Wits plus primal urge, difficulty six. Failure of any roll on any day requires re-roll, and a botch results in a catastrophic back-feed of built up energy onto the user of the gift. This not only results in one wound level per day into the process – often fatal in later days – but is utterly excruciating.

#### Common Gifts

Transference – as per Fog

**Hunting Right:** Spend 100 gnosis over the course of ten days in any given region with the intent of future hunting, and that expenditure, even if it is on other things, will link that area to feeding if such is the intent. This happens automatically if the Tesser-bound is unaware of the gift, leaving a hungry area behind. Such areas are generally bad for the inhabitants, and Tesser-bound who are aware of this tend to choose their hunting grounds carefully, often setting up hunting grounds in the dens of their enemies.

As with Heydeokin Shrift, Tesser will automatically revert to hunting whenever gnosis is spent unless a willpower role is made, as per fog.

#### Mirror

Mirror is a misnomer of sorts, so called because the weather effect upon which it is based tends to bend and refract light between differentials of heat and cold. Watching the

sky in the tar of a hot road while driving – this is Mirror in action. The true nature of mirror is that of the organization and interaction of any two systems, ranging from the lead edge of a storm or the precursor to earthquake to the miniature weather system in a house between two rooms during a fire, just before flash-over.

Those who bind Mirror are noticed instantly by animals, most of which will react based upon the mood of the bound. Unease and pacing is the typical reaction, but anything from direct attack to cowering in terror under the bed can occur.

Of all the weather bindings, mirror is the most common, and is rarely bound on purpose. Usually mistaken for bane and demonic possession, the binding of mirror results in an extremely mercurial temperament and an inability to sit quietly or deal with change free environments for even short periods. The Mirror bound look out at the world and see the possibility of change in all things, and only rarely are able to keep from poking at things.

Mirror grants +4 to perception, and +2 to any skill of prediction. No known mirror forms exist.

#### Mirror subtype classifications

##### Obscured Glass

With a tendency towards personal revelation regarding the most mundane of things, Obscured Glass flits from one subject to the next, carrying on the inability to hold still into areas ranging from quantum physics exploration to religion. They can trigger a form of pattern mapping when faced with seemingly new subjects, and their gift of gaze reflects this.

**Gaze:** By expending two gnosis and rolling wits plus primal urge, target of six, solutions to partially exposed patterns can be seen. Usually this falls into areas like puzzles and math, but can range from turning out the perfect fried chicken to bypassing a complex security network. The downside is that

a botch means they think they've succeeded in seeing the whole pattern, but have in fact found something utterly other, typically something bizarre.

**Blink:** By total focus on one topic and expending four gnosis, an additional four successes can be gained on any puzzle or pattern system. During this time, all other perception checks automatically fail. System: Wits + Primal urge, target of six. Each success reduces the time take from ten hours by an hour, minimum time for a process being one half hour.

#### Hollow Recurve

Those bound to the recurve tend to be chameleons, instantly able to blend in with those around them, regardless of language, posture, or appearance. For the most part, this blending is automatic – were they to walk amongst a flock of sheep, they would move unnoticed as a sheep, while on Wall Street they'd move unnoticed as a suit. This ability is always on, unless a direct and constant effort – willpower, difficulty eight – is made to keep it from happening.

Recurve cannot use any gift after sundown.

#### Common Gifts

**Carrier:** The Mirror bound can push most anything into or out of the umbra, even large physical structures. System: 1 Gnosis Per 100 kilograms, Wits + Primal Urge, target of four.

**Umbral tapping:** The mirror bound gather gnosis from the gauntlet at a rate dependant upon their meditation skill, up to a max of on gnosis per minute per point in meditation. Umbral tapping shines like a beacon, and tends to attract... things.

## Scry

When it comes to the great unknown, those bound to Scry make even the other weather bound nervous. Arguments have been made both for and against Scry even being a form of weather, and the indications are myriad on both sides.

At any given time, there is only one Scry-bound on the planet, and the death of Scry in one place results in rebinding somewhere else within seconds. Scry remembers all its prior personalities, although the current dominant is always the most recent binding. Bindings tend to run towards mystics and the very religious.

Scry's only gift takes no gnosis and requires the following conditions: First that a question is asked. Any question will do. Second, that the asker burn an item of power or a quantity of their own blood. Third, that the asker return in a year and a day to get the answer. The question must be completely specific, although it can be narrowed down drastically by providing a physical component to the target of the question. Once the question has been asked, it will always be answered, even should she who bound Scry die and be rebound elsewhere.

No individual can ask Scry more than one question over the course of their life. If they do so, in a year and a day's time, they will simply fade away, and the question will go unanswered. Additionally, only she who asks the question can then get the answer, and that only after exactly the year and day have passed.



### After-note

Nearly every work of art in this book is also available as a stand-alone piece, and the entertainment of combining both writing and art has been joy. Needless to say, several hundred hours later, I'm exhausted but happy – and I think it's worth the while to thank those who've put up with my mad emailing, chats, and phone calls during the creation process.

Thanks, all of you! This book wouldn't be here without you.

...D20 Weather Spirits up next!

### Author/Artist Information

Roland W. Coryell has been in the authoring and editing business for ages, some of them quite short, and claims that he really can't seem to stop writing, despite complaints from the ASPCA. A writer of satire, poetry, sci-fi, and more eclectic musings than would be healthy for any seven mechanical contrivances, he has a peculiar fixation on wetdry-vacs, badgers, kittens, and just about all forms of telemetry.

"Why writing? If I didn't, I'd probably have a much safer hobby. Maybe I'd juggle kittens. That would probably keep my attention for a while."

A former journalist and radio DJ, he finds his fixation on uses and abuses of the English language to be a growing thing, and promises that he'll try to abuse it more in the future. For now, he works for the man, but isn't sure which one.