

PACK TOTEM – LIST OF POSSIBLE TOTEMS TO CHOOSE FROM

Permanent Traits: everyone gets these.

Turn based Traits: only 1 of these powers can be used at a time and by **only 1 pack member**. At the end of the turn/scene the character decides who can use the powers next.

Bans: rules you have to follow to stay on the Totem's good side.

Game mechanics for **choosing a totem:**

- Each pack member must put in a minimum of 1 xp. Including any pack NPCs. This is your pool of points to spend.
- You pay the Background Cost of the Totem from this pool.
- You use any leftover points to buy 'power boosts' to your totem spirit.

Cost Effect

1	An additional 3 points to spread amongst the Totem's stats (Willpower, Rage and Gnosis).
1	An additional 10 points to the Totem's Power (hit points). Recommend that at least 1 point is spent on this.
1	The Totem can speak to the whole pack (i.e. not only to those with the Spirit Speech gift).
1	The Totem can always find the pack members.
2	The Totem is nearly always with the pack members.
2	The Totem is respected by other spirits.
2	An additional Charm. All Totems have <i>Airt Sense</i> and <i>Reform</i> .
3	An additional pack member can use the Totem's powers in the same turn.
4	The Totem mystically connects all pack members, allowing communication over long distances (by telepathy).
5	The Totem is feared by agents of the Wyrms.

Charms – these will be assigned to Totem (and its servants) by the GM if you don't have a particular wish list - see p182-3 of WW rulebook.

Armour, Healing, Materialise, Blast Flame, Break Reality, Cleanse the Blight, Control Electrical Systems, Create Fire, Create Wind, Flood, Forest Sense, Frozen Breath, Ice Shards, Lightning Bolts, Open Moon Bridge, Shapeshift, Shatter Glass, Short Out, Throw Glass, Tracking, Umbraquake, Updraft.

If you don't quite have enough points when you choose the Totem, then spend XP later to increase its power and abilities.

THE AVAILABLE TOTEMS

(in this order: Cunning, Respect, War, Wisdom)

TOTEMS OF CUNNING – for all for them you lose 1 permanent Honour because Garou aren't that keen on Totems of Cunning – they think being sneaky is dishonourable.

BADGER

Background cost: 5

Permanent Traits: the gift *Cooking*.

Turn based Traits: +2 Stealth, +3 Survival, +1 die to any claw attack

Bans: Badger asks his Children to leave small shiny objects in the deepest woods for him to find.

FOX

Background cost: 7

Permanent Traits: +1 Manipulation. All future Honour gains are at -1 penalty.

Turn based Traits: +2 Stealth, +3 Subterfuge, +2 Streetwise

Bans: the Children of Fox must never trap or hunt foxes, and must assist any fox they find in such a situation.

RAVEN

Background cost: 5

Permanent Traits: The Corax (werecocks) will look favourably on the pack.

Turn based Traits: +2 Occult, +1 Subterfuge, +1 Investigation

Bans: Raven asks that his Children never carry wealth. They must trust in Raven to provide for them. They must whisper any secret they learn into the air at dawn, so Raven may hear it.

TOTEMS OF RESPECT

EAGLE

Background cost: 4

Permanent Traits: +2 permanent Honour

Turn based Traits: +3 Animal Ken, +1 die to impress the tribe elders or old people, +1 Investigation

Bans: Children of Eagle must find a high place to leave offerings of hare or rabbit meat once per lunar month.

FALCON

Background cost: 5

Permanent Traits: +1 permanent Honour. Silver Fangs may be more respectful to the pack.

Turn based Traits: a pool of 3 Willpower per session, +2 Persuasion (+3 if you are acting in a leadership/command role).

Bans: Children of Falcon can never allow themselves to lose permanent Honour. If they do and cannot correct their dishonour, they must perform the *Rite of Contrition* and atone by throwing themselves into an impossible battle with a minion of the Wyrms, thus effectively committing suicide.

GRANDFATHER THUNDER

Background cost: 7

Permanent Traits: Very few Garou will trust them. Shadow Lords will want to know what the pack is doing at all times.

Turn based Traits: a pool of 5 Willpower per story, +3 Socialise, and +2 Intimidation if you invoke the name of Grandfather Thunder.

Bans: Children of Thunder do not tell the truth to those they do not respect. They never respect those whom they dominate.

PEGASUS

Background cost: 4

Permanent Traits: +2 permanent Honour. Black Furies will be well disposed to them.

Turn based Traits: a pool of 3 Willpower per session, +3 Animal Ken.

Bans: Children of Pegasus must always aid females of all species, especially young females. (Dr Bob's note: it doesn't really mean 'all species', otherwise you'll spend all your time saving greenfly and ants from gardeners. Fluffy & feathery species only).

SPHINX

Background cost: 7

Permanent Traits: +1 Wits. An extra +1 temporary Wisdom every time you get Wisdom awarded.

Turn based Traits: +2 Occult, +2 Investigation, +2 dice to any roll involving puzzles

Bans: The Children of Sphinx may never refuse a riddle contest. They will gain or lose 1 permanent Honour depending on the outcome of such a challenge.

STAG

Background cost: 4

Permanent Traits: +3 permanent Honour, +1 Past Life. Fianna and faeries will be well disposed to the pack.

Turn based Traits: a pool of 3 Willpower per session, +3 Survival, +3 Primal Urge.

Bans: Children of Stag must always aid faeries or their kin.

STALLION

Background cost: 4

Permanent Traits: +2 permanent Honour

Turn based Traits: a pool of 3 Willpower per session, +2 Athletics, +2 Persuasion, +2 to any roll involving travel or speed.

Bans: Once per lunar month the Children of Stallion must find a horse and either tell it a secret or challenge it to a race.

TOTEMS OF WAR

BEAR

Background cost: 5

Permanent Traits: +1 Strength. Ability to hibernate for 3 months at a time. Can use Mother's Touch gift once per day. Lose 5 temporary Honour. All future Honour gains are at -1 penalty.

Turn based Traits: none

Bans: none

BOAR

Background cost: 5

Permanent Traits: +5 temporary Glory

Turn based Traits: +1 Stamina, +2 Brawl

Bans: The Children of Boar must never hunt or eat boars or other pigs.

BULL

Background cost: 6

Permanent Traits: you roll +1 dice in any frenzy check (yes that's a bad thing). +1 Strength, +2 temporary Glory. A penalty of +1 temporary Wisdom every time you get Wisdom awarded.

Turn based Traits: +2 Brawl.

Bans: none

FENRIS

Background cost: 5

Permanent Traits: 1 point to physical attribute of your choice. +2 permanent Glory. Get of Fenris will respect the pack a little more and invite them on wild, frenzied hunts.

Turn based Traits: none

Bans: Fenris requires that his Children never pass up the opportunity for a fight.

GOOSE

Background cost: 4

Permanent Traits: the gift *Resist Pain*, +5 temporary Glory.

Turn based Traits: +1 Stamina, +1 Persuasion (+2 if you are in a leadership/command role), +1 Intimidation

Bans: the Children of Goose must shout or howl a greeting to flocks of migrating geese whenever they see them, even when this reveals their presence to the enemy.

HERNE THE HUNTER

Background cost: 4

Permanent Traits: the gift *Sense Wyrms*

Turn based Traits: +1 Stealth, +1 Survival, +1 Primal Urge

Bans: Children of Herne must always attack minions of the Wyrms, no matter what the odds.

RAT

Background cost: 5

Permanent Traits: 1 permanent Wisdom. The pack may call on the aid of the Bone Gnawers (though they will not risk their lives for the pack).

Turn based Traits: a pool of 5 Willpower points per session, +1 dice to a bite attack, +1 Stealth.

Bans: Rat asks that his Children never kill vermin.

WEASEL

Background cost: 7

Permanent Traits: +1 Dexterity

Turn based Traits: +1 to Defence, +1 die to bite attacks

Bans: Weasel requires that her Children never show fear. If they suffer a Fox Frenzy they must perform the Rite of Contrition and be the first to take a wound in their next fight or Weasel will withdraw her blessings from them.

TOTEMS OF WISDOM

CHIMERA

Background cost: 5

Permanent Traits: +2 Wisdom. The ability to disguise yourself as something else in the Umbra (roll Gnosis to do this).

Turn based Traits: +3 Investigation, +1 Occult, +1 Academics, +2 to any roll involving finding objects or interpreting dreams

Bans: Chimera asks nothing of her Children, but will not visit them unless they actively seek enlightenment.

COCKROACH

Background cost: 6

Permanent Traits: you can peek from the Umbra into datastreams and electronic media (Gnosis roll). +3 dice to activate any gift involving technology (e.g. *Control Simple Machine*, *Open Seal*, *Jam Technology*).

Turn based Traits: +2 Computer, +2 Science, +2 Streetwise, +2 to any roll involving electricity, +2 Craft

Bans: Cockroach asks that her Children spare vermin and pests.

DANA

Background cost: 8

Permanent Traits: the gift *Pulse of the Invisible*. +1 Wisdom. +3 Past Life. Fianna and faeries will recognise and honour Children of Dana.

Turn based Traits: howl or sing to entrance any listeners (Manipulation + Expression roll). +2 to any Academics, Investigation or Occult roll involved in discovering ancient knowledge.

Bans: Dana asks that her Children hold a moot in her honour on the solstices and equinoxes. (The Fianna have moots of their own on these dates, so you'll have to work out some arrangement to moot-share or have 2 moots in one day).

FOG (AEOLUS)

Background cost: 5

Permanent Traits: the gift *Curse of Aeolus*.

Turn based Traits: +1 Subterfuge, +1 Stealth, +1 Occult, +1 Academics.

Bans: if a Child of Aeolus reveals a secret to someone outside his sept, he loses one permanent Willpower.

MERLIN (the bird of prey, not the wizard)

Background cost: 5

Permanent Traits: +1 to Rites background and gain 1 Rite.

Turn based Traits: +1 Occult, +1 Enigmas, +1 Primal Urge

Bans: Merlin commands that her Children never destroy knowledge.

OWL

Background cost: 6

Permanent Traits: +2 Wisdom. Owl grants wings to his Children in the Umbra, allowing them to fly from place to place. Silent Striders may appear from nowhere to warn the pack when they are in danger. Ratkin (wererats) will dislike the pack even more than they normally dislike Garou.

Turn based Traits: +2 Stealth, +2 to any roll involving silence or quiet, +3 to use any Gift associated with the air, travel, movement or darkness.

Bans: Owl asks his Children to leave small sacrifices for him in woods and fields, in the form of small rodents which are tied in place or caged.

PICTISH BEAST

Background cost: 6

Permanent Traits: the gifts *Scent of the True Form* and **Sight From Beyond**. +1 Wisdom

Turn based Traits: +2 Socialize, +1 Investigation, +1 Occult, +1 Politics, +2 dice to any roll involving obeying the rules or restoring balance. +2 dice to any dice roll made in a liminal place (e.g. threshold, shoreline).

Bans: Once per lunar month the Children of the Pictish Beast must find a place where freshwater, salt water and land meet, and spend time meditating there.

ROOSTER

Background cost: 3

Permanent Traits: the gift *Sense Wyrms*

Turn based Traits: none

Bans: none of Rooster's Children may eat domestic animals.

SALMON

Background cost: 5

Permanent Traits: the gifts *Spirit Speech* and *Salmon Swim* (walk on water for a number of turns equal to Dex + Athletics roll).

Turn based Traits: +1 Academics, +1 Investigation, +1 to any roll involving transformation to another state or place (e.g. stepping sideways, shapeshifting), +1 to summon a spirit when you are beside a natural body of water (lake, sea, stream, etc).

Bans: Salmon asks that his Children do their best to protect and honour other spirits. They must never refuse a call for aid from a Gaian spirit.

UNICORN

Background cost: 7

Permanent Traits: the pack can move at twice normal speed in the Umbra. +3 permanent Wisdom. Penalty of 2 dice to any attempt to harm or injure another Garou (those of the Wyrms are exceptions).

Turn based Traits: +3 dice to any Gift involving peace, healing, strength or protection. +2 dice to any roll involving healing, +2 Empathy

Bans: Unicorn asks that her Children continually aid and protect the weak, the helpless, the abused and the exploited, but not to the extent of furthering or aiding the Wyrms.