

TALENS & FETISHES & SPIRIT SUMMONING (OH MY)

SPIRIT HIERARCHY (in reverse order of importance):

1. **Gafflings** (semi-sentient or non-sentient). They serve the Jagglings. Gafflings can be bound into fetishes.
2. **Ancestor spirits** of Garou and kinfolk - can only be contacted with Past Life background.
3. **Jagglings** - servants of Incarna or Celestines. Some are just portions of the Incarna. Some have free will.
4. **Avatar of Incarna** e.g. Totem spirit
5. The actual **Incarna** in person. Few Garou have ever talked to these.
6. **Celestine avatars**. Including avatars of Gaia. Although Gaia is much more powerful than a Celestine, Garou can't comprehend her presence unless she appears as an avatar. Again few Garou have talked to these.
7. **Celestines** in person, including the Sun, the Moon.
8. **The Triat** - Wyld, Weaver & Wyrms.
9. **Gaia** herself.

GETTING IN CONTACT WITH SPIRITS

If a spirit is not present you'll have to summon it with the **Rite of Summoning**. Exception - if it is the spirit of one of your ancestors, you use **Past Life** instead.

Rite of Summoning (level 2 rite)

1. Either step sideways into the Umbra OR make a Gnosis roll vs Gauntlet to do it in the real world.
2. Roll Wits + Occult. Minimum time taken is **1 hour**.
 - +1d if in Umbra
 - +1d for every extra hour spent beyond the first (maximum 3d)
 - Default is to summon a Gaffling
 - -1d for Jagglings, -3d for Totem Avatar, -4 or -5d for Incarna, -6d for Celestine Avatar
 - +1d for a Totem Avatar which is the PC pack's personal totem.
3. Record how many successes you get. Consult table on p145 for how quickly the spirit arrives, and if it is hostile, neutral or friendly when it turns up. (Pack totems are never hostile, though they might be peeved).

Sometimes a spirit is present, but is not active. It might be 'hibernating'. Or you might want to talk to it in the real world, rather than the Umbra, so you need to awaken it in the real world.

Rite of Spirit Awakening (level 2 rite)

1. Play a musical instrument or sing (no dice roll required).
2. Roll Wits + Occult vs Spirit's Rage (as its defence).
 - Gaffling Rage is typically 3 to 4. More if they are a fighty, weapon or suffering type of spirit.
 - Animal predator spirits are Rage 6.
3. GM decides if the awoken spirit is friendly, neutral or hostile.

FETISHES AND TALENS

These are magical items. Talens are one shot things - use it once and the magic is all gone. Fetishes are permanent.

To create a Talen:

1. Either summon a spirit (**Rite of Summoning**) or awaken a spirit (**Rite of Spirit Awakening**). See info on those Rites above.
2. Perform the **Rite of Binding** (usually done in the Umbra). It is a level 1 rite.
 - Spend 1 Gnosis
 - Roll Wits + Occult (-2 dice if not in the Umbra)
 - Do spirit combat (mostly this will be via the Rite of Binding, but sometimes you will have to fight first). The dice roll is Willpower (+1d if above ritual roll was successful) versus Spirit's Gnosis - 1.
 - Gaffling gnosis is typically 4 to 7, rarely 8.
3. Extra successes beyond the first = extra talens.
4. The **user** must make a Gnosis roll to activate the talen. You don't have to do this until the moment you want to use it.

To create a Fetish - Rite of the Fetish (level 3 Rite):

The spirit has to be willing to be bound into the fetish. If you bind an unwilling spirit you'll end up with a 'cursed' fetish.

1. Cleanse the potential fetish by spending 3 consecutive nights placing it under running water, burying it in pure earth, exposing it to constant breezes and/or suspending it over flame.
2. Either summon a spirit (**Rite of Summoning**) or awaken a spirit (**Rite of Spirit Awakening**).
3. Persuade or force the spirit to enter the prepared object.
4. If you are persuading it, you'll need to roleplay this and there will be game mechanics determined by the method you choose. E.g. flattery might be Manipulation + Expression vs Spirit's Gnosis, whilst bribery is spending permanent Gnosis (donating it to the spirit).
5. If you are forcing it, you must first reduce it to zero Power by spirit combat.
6. Roll Wits + Occult. You need 10 successes. (Remember you can spend willpower to get +3d).
7. Each point of permanent Gnosis you spend (not including bribery payments) reduces the number of successes needed by 2.
8. If you roll zero successes the spirit is suddenly released and you are back to square one.
9. A newly created fetish will not work until the spirit has recharged all its Power (p184)

Note: if you've spent permanent Gnosis you can, of course, buy it back up again with xp.

Using a Fetish

- When you obtain a fetish you must make a Gnosis roll to **attune yourself** to it. This binds the fetish to you and it will travel with you in and out of the Umbra, etc (p185).
- When you use the fetish's powers you must either make a Gnosis Roll or spend 1 Gnosis to **activate it**. That's a free action in combat.