



Silent Striders

An OWbN Genre Packet

A packet for Silent Strider players and Storytellers

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Introduction

Every story has a hero, and there is no question that the Garou were made to be heroes. But there are many brands of heroes, and many types. The story of the Silent Strider tribe is one of tragedy, loss and pain, so it is only fitting to consider them Tragic Heroes. Not all Legends of the Garou end in victory, but the story of the Silent Striders, individually and collectively, is not over yet. Just as Owl, who is their totem, journeys into death and returns, so too might the Silent Striders return from their defeat at the hand of Sutekh's curse, to claim victory...

History

Throughout history it has been the inaction of those who could have acted, the indifference of those who should have known better, the silence of the voice of justice when it mattered most, that has made it possible for evil to triumph.
--Haile Selassie

When the humans of Egypt first began to build and grow in culture and magic the Garou who would later become the Silent Striders were already there, watching. Immortalized in the culture of the Egyptians as Anubis (Anpu), the Jackal-god who freely walked between life and death, the Striders always had a place in the land of Khem, until their line was cursed by the vampire-god Sutekh.

Made forever outsiders walking the fringes of the homelands of others by this curse, the Striders have spread throughout the world, becoming premier messengers, though distrusted as shiftily indigents and foreigners. Filled with the sorrow of their clan's circumstance, many push away outsiders who reach out in sympathy or pity, perpetuating this mistrust.

This is the part in the story where I could talk about the finer details of Strider history throughout the world, and about how they have forged ties with other wandering cultures, such as the gypsies, for example but **Tribebook: Silent Striders** and **Rage Across Egypt** are more than adequate in that regard. Rather than rewriting it, I'm just going to suggest you read one of the two.

For the last two centuries the Silent Striders have gently and subtly encouraged the other Tribes of Garou to increase their populations in Egypt and its immediate area, unnoticed among the increasing numbers of foreigners present, though the curse has kept them on the sidelines. Combined with rumors of some breaking the Curse of Set, and the dramatic increase of Shemsu-heru (mummies), this has begun to fracture the stranglehold vampires have kept on Egypt for 2,000 years. But for a people so plagued by tragedy, no victory is without setback. That same Maelstrom which ultimately led to the increase in Shemsu-heru also destroyed the Dark Umbral homerealm of the Striders, known as Ta-tchesert, scattering the inhabitants, and destroying that last spiritual anchor of the dispossessed tribe.

The most significant events in recent OWBN History were both the reclamation of a single Sept about 100 miles west of Alexandria, just inside Egypt's border, and it's downfall later. The Sept is called the Sept of Ma'at's Blessing. Although this is about all the typical tribe member would have heard about the rise of the Sept without having spoken with one of the Striders who had helped restore this Caern, more information might be available to the average character about this Sept's fall, which happened in early 2006.

The two published Septs in Egypt where Striders can sometimes, at least for short periods of time, escape the Curse of Set are the Sept of the Second Night in Asyut and the now-Child of Gaia-held Sept of the Healing Dawn in Qena (see **Rage Across Egypt** pg 57 for more information).

There is little else of significance in OWBN history that differs from White Wolf's portrayal of the tribe.

Set's Curse

Black magic operates most effectively in preconscious, marginal areas. Casual curses are the most effective.
—William S. Burroughs

To read the exact verbage of the curse lain upon the Silent Striders by the vampire Sutekh, also called Set, please reference **Tribebook: Silent Striders** or **Rage Across Egypt**. While the curse, on first reading, seems simple, it manifests in many ways. Striders are unable to regain Gnosis through meditation or the Sacred Hunt while in Egypt, and if a spirit attempts to give a Strider Gnosis while in Egypt, the Gnosis leaks away during the transfer (and as the spirits know this, they normally turn down pleas for Gnosis from Striders in Egypt).

Beyond this technical aspect, Striders experience horrible nightmares of serpents, and the screams of their ancestor-spirits when sleeping in Khem, anywhere outside the caern of Solace, wherein they only experience mildly unpleasant dreams. Striders often find sleep fearful and draining, and even resting without sleep makes them edgy. The only two ways a Strider can regain Gnosis while in Egypt are the Rite of Mocking the Serpent and the Rite of Sacred Gift (see **Rites**).

When thinking about this curse it is very important to first understand the Egyptian beliefs about names and naming, and the Follower of Set beliefs about names. Egyptian culture was very literate, and Egyptians cared about names for the same reason they mummified bodies and built monuments: having your name remembered was part of immortality. Egyptians believed in the compound nature of humans, each composed of a number of physical and spiritual components. These components separated after death, and sometimes in life, each carrying out differing purposes, and going to different afterlives. One of these parts was, the *ren*, essentially the magical True Name of a person.

When a person died and went to the Western Lands of Duat, their name was part of what maintained their existence there, much as their memorial (mummies, tombs, grave goods, decedents, etc) did. To have your name forgotten was to die a second death, and cease to exist. For a culture believing in reincarnation there can be little more horrifying. Because of these beliefs, for example, Followers of Set traditionally do not acknowledge the existence of those among themselves who have become Nameless (had all records of their name and life destroyed), and often seek to actively destroy them.

This is why Set invokes names, presumably the *ren* of the leaders of the Striders or of gods whose power he invoked for his curse. This is also why he curses the ancestors of the Striders to be forgotten via their names, as the loss of their names in living record or memory would cause them to cease to be reborn, and to cease to exist. This disconnection from their Ancestors is reflected in the MET Tribal Flaw of being unable to purchase the *Ancestors* Background, and unable to summon Ancestor-spirits to teach them Gifts.

It is also noteworthy that Striders have noticed over time, a correlation between the physical area the Curse covers and the borders of whatever is considered the country of Egypt at the moment. As the borders of the country shift, so does the area within which the Striders suffer the full effects of the Curse, implying to Theurges and other experts, the clear use of name-magics tied to the country of "Egypt".

But times are changing. Bennu was the first to hear the Ancestors again in 1998, however since that time, it has begun to happen. With the appearance of the Red Star, though it is still few and far between, some rare cubs have begun to hear the ancestor-spirits. No known older Striders have heard them, and those few Ancestors that have spoken have all been ancient, predating the Curse of Sutekh. The most accepted reason for this startling occurrence is that the storms in the Underworld, which have been observed to blow spirits all the way back into the lands of the living again, have somehow pulled the ancestor-spirits from their home realm, through the lands of the dead.

Culture

For any culture which is primarily concerned with meaning, the study of death - the only certainty that life holds for us - must be central, for an understanding of death is the key to liberation in life.
—Stanislaw Grof

Political Camps

(And Secret Societies)

For more information on these groups please reference the tribebook.

Bitter Hex (Secret Society)

This secret society is **not** suitable for starting characters. This camp is classified as Coordinator Approval level under OWBN Rare and Unusual listings. This requires both Coord/TN & ST permission for PCs and for NPCs.

Dead Goddess Cult

This camp is **not** suitable for starting characters. This camp is classified as Coordinator Approval level under OWBN Rare and Unusual listings. This requires both Coord/TN & ST permission for PCs and for NPCs.

Dispossessed

This camp is suitable for starting characters.

Eaters of the Dead (Secret Society)

This secret society is **not** suitable for starting characters. This camp is classified as Coordinator Approval level under OWBN Rare and Unusual listings. This requires both Coord/TN & ST permission for PCs and for NPCs.

Harbingers

Although Harbingers *may* be suitable for starting characters, Storyteller discretion is advised when allowing any Harbinger PCs (especially starting characters), as they must inherently travel constantly, which may be impractical in a LARP setting.

Seekers

This camp is suitable for starting characters.

Swords of Night (originally called Daggers of Nut)

Although Swords of Night *may* be suitable for starting characters, Storyteller discretion is advised when permitting them as starting characters. Storytellers should also take note of the strong possibility of cross-genre, cross-Chronicle interaction between Swords of Night Silent Strider PCs and OWbN vampire Chronicles.

Wayfarers

This camp is suitable for starting characters.

Strider Communication: This is an optional system available at Storyteller discretion.

(from Silent Strider Tribebook pg 48)

Silent Strider Characters who devote one dot of Linguistics to "Strider Communication" should be considered fluent in all these means of speech without speech.

Note that if your home chronicle uses a skill level system where each language known must be purchased on a scale of 1-5, reflecting fluency, Strider Communication is considered a non-verbal language.

The dance-tales of *Pavik Swatura* that allow fluent Silent Striders to communicate secretly through coded Egyptian symbolism buried in dance movements are complex, and cannot be learned without a teacher. Silent Striders **do not** teach this code any non-Silent Striders. There are no exceptions. In this modern age only the wisest and best traveled among the tribe are familiar with *Pavik Swatura*, and it is not suitable for starting characters. Storyteller discretion is advised, and Storytellers should note Strider Communication is present only in the 2nd Edition Tribebook.

Prophecy of Nephys

Please reference **Tribebook: Silent Striders** for the text of this prophecy

Variations of this prophecy are numerous and the prophecy clearly relates to the Triat, but it is not often that this prophecy is shared with those outside the Tribe. Silent Striders commonly interpret this prophecy to mean that the destruction of any one of the three Triat members will result in the destruction of Gaia.

Enemies

There is nothing so likely to produce peace as to be well prepared to meet the enemy.
--George Washington

Setites

In a land where king and commoner alike desired life everlasting, is it surprising these Leeches flourished? Claiming decent from the god Sutekh, better known in the West as Set or Seth, these deceivers have sunk their teeth deep into the Strider's ancestral homelands. For every light there is a shadow, and the Followers of Set are the shadow to the Silent Strider's light, serving as antagonists to their protagonist.

Soul Drinkers

Although Soul Drinkers are a bane exclusive to Egypt, they are included here as their preferred prey are Silent Striders, and they will feed on other Garou or Fera **only** if no Silent Striders are available. They physically materialize in the deserts of Egypt at night (remaining in the Umbra during the day) and are attracted to the spilling or spending of Gnosis.

These banes, the most common of the Strider's homeland, can track Silent Striders from any distance, generally picking up on them if a Strider has used Gnosis. They can also drain Gnosis, adding it to their own essence, including Gnosis stored in containers, Fetishes, etc. Other dangerous foes, such as larger banes or Black Spiral Dancers often follow Soul Drinkers, taking advantage of the Soul Drinkers' ability to so readily track Silent Striders.

(Rage Across Egypt)

Others

Pentex and its subsidiaries build unchecked in Egypt. In a country where 96% of the population lives in the river delta, pollution takes a heavy toll. If something is not done soon, the Striders may well find they have no homeland left to return to.

Mages, who manipulate the Names given to all things by Gaia and the Weaver are often attracted to the powerful magics of Ancient Egypt. There are even rare rumors of assassin-sorcerers that stalk the streets of Egypt, though these rumors have never been substantiated.

Allies?

It is difficult to say who do you the most mischief: enemies with the worst intentions or friends with the best.
--E.R. Bulwer-Lytton

Ajaba

Rarely, if ever, seen outside of Africa, these hyena-shifters are disliked and distrusted by most, but are part of the Ahadi. The Ahadi is a new tentative pact between the Fera and Garou of Africa, including the Ajaba, Bastet, and Mokolé, pledging mutual respect of territory, and assistance battling the Wyrms.

Bubasti

The Egyptians in the image of the goddess Bast have immortalized Bubasti, just as the Silent Striders have been the mould for the image of Anubis. Bastet of all sorts have long been more numerous in Egypt than Garou, perhaps causing the plethora of feline-headed deities. The Striders should be grateful for their presence, as it was this greater number of Fera than Garou which led to accommodation and dramatically decreased carnage in Egypt during the period of time that elsewhere is called the Impergium.

After the Striders were cursed, almost all other Garou and Fera left Egypt as well, as did the mummies. Only the Bubasti never budged, bound to the land, just as the Striders are banished from it, seemingly forced to return, even as the Striders are forced to always leave Khem. Their feline kin all slain or enslaved by the Followers of Set, the Bubasti would pay any price, spending their own lives and the lives of others like water to achieve revenge and free their enslaved, ghoulded kin. Risky allies at best, for it is this zeal and hatred towards the foe common to the Striders, that has led the Bubasti so far down the Wyrms' road.

Typically contacted through the city of Zagizig, also known as Bubastis, these Fera are relieved by the return of the Garou and the Striders to Egypt, as without their presence, the Bubasti were long overwhelmed and pushed back by the vampires, especially the Followers of Set. One might even say a tentative alliance is being formed between the Bubasti and the Silent Striders, as each reaches out to the other for the help they require, praying they will not be betrayed, each seeing the other as the untrustworthy outsiders in their homeland.

Mokolé

Although the Mokolé were once among the numerous Fera of Egypt, the Strider's homeland, they vanished long ago, disappearing after the Curse of Set was placed on the Striders, perhaps following them out, as so many other Garou and Fera seemed to do. Lake Moeris in Egypt was once arguably the largest Mokolé "caern" in the world, but it has been abandoned for centuries now, though worshippers of the crocodile-god Sobekh continue to venerate the spot to this day.

As so many Mokolé share a common culture with the Striders, many Mokolé have interest in the Striders overcoming their Curse and retaking their homeland.

And indeed it is noteworthy that the Mokolé seem to have in overabundance what the Striders lack: sleep and ancestral memory.

Mummies

Mummies, properly known as the Shemsu-heru, the Undying, were created by Horus to serve a purpose similar to the Garou: to protect and maintain the balance of Ma'at. Formerly neutral and largely unknown, their recent resurgence in numbers is leading to increasing familiarity and an increasing number of alliances, especially against their mutual enemy, the Followers of Set.

Gifts

When I dare to be powerful, to use my strength in the service of my vision, then it becomes less and less important whether I am afraid.
--Audre Lorde

Silent Strider Tribal Gifts, and Silent Strider Camp/Secret Society Gifts.

Note that although Dark Ages and Wild West Gifts appear on these lists, they are naturally inappropriate in most games, and it is the Storyteller's decision whether or not to allow them in a game. It is possible, but should be unlikely, for characters to learn Gifts from other Camps, and all but inconceivable to learn Gifts from Secret Societies they are not members of. (For information on learning Gifts typically taught by Ancestor Spirits, see *Tribebook: Silent Strider* pg. 79)

Revised/Third Edition

Basic Gifts

Blissful Ignorance	MET: Laws of the Wild (revised)
Call to Duty (<i>Wayfarers Camp Gift</i>)	Tribebook: Silent Striders
Curse of Hatred (<i>Bitter Hex Camp Gift</i>)	Tribebook: Silent Striders
Graceful Strike (<i>Dispossessed Camp Gift</i>)	Tribebook: Silent Striders
Grim Resolve (<i>Harbingers Camp Gift</i>)	Tribebook: Silent Striders
Heaven's Guidance	Tribebook: Silent Striders
Messenger's Fortitude	MET: Laws of the Wild (revised)
Sense of the Prey (<i>Seekers Camp Gift</i>)	Tribebook: Silent Striders
Sense Wyrn	MET: Laws of the Wild (revised)
Silence	MET: Laws of the Wild (revised)
Speed of Thought	MET: Laws of the Wild (revised)
Summon Talisman	Players Guide to the Garou
Tireless Running	Tribebook: Silent Striders
Tread Sebek's Back	Tribebook: Silent Striders

Intermediate Gifts

Adaptation	MET: Laws of the Wild (revised)
Attunement	MET: Laws of the Wild (revised)
Dam the Heartflood	Tribebook: Silent Striders
Death Track	Players Guide to the Garou
Fleet Footed (<i>Dark Ages</i>)	Dark Ages Werewolf
Ghost Touched (<i>Harbingers Camp Gift</i>)	Tribebook: Silent Striders
Great Leap	MET: Laws of the Wild (revised)
Guiding Hand of Djehuty	Players Guide to the Garou
Mindblock (<i>Swords of Night Camp Gift</i>)	Tribebook: Silent Striders
Scale of Ma'at	Tribebook: Silent Striders
Speed Beyond Thought	MET: Laws of the Wild (revised)
Touch of Death (<i>Eaters of the Dead Camp Gift</i>)	Tribebook: Silent Striders

Advanced Gifts

Gate of the Moon	MET: Laws of the Wild (revised)
Fetish Doll (<i>Bitter Hex Camp Gift</i>)	Tribebook: Silent Striders
Reach the Umbra	MET: Laws of the Wild (revised)

Unrevised/Outdated

These Gifts are out of date. Storyteller discretion is strongly advised when allowing any of the below Gifts. Grey text indicates a listing above, reprinted for Third Edition.

Basic Gifts

Axis Mundi	Ways of the Wolf
Blissful Ignorance	MET: Laws of the Wild
Dark Peering (<i>Wild West</i>)	Ghost Towns
Dust Talking (<i>Wild West</i>)	MET: Laws of the Wyld West
Faceless Stranger (<i>Wild West</i>)	Frontier Secrets
Heaven's Guidance (<i>Dark Ages</i>)	MET Journal 6
Hide in Plain Sight (<i>Wild West</i>)	Werewolf: The Wild West
Messenger's Fortitude	MET: Laws of the Wild
Sense Wyrn	MET: Laws of the Wild
Smoke Signals (<i>Wild West</i>)	Wild West Companion
Speech of the World (<i>Dark Ages</i>)	Werewolf: The Dark Ages
Speed of Thought	MET: Laws of the Wild
Trailblazer (<i>Wild West</i>)	Wild West Companion
Tread Sebek's Back	Silent Strider Tribebook
Troubleseeker (<i>Harbingers Camp Gift</i>)	Silent Strider Tribebook

Intermediate Gifts

Adaptation	MET: Laws of the Wild
Dam the Heartflood	MET Journal 6
Eyes of Ma'at	Silent Striders Tribebook
Gaia's Resilience (<i>Wild West</i>)	MET: Laws of the Wyld West
Gibberish (<i>Wild West</i>)	Wild West Companion
Great Leap	Werewolf: The Apocalypse 2 nd Ed.
Hide In Plain Sight (<i>Wild West</i>)	MET: Laws of the Wyld West
Leap the Chasm (<i>Wild West</i>)	Werewolf: The Wild West
Long Running	Werewolf Players Guide 2 nd Ed.
Message Glance	Werewolf Players Guide
Speed Beyond Thought	MET: Laws of the Wild
Summon Talisman	MET: Laws of the Wild
Tongues	MET: Laws of the Wild
Touch of Death (<i>Eaters of the Dead Camp Gift</i>)	Silent Strider Tribebook
Windrunner (<i>Wild West</i>)	Werewolf: The Wild West

Advanced Gifts

Attunement	MET: Laws of the Wild
Gate of the Moon	Werewolf: The Apocalypse 2 nd Ed.
Invocation of the Pharaoh	Silent Striders Tribebook
Open Moon Gate	MET: Laws of the Wild
Reach the Umbra	MET: Laws of the Wild
Train of Thought (<i>Wild West</i>)	MET: Laws of the Wyld West

Fetishes & Talens

Inanimate objects can be classified scientifically into three major categories; those that don't work, those that break down and those that get lost.
--Russell Baker

Fetishes

Fetishes are separated by Level, listed alphabetically for each level.

Wanderer's Friend

Level 1, Gnosis 4

See *Tribebook: Silent Striders* pg 80 for more information.

Stone-Headed Mace

Level 2, Gnosis 5

See *Tribebook: Silent Striders* pg 80-81 for more information.

Stormcloak

Level 2, Gnosis 7

See *Hammer and Klaive* pg 92 for more information.

D'siah

Level 3, Gnosis 6

See *Tribebook: Silent Striders* pg 81-82 for more information.

Jambiya

Level 3, Gnosis 5

See *Tribebook: Silent Striders* pg 82 for more information.

Mirror Blade

Level 3, Gnosis 7

See *Hammer and Klaive* pg 92 for more information.

Sarcophagus of Anpw

Level 3, Gnosis 4

See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2nd Edition Fetish.

Universal Message Tube

Level 3, Gnosis 6

See *Hammer and Klaive* pg 92 for more information.

Cheops' Brick

Level 4, Gnosis 5

See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2nd Edition Fetish.

Mask of the Assanbonam

Level 4, Gnosis 5

See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2nd Edition Fetish.

Mummy Amulets

Level 5, Gnosis 8

See *Silent Strider Tribebook* pg 51 for more information. Storytellers please note this is a 2nd Edition Fetish and the Silent Strider to Shemsu-heru relationship has been substantially re-written with 3rd Edition.

Owl Talon D'siah

Level 5, Gnosis 7

See *Tribebook: Silent Striders* pg 82 for more information. Storytellers please note that Owl Talon D'siah are R&U as unique, published White Wolf items (only two exist).

Sword of the Sun

Legendary Fetish

See *Hammer and Klaive* pg 119-120 for more information. Storytellers please note that the Sword of the Sun is R&U as a unique, published White Wolf item (only one exists).

Talens

Talens are listed by amount of Gnosis.

Wadjet's Fang

Gnosis 6

See *Tribebook Silent Striders* pg 82-83 for more information.

Atum's Arrows

Gnosis 7

See *Hammer and Klaive* pg 92-93 for more information.

Pectoral of Terror

Gnosis 8

See *Tribebook Silent Striders* pg 83 for more information.

Totems

Whoever obeys the gods, to him they particularly listen.
--Homer

Totems of Respect

Scarab

(Silent Strider Tribebook)

Background Cost: 4

MET Traits:

- *Enigmas* x2
- A decreases by one their difficulties to breach the Gauntlet
- Pharaoh's Majesty – Once per month, invoke Scarab to gain the benefits of Pure Breed x5 for a scene or hour.
- +2 Traits on all extended challenges, and on all tests of perseverance.

Totems of War

Crocodile

(Silent Strider Tribebook)

Background Cost: 5

MET Traits:

- *Stealth* x2
- +2 Traits when bidding Stamina-related traits to avoid taking damage from attacks or sources not involving fire or cold.
- The ability to communicate in the Mokolé tongue (this is automatic, not requiring the purchase of Linguistics).
- One extra damage with all bite attacks.

Tsetse Fly

(Silent Strider Tribebook)

Background Cost: 5

MET Traits:

- *Medicine* x2
- Cursing an enemy – Must have spent at least five temporary Rage against said enemy and possess a bodily relic or personal possession of said enemy. Make a Social Challenge (retested with Intimidation) against a difficulty of the target's Willpower and spend between one and five points of Rage. Success curses the foe with a one-trait penalty to all actions and tests per point of Rage spent by the Strider. for the duration of the night. A botched Social Challenge turns the curse on the Strider for the night. This curse may only be cast once per year, per enemy.

MET Ban:

- Must always gain revenge against enemies.
- Subtract one point from any temporary Honor renown they gain.

Totems of Wisdom

Ibis

(Silent Strider Tribebook)

Background Cost: 5

MET Traits:

- Benefits of the Merit: Editic Memory
- +1 difficulty to affect with all magics (including mage magick, hedge magic and vampiric Thaumaturgy, but not wraith, werewolf or changeling powers)

Sphinx

(Silent Strider Tribebook)

Background Cost: 6

MET Traits:

- Mental Trait: *Clever* (does not count towards Trait maximum)
- Spend a temporary Willpower once per month to gain any Lore at x6 for a scene or hour

Rites

*'Tis no sin to cheat the devil.
--Daniel Defoe*

Silent Strider only Rites, Camp Rites, and other Rites pertinent to the Silent Striders, listed alphabetically. Only those requiring MET conversion or further clarification are included.

Decent into the Dark Umbra (Mystic)

This Rite was replaced with Decent into the Underworld in Third Edition.
(Silent Strider Tribebook)

Decent into the Underworld (Mystic)

Additional Tests in MET to bring other participants along are left to Storyteller discretion, however additional Static Tests, performed by the ritemaster, for each other participants are recommended, as the MET conversion (Tribebook: Silent Strider pg 78) is unclear.

(Tribebook: Silent Striders)

Rite of Dormant Wisdom (Mystic)

****This Rite requires TN and Coord approval for PCs****

Eaters of the Dead Camp Rite

(Tribebook: Silent Striders, Rage Across Egypt)

Rite of Mocking the Serpent (Mystic)

****This Rite requires TN and Coord approval for PCs****

Eaters of the Dead Camp Rite

(Rage Across Egypt)

Rite of the Sacred Gift (Mystic)

****This Rite requires TN and Coord approval for PCs****

Children of Gaia Tribal Rite

(Rage Across Egypt)

Merits & Flaws

*Water which is too pure has no fish.
--Ts'ai Ken T'an*

Included here are only those Merits & Flaws that require conversion to MET or further clarification.

Tribebook: Silent Strider Merits & Flaws

Gift of Wepauwet (5 pt. Supernatural Merit)

****This Merit requires TN and Coord approval for PCs****

Silent Strider Tribebook Merits & Flaws

- Note that 2nd Edition Merits & Flaws are available only at Storyteller discretion

Long Distance Runner (3 pt. Physical Merit)

You must have a minimum of 4 Stamina-related Physical Traits to purchase this Merit. When running you may double your normal speed for one action per Stamina-related Physical Trait you have. The effects of Gifts improving movement are calculated from this new speed while it applies. Thus with this Merit and speed-improving Gifts you can travel at amazing velocity.

FAQ

Every clarification breeds new questions.
--Arthur Bloch

How does Linguistics: Ancient Egyptian work in OWbN and why didn't you cover that in this packet? Linguistics: Ancient Egyptian (often called the High Tongue by Striders) is discussed in the Setite Genre Packet for OWbN, which is a binding genre document. Please reference the OWbN Setite Genre Packet for more information on Egyptian linguistics in OWbN.

Why is there so much focus on Egypt? My Strider isn't Egyptian. Many Striders aren't, even though they will often look the part, due to blood from surrounding regions. Egypt is an inseparable part of Strider Tribal culture, with roots so deep that to tear it out would tear out the heart of the Tribe. Egypt is a symbol of what their Tribe has lost, and everything they can regain, from a home, to their Ancestors, to the greater trust they might receive from other Tribes of Garou if they could cease to wander. In addition, although Striders receive Deed Names as normal, they also take on a Remembrance Name after their Rite of Passage. A Remembrance Name is always Egyptian (or a Greek translation of such) is intended to remind Striders of where they all come from and help, to keep the spirit of their homeland alive, if only in their hearts. (For more on Remembrance Names see *Tribebook: Silent Strider* pg. 41)

I'm a Storyteller for a Vampire game, what do you think is most important for me to remember about Silent Striders and Garou? Garou are creatures of passion, driven by intense fires of purpose and life, the likes of which no vampire could ever possess. The driving passion of the Silent Striders is (as a Tribe,) tragedy. Sorrow and the patient desire for justice should burn inside each and every one of them, over the wrongs they have been subjected to. Silent Striders, as a Tribe, are defined by this struggle, as Protagonists, against the Followers of Set and others.

Okay, more passion and fire than vampires, got it. Anything else? Yes, Garou should have buried deep inside them the primal awareness that they are part of a greater whole. It is this, among other things, which will cause Garou to set aside personal differences and work together for the greater good. Vampires cooperate because of power, selfishness and compulsions. Garou work together, ideally as a flawless unit, because it is their nature and their sacred purpose. If you want to throw Garou at your game's vampires, especially at Followers of Set, remember that these Garou should use group tactics whenever possible. The vampires' greatest weakness is their infighting and insular nature, for they are so numerous in comparison to Garou that if they cooperated to the degree that Garou are capable of, the Garou would long ago have been wiped out. Well do the Garou know this, and well do they take advantage of this weakness.

I'm a Storyteller for a Garou game, what do you think is most important for me to remember about Followers of Set? I'd suggest you start by reading the OWbN Setite Genre packet, or at least the introductory Clan history there. The important thing about Followers of Set is that they truly religiously believe everything they are doing is for the good, and for the right reasons.

How about just vampires in general? As for vampires in a more general sense, remember that while it takes years to make a Warrior of Gaia, it takes less than five minutes to drain someone's blood and put in the few drops of vitae that bring them back as Kindred. On the other hand, in order to feed off of humans without adversely affecting them, the rule of thumb number is 1 vampire to 100,000 humans since vampires use up blood automatically every night, just waking up. It's hard to make generalizations about how vampires should act but here is an attempt: a) most vampires don't know or think they are evil, with some of them continuing to be as humane

and nice as possible, b) most vampires (though not necessarily most that Garou encounter) know little more than folklore about Garou, and c) when you've lived for a couple of hundred years, no precaution is too small, and no cowardice/paranoia too hard to justify, if it keeps you alive another night. Ultimately the nature of vampires is predatory, insular, and solitary, with all of their relationships (bloodbonds, Sects, broods, etc.) being artificial. However, because vampires used to be human, their previous nature (usually) conflicts with their inherent vampiric nature, with the vampiric predatory nature gaining ground over time in most cases. This struggle between their human and monstrous natures defines vampires, and allows for a variety of "flavors" of vampire antagonists based solely on how the antagonist responds to the struggle.

Credits

*The road is long from the project to its completion.
--Jean Baptiste Poquelin Moliere*

This genre document is meant to be used in conjunction with the following books:

Mind's Eye Theatre Laws of the Wild (softcover), ISBN 1-58846-501-2.
Authors: Bruce Baugh, Heather Grove, Alan Kravit, and Ellen Kiley.
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Mind's Eye Theatre Laws of the Wild, ISBN 1-56504-508-4.
Authors: Thomas Stratman.
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Mind's Eye Theatre Laws of the Wyld West, ISBN 1-56504-504-1.
Authors: Peter Woodworth.
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"Werewolf: The Dark Ages", Mind's Eye Theatre Journal Issue 6, ISBN 1-56504-782-6.
Author: David Kizzia.
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