

A person wearing a dark, hooded cloak is shown from the chest up. They are holding two swords, one in each hand, which are crossed in front of their face. The swords have ornate hilts with intricate designs. The person's eyes are visible through the hood, looking directly at the camera. The background is a plain, light-colored wall.

KLAIVE PRIMER

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In order to try to keep uniqueness alive in OWbN, but ensure we are all on a level playing field, the following guide has been compiled to assist with the creation of Klaives.

Note: Not all Klaives have the same abilities, such as doing aggravated damage to all creatures when activated. For instance, an Alpha Klaive does not possess a war or silver spirit, therefore the damage remains lethal even when activated.

KLAIVES

Standard Klaive

Fetish Level: 4 | Gnosis: 5 | Spirit: War

Traits: 3 | Damage: 2 Lethal

When activated: All damage is Aggravated. +1 Additional Damage

Note: Carrying a Klaive reduces your effective maximum Temporary Gnosis by 1

By book example of standard klaives:

Alpha Klaive

(Tribe Book: Silver Fangs Revised, pg 83)

Fetish Level 4 | Gnosis: 8 | Spirit: Falcon

Traits: 3 | Damage: 2 Lethal

When activated: Bearers of an Alpha Klaive receive a free retest on all Leadership challenges made while carrying or wielding the Klaive.

*This Klaive still does lethal damage when activated, unless the target is susceptible to silver.

Assassin's Klaive

(Tribe Book: Shadow Lords Revised, pg 80-81)

Fetish Level 5 | Gnosis: 5 | Spirit: Snake

Traits: 3 | Damage: 2 Lethal

When activated: Spend 1 Gnosis per effect:

1. Mask the wielder's scent for 1 hour
2. Erase the wielder's footprints when he walks for 1 day
3. Surround the wielder with absolute silence for one scene.

Dragon Klaive

(Tribe Book: Uktena pg. 51)

Fetish Level 5 | Gnosis: 5 | Spirit: Uktena Brood Dragon

Traits: 3 | Damage: 2 Lethal

When activated: All damage is now Aggravated and deal +1 damage. By expanding 1 Gnosis of the Dragon Klaive's Gnosis to shoot fire from its hilt for 3 Aggravated damage. This damage is dealt as per the charm Blast. Once all the dragon's fire has been used, it can be replaced by bathing the klaive in clear water under Luna's light for two weeks. If even one night is missed, the whole process must be repeated.

Note: Hilt must be shaped in the form of a Dragon's maw.

GRAND KLAIVE

Fetish Level 5 | Gnosis: 7 | Spirit: War, Secondary

Traits: 4 | Damage: 3 Lethal

When activated: Gains Luna's Fire: +2 traits, +1 damage (typically)

Minor magic ability: Typically summon to hand And then one charm level power.

Note: Carrying a Grand Klaive reduces your Temporary Gnosis by 2

By book examples of Grand Klaives:

Moonsilver Klaive

(*Rage Across the Heavens* pg 133)

Fetish Level 6 | Gnosis: 7 | Spirit: Lune

Traits: 5 | Damage: 3 Lethal

When activated: User gains +1 Gnosis instead of the normal -2 Gnosis for carrying a Grand Klaive. This weapon is made completely of moonsilver and does double damage to those vulnerable to silver.

Ice Klaive

(*Rage Across the Heavens* pg 132)

Fetish Level 5 | Gnosis: 6 | Spirit: Nergal's Warrior

Traits: 6 | Damage: 4 Lethal

When activated: All damage becomes aggravated to all targets. In addition, when activated, the extreme cold of the Ice Klaive causes +1 lethal of frostbite type damage.

GREAT KLAIVE

Fetish Level: N/A | Gnosis: 8 | Spirit: War, Secondary, Tertiary

Traits: 5 | Damage: 3 Lethal

When activated: Luna's Fire: +2 traits, +1 damage (typically) Minor magic ability: typically summon to hand and then two charm level powers.

Note: Carrying a Great Klaive reduces your Temporary Gnosis by 3

(Great Klaives grant +6 to all physical challenges as well as possessing five total charms of the totem within it.

Airt Sense, Reform and three others fitting to the totem spirit)

By book examples of Great Klaives: N/A

BANEKLAIVE

Gnosis: 7 | Spirit: War, Secondary

Traits: 4 | Damage: 3 Lethal

When activated: An opponent must spend a Willpower Trait in order to face an opponent wielding a Baneklaive unless he is equipped with a grand klaive or its equivalent. And then one charm level power.

By book example of a Baneklaive:

Baneklaive

(MET: Book of the Wyrms pg. 200)

Fetish Trait Cost: 5 | Gnosis: 7 | Spirit Affinity: Combat, War

Melee Bonus Traits: 4

Negative Traits: Heavy (for Homid form only)

When activated: Aggravated Damage to any creature vulnerable to Silver.

Emanations of the Wyrms: A character must spend a Willpower Trait in order to face the opponent wielding this weapon unless the character is wielding a Grand Klaive or its equivalent (or better).

Besides containing a spirit of war or combat, a Baneklaive usually contains a second spirit which empowers the fetish weapon with a Charm of some sort (usually one typical of Bane spirits).

The Black Spiral Dancer who possesses such a fetish can also use it to siphon Gnosis from spirits for his own use. If the user of a Baneklaive injures a spirit in Umbral combat, causing at least 1 health level of damage or draining even 1 point of Power from the spirit, he may make a Gnosis Test. Success gives the user an additional point of Gnosis taken from the wounded spirit. This power may only be used once during a single scene.

MINOR MAGIC ABILITIES:

These are examples, not an exhaustive list.

- Summon to Hand
- Shapeshift (charm on a bracelet, pendant, keychain)
 - Illuminates an Area
- Glows in the Presence of the Wyrms
 - Always Cleans Itself

CHARMS

Where a spirit charm would require Essence to be spent, Gnosis should be spent instead by the wielder of the Klaive

These are examples, not an exhaustive list.

- **Airt Sense** : Paths left by fellow spirits, called Airts, are visible to this spirit. Making a Gnosis challenge allows the spirit to navigate by them, finding a specific person or place in the Umbra. (If this test fails, make 2 simple tests; failing both means that the Airts lead the spirit into great danger.)
- **Acquisition**: This power allows spirits to borrow a small object from the physical world. Object disappears from the material world and appears in the Umbra. At the end of the scene, the object disappears from the Umbra and reappears in the physical world. If object is moved or hidden while in the Penumbra, it reappears in the appropriate place corresponding to its new location. Item cannot be removed from the Penumbra into a near realm; however, any attempt to do so immediately shifts the item back into the physical world. Make a Gnosis challenge vs. the local Gauntlet; cost is 1 Essence for a set of keys/lighter; 2 Essence for an item smaller than a normal 16 oz drinking glass; 4 Essence a wine bottle or phone book. An item as large as a laundry basket or suitcase costs 6 essence and is the maximum size that can be acquired using this Charm. If a spirit attempts to take an item being used or on someone's person, there is an additional cost of 2 Essence. If the object is not being actively held, the player may make a mental challenge against the spirit, retest with awareness, to notice that the object is shifting. If it is being held, the spirit must engage in a contested physical challenge to move the object.
- **Armor**: For 1 Essence Trait, the spirit gains armor equal to half its current Gnosis (rounded up). This armor refreshes at the beginning of each round, and will continue to do so for the remainder of the scene.
- **Babelmind**: For 3 Essence, the spirit can intrude in on the victim's thoughts and jumbles what the victim says or hears. Simple words are misheard and complex conversations turn into gibberish. The spirit engages in a supernatural challenge with the target pitting its maximum Gnosis vs. the target's maximum Willpower. If successful, the effect lasts the scene
- **Blast**: The spirit spends 1 Essence to engage in a contested physical challenge. If successful, the spirit inflicts a third of its Rage total (round up) in levels of Aggravated Damage against a target. This blast takes whatever form is appropriate to the spirit — a tongue of flame, a bolt of lightning, a barrage of shuriken, etc.
- **Call for Aid**: By expending an Essence spirits can call for the aid of like spirits (brood or other affinity) by making a Willpower challenge with variable difficulty depending on likelihood of such spirits being present nearby. This gift reaches 1 mile per rank.
- **Cleanse the Blight**: The spirit removes spiritual corruption as per the Rite of Cleansing. Most spirits have limited access to this Charm, being able to use it under certain conditions, such as beneath a full moon or within a fairy ring. Cleansing requires a static Gnosis Challenge versus a variable difficulty: 3 Traits for minor corruption, 6 Traits for well-established taint, and 9 Traits or more for old, pervasive evils.
- **Cut**: Allows spirit to cut a person or object in the physical world in the real world or across the Gauntlet. For 1 Essence, the spirit initiates a contested Physical Challenge against the target. If successful, the spirit can scratch the target leaving a physical mark. For this charm to inflict damage, the spirit may spend 2 points of Essence per for each level of lethal damage, or 3 points per level of aggravated damage. The total levels of damage may not exceed the Spirit's Rank.

- **Healing:** For 2 Essence, the spirit can heal wounds by making a static Gnosis Challenge. The difficulty is 8 Traits to heal Aggravated wounds, or 6 otherwise. The spirits can heal as many health boxes as it has Gnosis. This charm may only effect the same target once per scene.
- **Hide:** For five essence traits, the spirit can conceal itself using the Umbral or natural landscape; an opponent wishing to find the spirit must make a contested Mental Challenge. Concealment breaks if the spirit attacks or otherwise makes its presence known.
- **Influence:** For 2 Essence, the spirit can change a target's mood from anywhere, even across the Gauntlet The spirit makes a contested mental challenge. If successful, the target's mood changes to one more to the spirit's liking. The player may make a Mental Challenge vs. the Spirit to recognize and attempt to wrest control of their emotions from the spirit. If successful, the PC has control of their emotions and may not be targeted for the duration of the scene.
- **Insight:** The Spirit can gain insight into any one hidden aspect of the target's self. The cost is 3 Essence to learn a general tidbit or 5 Essence if spirit searches for a specific piece of knowledge about the character.
- **Intangibility:** By spending 2 Essence, the spirit can become intangible for the duration of the scene. This can only be used in the Umbra and spirit can still communicate but it otherwise is unable to affect or be affected by any physical attacks. If the spirit activates a charm the effect will end immediately.
- **Invisibility:** To activate, this charm costs 2 Essence. The spirit can make itself invisible in the Umbra or physical world (if materialized). The Gifts Umbra Sight and Pulse of the Invisible will not detect the spirit. Refer to Investigation vs. Stealth rules in the addendum. The spirit receives a +1 bonus per rank, for the purpose of resolving ties. If the spirit attacks or uses charms, the power fades.
- **Materialize:** If the spirit's Gnosis is higher than the local Gauntlet rating, it can assume physical form in the Earth realm. Its appearance on Earth matches what it looks like in the Umbra. Refer to the above combat section for traits and damage. It has seven Health Levels, but may be adjusted by the Storyteller for its size. If it dies, it returns to the Umbra and enters Slumber.
- **Mind Speak:** For 5 Essence per scene, spirits with this Charm can speak directly into a target's mind; if the target is someone pacted to the spirit, there is no challenge required. For other targets, the spirit must make a contested Mental Challenge.
- **Realm Sense:** The spirit is generally attuned to all goings-on in its native domain, on both sides of the Gauntlet. By making a Gnosis Challenge against the Gauntlet rating, the spirit can gain more information about a specific intuition it feels. Nature spirits and Realm-specific spirits almost all have this charm, while spirits focused on broader tasks or concepts would not.
- **Reform:** The spirit can escape trouble by dissolving its form, then re-forming elsewhere in the spirit world. The spirit must take a full turn to focus, then make a Gnosis Challenge against six Traits — modified for how friendly or unfriendly their destination is to them.

A hooded figure, likely a character from a game, is shown from the chest up. They are wearing a dark, textured hood that covers their head and face. They are holding two long, silver swords, one in each hand, which are crossed in front of their chest. The swords have detailed hilts and blades. The background is a soft, out-of-focus light blue and white, suggesting an outdoor setting. The overall tone is dramatic and mysterious.

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