

***One World by Night***  
***Gangrel Genre Packet***

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# *Table of Contents*

<b><u>Introduction</u></b>	<b>3</b>
<b><u>Timeline in OWBN</u></b>	<b>4</b>
<b><u>Different Kind of Gangrel</u></b>	<b>7</b>
<b><u>Bloodlines</u></b>	<b>7</b>
<b><u>Extinct Bloodlines</u></b>	<b>10</b>
<b><u>Religious SubGroups</u></b>	<b>12</b>
<b><u>Combo Powers</u></b>	<b>14</b>
<b><u>MET Conversions</u></b>	<b>15</b>
<b><u>Abilities</u></b>	<b>19</b>
<b><u>Merits</u></b>	<b>21</b>
<b><u>Flaws</u></b>	<b>26</b>
<b><u>Paths and Roads</u></b>	<b>29</b>
<b><u>Gathers</u></b>	<b>43</b>
<b><u>Gangrel Lore</u></b>	<b>45</b>
<b><u>Clan Curse Mechanics</u></b>	<b>47</b>
<b><u>Politics</u></b>	<b>48</b>
<b><u>Disciplines</u></b>	<b>50</b>
<b><u>Credits</u></b>	<b>52</b>
<b><u>Acknowledgements</u></b>	<b>53</b>

## **Introduction**

So here we are, the roughest part of a genre packet. What is a Gangrel? Well they've been called many things in the past, Outlanders, Wanderers, Animals, Beasts, but this does not begin to explain the whole of the Clan and how they are portrayed in One World By Night. Throughout the past ten to twelve years, the Gangrel Clan has been the fore-runners of change. From OWBN to our own self created Genre, from the Death and return of Xavier to the very introduction of Angus the Unruled, no clan more so than the Gangrel have brought change to One World By Night. It is for that reason primarily that the office of the Gangrel Coordinator has chosen to create both a Genre Packet and a Mechanics Packet.

From the formation of both the Camarilla and the Sabbat, to the eventual break from nearly all politics, the Gangrel have always been known as the hardiest and most rugged of all Clans. Those who did not fear to rest in the wilds, nor run past the deadly Lupines, the Gangrel have fulfilled roles such as scouts, messengers, guards, and shock troops. Rarely have any outsiders shown the courage to push the Gangrel for the right to learn of their inner workings.

Within the following pages will be the histories of the Gangrel, as it pertains One World By Night, and the differences between White Wolf. We will address the various bloodlines, both surviving and extinct, as well as the myriad of faiths followed by many old Gangrel and the recent converts. Other topics include the differences in the embrace, how politics affects the various Gangrel, where your path as a Gangrel may lead you, dealing with the Gangrel Embrace, and suggested media to help you set the mood and theme of the clan.

As you read, I am sure that you will notice the lack of any kind of history for the Gangrel predating 1997. The reason for that is quite simple. Before 1997, One World By Night, for the most part, followed the timeline that was published by White Wolf. I understand that there were differences within, and things that changed due to PC actions, but with the printing and reprinting of the Gangrel Clanbook by White Wolf, I thought it unnecessary to include such a detailed history.

Should anyone not be privy to the Gangrel Clanbooks, or any of the other books mentioned within the Mechanics packet, feel free to contact myself or your local subcoord.

I do hope that this material can help you in understanding one of the most enigmatic of clans within the Vampire Genre, and as always if anyone has any questions please do not hesitate to contact myself or your local subcoord.

***JT Whitney***

## **Gangrel Timeline for OWBN**

For some of the more experienced players, this section will be a walk down memory lane. For newer players to the Org, the following events that you read about have impacted the role play of the Entire Org for more than a decade. Feel proud, you are the fore runners in many aspects, not just the players of the fore runners.

### **1994**

*One World by Night started in Chicago, Illinois, USA, at a local role-playing convention by the name of Concentric. This marked the beginning of all of our fun. OWBN started with two games at a local convention, and now we stand at 83 with more applying on a near daily basis.*

### **1997**

*Justicar and Son of the Night, Xaviar De Calais was believed to be destroyed and Diablerised by Gabriel Cameratta of Clan Toreador. This above all else was the single biggest event that broke OWBN from White Wolf canon as far as the Gangrel clan goes. Many PC's felt this event more profound than words of mine can express. Weather it was an Archon in service to Xaviar, or a member of his line, or just another Gangrel that looked up to him, nearly each and every Gangrel felt his death, and howled in honor and mourning.*

### **1997**

*This year also marks the ascension of Angus the Unruled to the rank of Justicar, replacing the fallen Xaviar De Calais.*

### **2001**

*Angus the Unruled, Justicar of Clan Gangrel, did the single most unprecedented act the Camarilla has ever seen. He walked away from the Ivory Tower. After facing down what he believed to be the beginnings of an invasion of the strange Kindred from the Eastern Lands, and receiving no support or reinforcements from the other Justicars, Angus stormed into a private meeting of Justicars and Archons announcing his intentions, and then later urged his clanmates to follow with him.*

### **2002**

*Angus announces globally to the Camarilla as a whole his departure and the Gangrel Exodus from the Camarilla with the following letter:*

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*Translated from Portuguese.*

*Citizens and Elders of the Camarilla,  
I write this letter to declare that I, Angus Mac Gregor of  
Clan Gangrel am resigning myself from the position of  
Justicar of the Camarilla.*

*A few weeks ago, the Inner Counsel; the voice of the  
Camarilla, completely denied the existence of a particular  
creature I have come in contact with. These beings seem to  
be of Eastern(Chinese)origin. I believe these creatures to  
be a sign of an impending Jyhad with the Antediluvians.  
(Yet another subject that the Inner Counsel denies the  
existence of)*

*I myself fought with these beings and suffered the loses of  
some very brave Gangrel and two of my Archons. Because the  
Inner Counsel refused my request for aid, it has also  
destroyed my once unshakable trust in the Camarilla.*

*One good thing however my children has come of this  
experience. The Inner Counsel has seen the wisdom in  
granting a Global Bloodhunt of the Bastard known as Gabriel  
Camaretta. The same damnable creature that killed in cold  
blood, Former Gangrel Justicar Xavier de Calais.*

*(Someone who was completely devoted to the Camarilla)  
With my withdraw from the position of Justicar, I leave  
with the full support of my clan and in my place, shall be  
He who was First, Warlord Karsh he who still trusts in the  
Camarilla.*

*To my Clan, I say this. Choose well your allegiances. For  
too many centuries, has your freedom been held hostage.  
Today We become Independent again. Free to be as We once  
were. The Wanderers, the Chosen, the Blest. Now there are  
some of you who will undoubtedly wish to remain in the  
Camarilla. For those of you who do, I am glad that your  
beliefs in the Camarilla were not shaken and destroyed as  
mine were. But know this also; you will see no favor from  
me. Instead put your love and trust in Karsh. He is your  
Warlord Justicar now. He will lead you in the ways of the  
Camarilla. Those ways are no longer mine to show.*

*I have exerted myself too much for this letter...*

*Your Benevolent and Fierce,  
Angus Mac Gregor, Former Justicar, now free Independent  
Gangrel from the Camarilla*

## **2002**

This year also marked The Allthing held in Columbus Ohio that was called for discussion and support of the Gangrel Clan demanding a new Justicar. Long nights of debate and politicking followed when many Camarilla Loyal Gangrel called in many boons in a vain attempt to gain a new Justicar.

## **2003**

Magnus, childe of The Warlord Karsh and Secretary to his office, was slain by the same hand that sired him for his manipulations and traitorous actions. Many Gangrel felt this death ripple through the clan, be it within their minds, as they were freed from the commands hidden deep within, or a great sadness from the loyalty and service they had to him.

## **2004**

After a long and bloody rampage across both South America, and North America, Gabriel Camaratta was finally brought down and destroyed just outside of Columbus Ohio. Many Gangrel, of all political affiliations, hunted, stalked, and harried the Red Lister, until he met his end at the claws of the Gangrel Clan.

## **2004**

This year also mark the very startling return of the Son of the Night, Xaviar De Calais from the believed dead. Despite all the tales of him being Diablerized, or dropped from a helicopter, with the last speck of ash that once was Camaratta falling on scorched and blood soaked ground, Xaviar De Calais rose from torpor to join with his clanmates in a much earned Revel.

### **And So the Story Continues.....**

So there in lies the recent history and dramatic changes that your predecessors within Clan Gangrel have set before you. For those of you reading this that are new the One World By Night, I am sure that much of the above information may have you scratching your head asking yourselves, WTF?!?!?! Others who have been playing in the Org for some time now might be laughing as they recall the amusing stories of games and events gone by where they helped to craft the genre and events you now play in. New player to the Org, or seasoned veteran, I hope to bring to you a background of the Gangrel that are now, quite unique to Our World of Darkness.

Better pull up those boot straps and make sure your ready to fill some damn big shoes, cause this is the harshest, most relentless clan within the Vampire genre. I hope you have fun playing a Gangrel, and may the Gods have mercy on your soul.

# *The Different Kinds of Gangrel*

As many would imagine, with a Clan as versatile as the Gangrel, there are quite a few variants on the Clan as a whole, and even variants on some of the bloodlines! Considering that the Gangrel Clan is arguably the single most adaptive Clan of vampires, it comes as no surprise that there are, or at one time were nine variants of the Gangrel Clan. Some of these bloodlines and variants are restricted within One World by Night; please see the Rare & Unusual bylaws for such information.

So, let's get started with the most commonly known Gangrel...

## *Bloodlines*

### *Country Gangrel*

When most any other vampire thinks of Clan Gangrel, the Country Gangrel is what they come up with. This is because the Country Gangrel makes up the majority of the Clan. Best suited for the wild areas of the world, the Country Gangrel rarely stay within urban environments for long periods of time, preferring the open air and freedom to roam as they will.

*A Note to the Players: Remember that you are playing a creature that lives forever, if they are lucky, so when making the decision on when to wander or when to stay, a decade could be a blink of an eye to your Gangrel.*

With the a portion of the Gangrel Clan leaving the Camarilla in the past few years, many Country Gangrel have taken this opportunity to join with Xavier, and become independent from any/all politics, in hopes that they may finally find the freedom that the Beast within yearns for. Many Country Gangrel prefer to make havens within parks, or on the outskirts of the cities they do visit (or serve within), attempting to keep some tie to the wilds that call to them. Rarely does this portion of the Clan look for much in the way of resources, although some might to help pay for others to travel with them, or to ship the things they acquire. Among all the Influence of, and over mortals, most Country Gangrel lean toward Transportation and, oddly enough, Occult in an effort to find safe travel routes, avoiding other things supernatural.

Country Gangrel are often referred to simply as "Gangrel", as they are the overwhelming majority of the Clan, possessing the Disciplines of *Animalism*, *Fortitude* and *Protean* In-Clan.

### *City Gangrel*

1870 A.D. marked the year that those now known as the City Gangrel declared their kinship in spirit, if not lineage, with one of the most blood-curdling ceremonies the Sabbat has ever seen, and were formally recognized by the elders of that sect, as a separate bloodline separate from the Country Gangrel. Almost, if not completely exclusive to the United States, the City Gangrel chose not to explore the wild lands, and in turn gave up the advantage of *Fortitude*, in favor of *Celerity*, and the arts of *Obfuscate* in the place of *Animalism*.

*A Note to the Players: This means that if you wish to portray a City Gangrel Embraced prior to 1870 A.D., or Embraced outside of the Americas, you require the*

*approval of the Gangrel and Sabbat Coordinators in addition to the normal R&U process.*

Hated and despised by the Country Gangrel, the City Gangrel have found themselves quite the comfortable home within the Sabbat, and rarely deviate from this home. Very rarely an Anarch or independent City Gangrel can be found, this however can be very dangerous, and as such City Gangrel would not have the protection of the Sabbat to aid them should Country Gangrel locate them. It is almost unheard of for a City Gangrel to join within the ranks of the Camarilla.

Influences are few and far between within the Sabbat, and this is best discovered within the City Gangrel. Rarely do they have the desire to interact with mortals, seeing them more as food, or play-toys than a means to an end, however it is not unheard of for a City Gangrel to have Contacts, keeping an ear to the ground as it were.

City Gangrel possess the Disciplines of *Celerity*, *Obfuscate*, and *Protean* in clan.

### ***Mariners***

Recently discovered, or perhaps rediscovered, are these reclusive Gangrel whose blood has enabled them to adapt to the threats and dangers of the deep ocean. Rarely seen on the mainland, these Gangrel are the furthest from any political arena, keeping to the mysteries of the ocean. Just like their land-locked Clan mates, the Beast marks them with every frenzy, and sometimes does leave behind a bit of a mixed blessing. All animal traits/features gained by Mariner Gangrel always take forms/functions borrowed from some kind of aquatic creature.

*A Note to the Players: Mariner Gangrel are not good characters for social roleplay, preferring the cold, silent deeps to any form of interaction.*

Storytellers in non-port city/non-costal Chronicles are strongly recommended to require the Flaw *Landlocked* on any Mariner Gangrel characters. Mariner Gangrel share the disciplines of the Country Gangrel.

### ***Greek Gangrel***

Long ago deep within the sewers of the cities within Ancient Greece, a small faction of the Gangrel Clan chose to seclude themselves underground with the Nosferatu Clan. Many theorise that due to the nature of both clans curses, this contributed to an alliance of the two clans within Greece. Greek Gangrel prefer to remain below ground keeping to themselves, however should their territories become threatened, or should an ally be able to persuade them, they are quick to remind the other kindred that they are still quite competent warriors.

*A Note to the Players; Greek Gangrel are very rare outside of Greece proper, and are not ment as an excuse for a character to have clan friendship Noshperatu. Any decition should be made between your home chronicle and the Nosferatu Coordinator.*

Greek Gangrel possess the Disciplines Animalism, Obfuscate, and Protean in clan.



## ***Akunanse***

This bloodline of Laibon (the general term used in Africa rather than the Western term ‘Kindred’), is the one typically called the Laibon by the Western Kindred unfamiliar with the true meaning of the term. These sages and wanderers of the Akunanse legacy take their name from the “wise spider” legends of the Ashanti and other West African tribes, and the name is apt. Deeply in tune with the earth and its primal origins, the Akunanse develop bestial features of the spider, the lion, the hyena and the snake, among others, as they wander for centuries.

***A Note to the Players:** Akunanse, due to the tendency to wander inherent in their Gangrel blood, are the type of Laibon most likely to be encountered by Western characters (thus why the more general term of Laibon is used for them by Western Kindred, as they know of no other Laibon). This does not, however, make them at all common outside of Africa, and require Gangrel Coordinator approval to play.*

Akunanse possess the Disciplines of *Abombwe*, *Animalism*, and *Fortitude* In Clan.

## ***Extinct Bloodlines***

Although it should not need to be said, please recognize that the mention, or use of any Extinct Gangrel Bloodline NPC, in a character history/background still requires that such mentioned NPCs go through the organization's R&U process. Also, any knowledge of Extinct Gangrel Bloodlines, without a sufficient rating in the applicable Lore Ability, is not appropriate and not permissible. Gangrel Extinct Bloodlines are not intended for play, and are not generally available as Player Characters.

### ***Ahrimanes***

Little is known of this exclusively female Gangrel bloodline, save that at one time they were affiliated with, or possibly were members of, the Sabbat. As they vanished many years ago, however, only the very old and extremely well learned know of them any longer. Whispers of this elusive, Native American group of female Gangrel range from rumors that they are shamans of un-equalled powers and mystical might, to the belief that they can adopt a giant, humanoid cat form similar to that of the wolf-man form assumed by lupines in combat. Known for driving intruders into the Appalachian Mountains, and outright slaughtering male Gangrel that cross their paths, the Arhimanes are now only the tales that sires tell their childer to warn them in their travels.

***A Note to the Players:** The Arhimanes are virtually extinct. While it is marginally possible a Player Character might hear of or encounter one, if your goal is to learn from them, remember this will garner you the fear, suspicion and hatred of other Gangrel, should such come to light. Gangrel Lore x4 or higher is needed to know of this bloodline.*

Ahrimanes possess the Disciplines of *Animalism*, *Auspex*, *Protean* and the following paths of *Thaumaturgy*, *Lure of Flame*, *Neptune's Might*, *Weather Control*, *The Green Path*, *Elemental Mastery*, *Movement of the Mind*, and *Spirit Manipulation In-Clan*, but any paths of *Thaumaturgy* purchased must be done at out of Clan costs, and subject to all applicable rules for learning Out Of Clan Disciplines.

### ***Anda***

The Mongol Horde was at its time the single most feared and terrifying military force in Asia and surrounding areas, and many attribute this to the presence of the Anda. While most kindred were forced out of Asia by the Cathayans, some brave Gangrel remained with the traveling hordes and formed the bloodline known as the Anda. Reputed to be some of the most loyal and nomadic of all the Gangrel, the Anda rode with the horde throughout its history and aided in almost every battle and conquest. The Anda shared the In-Clan disciplines of the Country Gangrel.

***A Note to the Players:** The Anda are **completely** extinct. It is marginally possible a character may have heard of one with Gangrel Lore x5, or Kuei-jin Lore at the appropriate level as determined by the Kuei-jin Coordinator. **These characters are not permitted as PCs or NPCs within OWB.***

### ***Lhiannan***

Lhiannan are a now-vanished Druidic bloodline of the Gangrel, about which virtually no knowledge remains. Known as territorial barbarians, as well as frightening, inhuman mystics, their In-Clan Disciplines were *Animalism*, *Ogham*, and *Presence*.

***A Note to the Players:*** *The Lhiannan are **completely** extinct. It is marginally possible a character may have heard of one with Gangrel Lore x5. **These characters are not permitted as PCs or NPCs within OWB.***

### ***Noiad***

The first bloodline of Gangrel to immigrate out of the cradle of life into Europe, they settled the Arctic Circle, with months of night... but so too, months of day. This bloodline was virtually unknown in the Dark Ages, and crushed beneath relentless cultural change, nothing of them survives.

***A Note to the Players:*** *The Noiad are **completely** extinct. It is marginally possible a character may have heard of one with Gangrel Lore x5. **These characters are not permitted as PCs or NPCs within OWB.***

# ***Gangrel Religious Subgroups***

## ***Einherjar***

Embraced Thousands of years ago in the cold north, these Gangrel are followers of the ancient Norse Faith, and claim to be the descendants of Odin, the All-Father. Some of the single most vicious and bloodthirsty members of the Gangrel Clan hail from the Einherjar, as well of some of the heartiest, and most resilient of warriors ever to walk the face of this world. Much lost knowledge, and powers of the blood rest within the workings of this religious group, some would call a cult. Einherjar share the In-Clan Disciplines of the Country Gangrel.

Most would never have remembered the Einherjar, were it not for the recent return of the Waekyryge in Europe.

***A Note to the Players:** All Einherjar were Embraced during the Viking era. No other characters are considered Einherjar, for any reason. Player Character Einherjar require Gangrel Coordinator Approval, and STs are urged use discretion and consult the Gangrel Coordinator prior to creating NPC Einherjar.*

## ***Neo-Einherjar***

With the return of the Waekyryge, and the rumors that the All High has raised, it's no surprise to anyone that the ranks of the Neo-Einherjar have slowly been swelling. Gangrel, and for that matter, kindred of other Clans, that have adopted the Norse faith and began to drift away from politics, and their humanity, are known as Neo-Einherjar. Many seem to be preparing for what they believe to be their version of the end times, and travel the world looking for more converts to bring to their faith.

Neo-Einherjar are political, social and religious converts. They retain their original In-Clan Disciplines.

***A Note to the Players:** Neo-Einherjar are Einherjar groupies. Do you really want to be a groupie? While far more common than Einherjar, the Gangrel Coordinator requests notification to his office, of Neo-Einherjar PCs (and suggests a courtesy notification to the appropriate Clan Coordinator for non-Gangrel Neo-Einherjar), as they are nonetheless, supposed to be a minority, albeit a growing minority within the Gangrel Clan.*

## ***Taifa***

Long ago in the darker nights of the crusades, some Gangrel banded together and followed the Moors and settled in small Muslim villages named Taifa within Iberia. While still Gangrel by blood, these outlanders put more of a focus on the teachings of Islam and the civilization of Andalus. Viewing themselves as scholars and warriors, many still to this day fight a religious war thought long dead.

The Taifa will only embrace warriors of a Muslim faith. Occasionally, they have been known to keep the company of the Assamites, but never for extended periods of time. After the embrace, the neonate will be partnered with an Elder Taifa for teachings as well as hunting and feeding from the bloods of Christians and followers of the Jewish faith

***A Note to the Players:*** *Taifa Gangrel share the same in clan disciplines as Country Gangrel. This Faith is NOT ment as an excuse nor a reason for your character to have access to any disciplines in clan to the Assamites, nor are they an excuse to start with Assamite lore. I would highly recommend speaking and working with your storytelling staff to insure that the portrayal of a Taifa Gangrel will not upset anyone of any faith what so ever..*

# Combo Powers

Gangrel, as perhaps the most adaptable Clan of Kindred, have many Combination Disciplines potentially at their disposal. The below chart details the necessary level of Gangrel Lore to know of the various Combo Powers potentially available to a Gangrel, as well as the various restrictions governing some of these Combo Powers in addition to a teacher.

<i>Combination Discipline</i>	<i>Lore Level</i>	<i>Restrictions</i>
Alpha Glint	3	Storyteller discretion strongly advised.
Aura of the Accursed Rage	4	Dark Ages. Gangrel Coord approval required.
Badgers Hide	3	Anarch only.
Bear Skin	4	Einherjar only.
Beast's Vigor	4	Dark Ages. Gangrel Coord approval required.
Call the Wild Hunt	3	Dark Ages.
Claw Immunity	2	Storyteller discretion.
Enhance the Wild Ride	5	Dark Ages. Gangrel Coord approval required.
Ennoia's Mastery	5	Dark Ages. Gangrel Coord approval required.
Fenris Talons	5	Einherjar only. Gangrel Coord approval required.
Flesh Wound	2	Storyteller discretion.
Ghost Song	N/A*	Coord-created. See write-up for requirements.
Itugen's Embrace	3	Anda bloodline only. <b>NPC only.</b>
Loki's Gift	5	Einherjar only. Gangrel Coord approval required.
Read the Winds	4	Dark Ages. Gangrel Coord approval required.
Revoke the Gift of Adam	4	Dark Ages.
See the Reflective Form	4	Storyteller discretion very strongly advised.
Shared Entombment	6	Dark Ages. Gangrel Coord approval required.
Shared Strength	6	Anda bloodline only. <b>NPC only.</b>
Shattered Fog	5	Dark Ages. Gangrel Coord approval required.
Steal the Terrible Swiftness	6	Anda bloodline only. <b>NPC only.</b>
Stone Meld	4	Dark Ages. Gangrel Coord approval required.
Suck It Up	4	Anarch only.
Wild Heart	N/A*	Player-created. Gangrel Coord approval required.
Wintering	5	Einherjar only. Gangrel Coord approval required.
Wolf's Lament	5	Dark Ages. Storyteller discretion very strongly advised

\*No level of Gangrel Lore is sufficient to know of this power, it must be learned of In-Character.

# MET Conversions

## ***Alpha Glint (Animalism 3, Fortitude 3)***

Counsel of Primogen pg. 104

The wielder spends a Temporary Willpower to activate the power, which has similar effects to *Presence: Majesty*, but does affect mortals, and functions only to intimidate. Those without the *Intimidation* Ability and at least one *Intimidating Social Trait* are unable to use this power. Should anyone wish to break the *Alpha Glint*, they engage the wielder in a Static Willpower Challenge.

***Alpha Glint* costs 10 Experience Points to learn.**

## ***Enhance the Wild Ride (Animalism, 4Protean 4)***

Libellus Sanguinis 3 pg. 29

This power works identically to *Subsume the Spirit* but with the following chart instead.

Social Traits	Disciplines Available
One	<i>Auspex</i> and <i>Presence</i>
Two	<i>Dominare</i> , <i>Dementation</i> , <i>Animalism</i>
Three	<i>Thaumaturgy</i> , <i>Chimistry</i> , <i>Fortitude</i>
Four	<i>Protean</i> , <i>Potence</i>
Five	<i>Celerity</i> and can spend blood for traits

***Enhance the Wild Ride* costs 10 Experience Points to learn.**

## ***Read the Winds (Animalism 4, Auspex 5)***

Libellus Sanguinis 3 pg. 30

The wielder makes a Static Mental Challenge against seven Traits, retested with *Animal Ken*, and then spends Mental Traits for the desired distance and effect based on the chart below.

Traits Spent	Distance	Details
One	50 yards	Garner general impressions
Two	100 yards	See blurry details
Three	One Mile	See details clearly
Four	Three Miles	See details clearly, hear faintly
Five	Five Miles	See and hear details clearly

Note that *Auspex* cannot be used in combination with this power, although this power may be used by a character employing *Earth Meld*, to perceive more than the mere dirt around him.

***Read the Winds* costs 17 Experience Points to learn.**

## ***Call the Wild Hunt (Animalism 5, Protean 4)***

Libellus Sanguinis 3 pg. 30

This power allows the user to transform his animal Retainers into a Wild Hunt, a pack of wild animals who run with her across the steppes. In the process, the vampire also transfers a portion of her Beast into her followers, making it more difficult for her to succumb to frenzy. Her followers, however, give in to frenzy. The Wild Hunt stays close to the vampire for the duration of the transformation, never straying out of sight. They will attack anything in their path, trying to tear it to pieces in their rage. The vampire herself remains untouched by the frenzy and is immune to Röttschreck. The vampire retains her emotions, including anger, but the Beast cannot dominate her or undermine her Courage.

The Player engages his animal ghouls in a mass Social Challenge, retested with *Animal Ken*, any successes on the part of the Gangrel transforms those ghouls into the Wild Hunt, and grants them all the benefits the vampire would have in frenzy, including *Feral Claws*.

***Call the Wild Hunt* costs 17 Experience Points to learn.**

***Aura of Accursed Rage (Animalism 3, Presence 3)***

Players Guide to the Low Clans pg. 158

The character spends one Blood Trait, and engages in a Static Social Challenge (difficulty 7) with *Animal Ken* as the retest. Upon success, all Kindred within the Gangrel's line of sight are suffer a -2 Trait penalty to Self-Control for the purpose of resisting frenzy. This power also affects the wielder, and lasts for the scene or hour.

***Aura of Accursed Rage* costs 10 Experience Points to learn.**

***Beast's Vigor (Animalism 3, Fortitude 3)***

Players Guide to the Low Clans pg. 159

The character spends a Blood Trait, and engages in an extended Static Physical Challenge (difficulty 8), with *Survival* as his retest. Each success transfers one level of any damage to any animal Retainer within the Gangrel's line of site. Should the Retainer survive, healing causes scarring and whitening of fur.

***Beast's Vigor* costs 10 Experience Points to learn.**

***Shattered Fog (Auspex 1, Protean 5)***

Players Guide to the Low Clans pg. 166

If the character can see an attack coming, or even startling movement, he may spend a Blood Trait to instantly change into mist, just as if using *Protean: Mist Form*. The form change effected by *Shattered Fog* lasts for the entire round, and the subject returns to his solid form at the end of the round.

***Shattered Fog* costs 17 Experience Points to learn.**

***Stone Meld (Fortitude 2, Protean 3)***

Players Guide to the Low Clans pg. 166

This power works identically to *Protean: Earth Meld*, save that the character may meld into solid stone rather than mere earth. The stone can be carved or cut by tools, but must be one piece large enough for the Gangrel's form. Should the stone be shattered, the Gangrel is expelled.



***Stone Meld* costs 10 Experience Points to learn.**

***Wolf's Lament (Animalism 1, Obfuscate 2)***

Players Guide to the Low Clans pg. 168

Prior to using this Discipline, the player must convey his intended message to the Storyteller and receive approval. Generally, any message that can be conveyed in one breath is acceptable. The player then makes a Static Mental Challenge (difficulty 6), retested with *Animal Ken*, as the vampire howls. The message carries a maximum distance determined by the Mental Traits spent according to the following chart, or less at ST discretion depending on local wolf populations. Failure means no wolves pick up the howl, either because they are not present or disregard the message.

Traits Spent	Distance
One	100 yards
Two	300 yards
Three	One Mile
Four	Three Miles
Five	Five Miles

***Wolf's Lament* costs 7 Experience Points to learn.**

***Loki's Gift (Animalism 4, Protean 4)***

Players Guide to the Low Clans pg. 162

The vampire can only activate this power immediately after drinking vitae from a living person or animal no larger than a bear. By expending three Blood Traits and defeating the person/animal it just fed from in a Social Challenge, the vampire then takes on the shape of that person/animal. The transformation occurs immediately upon the expenditure of these Blood Traits and last for three hours minimum, plus an additional hour for every additional Blood Trait expended during activation. If the vampire consumes vitae from any source other than the same person/animal while so transformed, he will instantly revert back to his true form. Should the vampire lose the required Social Challenge, after all retests, the vampire can never again assume the shape of that particular person/animal using this power.

A vampire using this power appears to be the form assumed for all detection purposes, including inspection with *Aura Perception* or similar powers. The Discipline technique *See the Reflective Form* can pierce this disguise, as can magical perception that specifically detects shape changes. It is also possible at ST discretion that some Elder powers of *Auspex* or similar Disciplines may see past *Loki's Gift*.

***Loki's Gift* costs 14 Experience Points to learn.**

***Shared Entombment (Animalism 1, Protean 3)***

Players Guide to the Low Clans pg. 165

This power is identical to *Earth Meld*, with the exception that the Gangrel can spend an additional blood to enter a ghoul (the power causes them to survive despite needs like breathing), childe (as well as more distant vampiric descendants), or any other kindred at least one point bound to the Gangrel. Both the Gangrel and the other sink into

the earth at the same time and will rise when the Gangrel desires it, or the earth is suitably disturbed.

***Shared Entombment* costs 10 Experience Points to learn.**

***Ghost Song (Auspex 3, Protean 3)***

**Requirements: This Combo Power has the Out-of-Character requirements of only being taught to those Gangrel without political affiliations who are of no better than 10<sup>th</sup> Generation and 75 total Experience Points. This Combination Discipline is part of an associated national plot, per the OWBN Bylaws.**

The Ghost Singer is instinctually drawn to sites where Gangrel have fallen and those Gangrel's tales have yet to be heard by the Clan. Upon arrival, the Ghost Singer must *Earth Meld*, and remain there for a full day and night, absorbing during that time, information about the fallen Gangrel such as what they were known as (commonly used name), what their goals were, if said goals were fulfilled or if they failed in them. The Ghost Singer experiences from a first-person perspective, the death of the Gangrel in question, but without gaining information that might lead to the identity of any killer(s) of said Gangrel, as impressions of such killers are suppressed completely by the overwhelming presence of the deceased Gangrel.

These impressions continue haunt the Ghost Singer for one hour after rising every evening, and at random times in the night, until the tale can be shared with the Clan at a gather no smaller than one of Regional Size. Every night the Ghost Singer carries the tale within himself, he must make a Rötschreck test against four Traits, if he frenzies however, he gains a temporary *Ghastly* Negative Social Trait (rather than a *Bestial* or *Feral* Negative Trait), which disappears only after the singing of the deceased Gangrel's story.

Once the Ghost Singer begins telling the tale of the deceased Gangrel, whatever that tale may be, many listeners suffer from visible and/or auditory hallucinations related to the story, such as ghostly images or lights.

***Ghost Song* costs 8 Experience Points to learn.**

# *Abilities*

## *Physical Abilities*

### *Rending*

Anarch's Cookbook pg. 54

A Vampire with claws can try to cause his opponent to lose more blood than usual by raking him in blood bearing areas of his body. Vampires' veins are no longer used to transfer blood; a mysterious act of osmosis instead seems to be prevalent. However there are areas of the vampire body where quantities of blood gather, such as the heart or the neck (where blood travels to the brain). Simply opening these areas is not enough to produce this special maneuver's effect, so the Gangrel have developed a method of ripping the flesh away in huge chunks, using a hook action with their claws. This tears the vampire open, spewing blood in such a gout that the victim cannot immediately stop its loss. The Gangrel using this ability must first succeed in a physical attack with their claws, after such attack they then engage in a static physical challenge verse 8 traits, with Rending being the ONLY retest. If successful, the victim loses blood equal to the damage dealt before applying any fortitude to soak, however armor will completely negate this effect.

*Note to Players; This ability can only be learned from an anarch Gangrel that has Rending 3 or higher, and requires Coord approval.*

## *Social Abilities*

### *Sagaman*

Wolves of The Sea pg. 68

This skill covers the ability to compose and recite epic poetry in the traditional Norse style. It also covers knowledge of Scandinavian history, legend, religious practices, kennings, and aphorisms. A skilled Skald commands much respect and can find a seat in any hall, either reciting saga or composing the story of the hall's lord.

## ***Mental Abilities***

### ***Seamanship***

Wolves of The Sea pg. 69

You are skilled in the arts of ship-handling and sea lore, as well as minor arts like swimming, rope use, load-balancing and such. Without Seamanship, a vampire will have difficulty operating a boat, or worse, surviving a dunk into the ocean.

### ***Divine***

Kindred of The Ebony Kingdom pg. 76

Either formally or informally, you have been trained to read the messages sent by ancestor spirits. Sometimes you just notice religious symbolism and make sense of it. Sometimes you actually hear or feel something. Most of the time, though, you have to seek out signs through detailed, painstaking routines. One method requires an understanding of the mathematical relationship between patterns of thrown palm nuts and more than a thousand prescribed verses that the diviner must have memorized. The pattern suggests what bit of scripture might provide relevant insight. Such insight might be considered a divine message or a bit of spiritual advice. There are many, many other methods. All are covered by this Skill. You may use this Skill to add an air of legitimacy to an act of Subterfuge, or you may use it to pursue an actual supernatural lead.

After spending at least 30 minutes on your search for signs, you may attempt your reading. Start by asking the Storyteller a particular question. Once the question has been assigned a difficulty based on its wording, intent and quality of focus, you spend 1-5 mental traits and then engage in a static mental challenge vs. 8 traits. Depending on the number of traits spent determines how specific the answers you receive.

### ***Rune-Lore***

Wolves of The Sea pg. 69

The runes are a secret language and a hidden power. Many men can shape a few crude letters, but true understanding of the runes brings wisdom. For a simple warrior, the runes are a means of communication and of leaving a name. To the rune-wise, the characters bespeak magic, art and control.

# *Merits*

## *Physical Merits*

***Piscine (1-pt. Merit)*** Players Guide to the Low Clans pg. 184

You are unusually comfortable underwater and vastly prefer swimming to walking. You gain one bonus trait involving all Physical challenges related to underwater movement.

## *Social Merits*

***Scarred (1-pt. Merit)*** Players Guide to the Low Clans pg. 187

Whether a result of battle wounds or religious practices, your body is heavily adorned with scars. These scars do not interfere with your movement or sensation, nor are they ugly enough to reduce your Appearance. However, anyone who beholds you recognizes you as someone intimately familiar with pain and violence. You gain a two trait bonus relating to Intimidation based challenges, however suffer a two trait penalty for appearance related challenges. As a rule, town drunks are less inclined to quarrel with you and most individuals will assume you know how to fight (whether or not you actually do). This Merit can also reflect branding,

***Leader of the Pack (3 Trait Merit)*** Roads of The Beast pg. 74

You have an aura of command about you, a raw, forceful presence that others find difficult to ignore. Others turn to you as a leader in times of conflict or whenever physical action is required. Mortals instinctively submit to your leadership in times of stress and physical threat. Gain two bonus Traits for challenges relating to leadership, intimidation or etiquette during stressful situations or conflicts when mortals turn to you for help. Cainites are affected by this aura if they are of a higher generation than your character.

***Good Mimic (2 Trait Merit)*** Roads of The Beast pg. 74

You have studied the behavior of animals or are simply a naturally good mimic of their behavior. Gain a bonus Trait for Animal Ken or Animalism challenges relating to attempts to blend in with a group of animals. Most times, they will think you're one of the pack and give you little trouble. This Merit will work with werewolves only when you're in wolf form, and they will notice things that are wrong with you, like a lack of scent. Werewolf Gifts that can scry supernatural creatures will pick you out.

***Animal Affinity (2-pt. Merit)*** Players Guide to the Low Clans pg. 188

You feel ties of kinship with a particular animal species. Such creatures are not discomfited by your presence and generally like you. You gain a two trait bonus in all Animal Kin challenges related to the particular animal. Gangrel characters with this Merit only gain animal features associated with their “totem” animal.

***Mental Merits***

***Without a Trace (2 Trait Merit)*** Libellus Sanguinis 3 pg. 28

The wilderness is your friend, working to hide your passage. You leave no trail to follow as the earth swallows your footprints, and the trees and grasses cover your scent. Even magical means of tracking you are inhibited. You pass through places like the wind, leaving nothing behind but a whisper. Even Lupines have trouble following you. Normal means of tracking you (with Survival, the use of dogs) fail automatically. Supernatural methods of tracking you, such as with Auspex, have a chance, but with greater difficulty (+2 difficulty penalty).

***Mind of the Prey (1 Trait merit)*** Roads of The Beast pg. 74

You are able to think like a hunted beast, which enables you to second-guess your prey and anticipate the moves that it will make. Gain two bonus Traits for challenges relating to hunting animal prey in the wild. Gain a single bonus Trait for hunting mortals. This Merit gives no benefit when hunting Cainites.

***Scent of the Beast (3 Trait Merit)*** Roads of The Beast pg. 75

Your body exudes the scent of a predator, and any Cainite who is able to follow a scent will identify you as a beast (such as a wolf or a bear, or perhaps a large hunting dog) rather than as a Cainite. Your scent identifies as a bear, a wolf or other large predator animal should a Cainite attempt to track you by scent. With a successful use of Auspex (Mental Challenge, retest with Survival), your tracker can identify you as a Cainite. Animals treat you as they would a large predator, rather than as a Cainite. Werewolves can spot you with little difficulty on their part.

## ***Supernatural Merits***

### ***Gift of Proteus (2, 4, and 4 Trait Merit)*** Gangrel Clanbook pg. 37

Perhaps Ennoia has blessed you from afar, or maybe the clans blessings are just thicker in your blood, or it may have been your previous knowledge of the animal kingdom as a mortal. Regardless of why, your character is capable of changing into other animal forms, depending on the points spent on this merit.

At two point, you may choose one additional animal, be if fight or flight form, to change into. ***THIS ADDITIONAL FORM IS COSMETIC ONLY!!!!!!!!!!*** You do not acquire new or even different traits, nor to you gain access to additional senses or enhance any of your previous ones.

At four traits, you can choose one different flight and one different fight form. Again, I stress that these additional forms are completely cosmetic, and grant no additional bonuses.

At six traits, you can choose three different forms total.

### ***Enlightened (1-7 Trait Merit)*** Players Guide to the Low Clans pg. 186

You have taken the first steps on the steep and thorny path of Golconda. While achievement of this state is a long way off, you understand the proper approach and spend much time in pursuit of this goal. A one-Trait Merit would mean that you know what the word means, and perhaps you are a beginner. Seven Traits would indicate that you have spent the better part of your existence in pursuit of Golconda, and that you are knowledgeable enough to teach your brethren the first lessons.

### ***Shaman (2 Trait Merit)***

You possess a natural affinity with natural spirits. Though you cannot see spirits unless they reveal themselves, you may speak freely to any spirits of your affinity in the area, and you can even summon them to you with pleading and cajoling. Spirits never offer their powers or advice for free, however- they always want something in return. This merit works identically to the Medium merit, except it only allows the player to hear Umbral Spirits that choose to translate for them.

### ***Pied Piper (2-4 Trait Merit)*** Libellus Sanguinis 3 pg. 28

Animals like you too much. Every night, when you rise from your sleep, they are there waiting. They follow you around like a pack, looking to you for leadership. They gather from the nearby area; generally, all creatures of a particular type within six miles collect during the day around your resting place. They disperse while you sleep, only to regroup with the coming of night. At two points, the affected animals are small like rats or mice, which will be overlooked. At the three point level, they are slightly larger and attract more attention, like cats. At four points, you're followed by creatures that are hard to overlook - wolves, bears or stags. People can use this to find your havens or track your movements, and it makes it difficult for you to avoid detection if you remain in place for very long.

***Second Sight(5 Trait Merit)*** Wolves of The Sea pg. 75

You see beyond the shroud of the mortal world, to perceive the creatures that work beyond the ken of normal men. Perhaps you had this sight while alive; maybe your new condition brought it about. Either way, you know the wiles of the Changeling folk, even when they hide from the eyes of other men. The sounds in the rushes are the pukje giggling, and the waves on the beach are caused by the stirrings of the ocean's great spirits. In game terms, you are unaffected by the illusions used by many of the creatures that live on the edge of man's world. You see the true forms of elves, dwarves and other strange beings, and you can sometimes even perceive the shapes of powerful spirits (Static mental challenge difficulty 8, retest with occult). This power always functions, and costs you nothing – except perhaps your sanity. If you use **Changeling: The Dreaming**, your character automatically sees all Chimera and Seemings, although they do not necessarily affect him unless he is enchanted (though that won't stop him from reacting as if they're real!).

***Foresight (4 Trait Merit)*** Wolves of The Sea pg. 76

You are prescient, meaning that you are minutely aware of the workings of fate and have a disturbingly accurate ability to predict the future. Unfortunately, there is no way to control this gift. When you pick this Merit, you must immediately choose the Difficulty for the roll to experience your prescient flashes, from 4 to 8. Whenever you want, you may spend a temporary Willpower and engage in a Stati Mental Challenge, retest with Enigmas , with a difficulty equal to the one you chose when you picked the merit. If you succeed, you can pester the Storyteller for information about which course to take next. Because this Merit is in many ways quite detrimental to the character, the Storyteller should try to give you a pretty good answer in compensation. Upon winning the challenge, the more complete your awareness of the future. If you fail the challenge to see the future, you see something terrible and (like all future events) impossible to avert. On the downside, if you use this merit, you cannot regain willpower that night if you succeed, and cannot regain willpower for a month if you fail.

***Rune Wise (5 Trait Merit)*** Wolves of The Sea pg. 76

You grasped the secret of the runes during your mortal life. As a result, you have the ability to perform magic by carving the runes and enchanting them with sacrifices of your blood and power. You may buy hedge magic paths from World of Darkness: Sorcerer both during character generation (with freebie points only) or after character generation (with experience, as normal) at the cost listed in Sorcerer. You may learn any hedge magic path up to your level of ability in Rune-Lore. You must spend time to activate these paths just as if you were a normal sorcerer, but instead of expending willpower, you must use blood points to complete your spells. You carve the runes in delicate rituals to call your magic; a rune shaper cannot simply “cast a spell.” You cannot purchase Alchemy, Conjuration, Conveyance, Hellfire, Summoning, or Binding and Warding, nor may you learn any other form of magic what so ever.  
**A Note to Players;** This merit is available for NPC's **ONLY** with Coord approval.



***Fearless Ferocity (2 Trait Merit)*** Wolves of The Sea pg. 75

When you are confronted with fear or terror, you bulwark yourself with anger. Instead of entering Rotschreck, you may choose to enter a rage frenzy when confronted with fire, sunlight or other challenges to your courage. However, if you choose to enter frenzy in this fashion, you may not use Willpower to control your madness.

# *Flaws*

## *Physical Flaws*

***Ill Marked (1 Trait Flaw)*** Kindred of The Ebony Kingdom pg. 89

You have been ritually scarred against your will. Somewhere on your body is a large marking or collection of markings at least the size of two adult handprints. Besides being symbolic of something (but what?) the mark has left you especially vulnerable in one spot. Anyone who learns of the mark's purpose gains an automatic success against you in combat.

## *Social Flaws*

***Uncouth (1 Trait Flaw)*** Players Guide to the Low Clans pg. 187

Even for a peasant or foreigner, you have extremely poor manners and an equally tarnished reputation. Depending on your Charisma, other lower-class individuals may spit as you pass or laugh at your bawdy humor, but aristocrats and Cainites of the High Clans are not amused. When interacting with your betters, you cannot bid more traits in a Social category than twice your Status. The Storyteller may waive this limit if crudeness serves your intent (such as Intimidation attempts). This Flaw should be roleplayed.

***Stench (2 Trait Flaw)*** Players Guide to the Low Clans pg. 185

Even for a society skeptical of bathing, you stink. No one willingly stands downwind of you, and even Nosferatu find you revolting. You are two traits down on all Social and Stealth challenges, unless you are standing several yards downwind of your target. In addition, anyone within a yard of you must reflexively make a static physical challenge verse 6 traits, (or 8 for individuals with a heightened sense of smell). Those who fail suffer a one trait penalty on all challenges due to overwhelming nausea until they withdraw from your immediate presence.

## *Psychological Flaws*

***Moon Mad (2 Trait Flaw)*** Players Guide to the Low Clans pg. 186

Your temper waxes and wanes with the phases of the moon. Under the crescent moon, difficulties to avoid frenzy increase by one. This difficulty modifier rises to two under a half or gibbous moon, and three under a full moon. There is no difficulty modifier during the new moon.

***Wanderlust (4 Trait Flaw)*** Players Guide to the Low Clans pg. 186

Like Caine himself, you are cursed to wander the Earth, never finding succor or rest until God Himself grants it to you. You may only sleep three consecutive days in the same one-mile area. If you surpass this limit, each successive day leads to cumulative halving of all trait categories (to a minimum score of 1 in any category). You do not suffer this agitation in torpor.

***Obsessed with the Hunt (2 Trait Flaw)*** Roads of The Beast pg. 75

In conversation, you cannot help phrasing everything in terms of the hunt. You do not speak of rivals and enemies, you speak of prey. You do not speak of nations and coteries, you speak of territories and packs. This Flaw can be regarded as a quirk at first, but it quickly becomes annoying. You're obsessed with the hunt to the point that it interferes with your social interactions. You may phrase your conversations in terms of the hunt, or you may act like a hunting animal. Obviously this behavior will not endear you to more "civilized" company, and you suffer a two-Trait penalty on social interactions in a "polite" setting like an Elysium. At Storyteller discretion, you may suffer other penalties in some social situations.

***Taste of the Kill (3 Trait Flaw)*** Roads of The Beast pg. 75

You refuse to consume blood that does not come from a kill that either you or your pack has made directly. You cannot have food brought to you, and you cannot feed from the drugged, drunk, sleeping or helpless. You draw sustenance as much from the act of stalking and slaying your terrified prey as from the vitae itself. This Flaw makes social situations difficult and it also means that you need to hunt (and kill) your own prey every few nights. You prefer to take your blood as a hunter -by stalking and killing suitable prey. You will not drink from incapacitated prey or allow yourself to be fed like a pet hound. If you become hungry enough due to blood lack or inability to hunt, make frenzy challenges and slake your thirst on whatever's handy.

## ***Kindred Flaws***

***Scapegoat (4 Trait Flaw)*** Players Guide to the Low Clans pg. 188

Whenever anything goes wrong, you are the first suspect. Actual guilt is irrelevant; you are the local Cainite whipping boy and everyone knows it. You cannot ever gain Status unless you somehow change your reputation — and that will be a Herculean feat. Even if you move to another city, your tainted reputation follows you.

## *Supernatural Flaws*

### ***Extinct Animal Form (2, 4, and 6 Trait Flaw, requires coord approval)***

Whether it is because of some spiritual tie to your beast form, or the years that you have spent in torpor, the animal form(s) that you are able to turn into with the Protean power Shape of the Beast is now extinct. While mask of 100 faces can change your appearance to a degree, the tracks left in your passage, as well as possible photos or camera recordings can defiantly lead to your downfall.

If this flaw is taken at the two point level, your flight form is an extinct animal of some kind, and at four, your fight form is extinct, and at six traits, both are extinct. Should a player wish to have something akin to a Raptor, a T- Rex, or a Sabertooth Tiger, that is fine for this merit, ***AS LONG AS YOU UNDERSTAND THAT YOU REMAIN WITHIN THE TRAIT AND SIZE BOUNDRIES FOR THE PROTEAN POWER.*** In other words, should a player take this flaw, and choose to turn into a T- Rex as their fight form, they would turn into a T – Rex no larger than 6’ 2” inches tall.

### ***Beast in the Mirror (1- or 2-Trait Flaw)*** Players Guide to the Low Clans pg. 189

Whenever you stare into a reflective surface, you see your Beast leering back at you. If this horror is visible to you alone, this Flaw is worth only one point. If mirrors betray your monstrous nature to everyone, this Flaw is worth two points. Even at the one-point intensity, magi and other gifted souls may occasionally glimpse your true nature for a moment. Even ordinary mortals can sense there is something faintly wrong with you, adding +1 to the difficulty of most Social challenges if they have ever seen your reflection.

### ***Plagued (2-Trait Flaw)*** Kindred of The Ebony Kingdom pg. 90

You are followed everywhere by bad signs, ill omens and ugly portents. Flocks of inauspicious birds crowd the trees behind you or yellow-eyed hyenas stalk you everywhere. Whether or not there are meaningful supernatural effects (perhaps illustrated with another Flaw), you are sure to be poorly regarded. This Flaw might be out of place in densely populated areas, though a clever Storyteller should be able to adapt this Flaw to more civil environments.

# *Paths and Roads*

Some Gangrel choose to walk away from their humanity. Be it for reasons of age, Social climate, religion, sect affiliations, or simply because of the harshness of a gangrel's existence. Somewhere along the long long centuries, kindred developed the Roads of Enlightenment, that later evolved into Paths of Enlightenment, and below are included the Roads and Paths of Enlightenment that are best suited for gangrel characters in OWBN, beginning with the Rarity Chart.

<i>Path/Road</i>	<i>Lore</i>	<i>Sect Specific</i>	<i>Bloodline Specific</i>	<i>Restrictions</i>
Beast	2			Storyteller discretion.
Feral Heart	2	Sabbat/Indepenent		Storyteller discretion.
Savage	3			Storyteller discretion.
Grey Hunter	3			Storyteller discretion.
Harmony	3	Independent		Storyteller discretion
Caine	3	Sabbat		Gangrel Coord and Sabbat Coord approval required if not sabbat.
Honorable Accord	3	Sabbat		Gangrel Coord and Sabbat Coord approval required if not sabbat.
Orion	4	Sabbat		Gangrel Coord and Sabbat Coord approval required.
Hunter	4			Gangrel Coord Notification Required
Nomad	4			Gangrel Coord Notification Required
Via Einherjar	3		Einherjar	Gangrel Coord approval required.
Via Aesirgard	3		Einherjar	Gangrel Coord approval required.

## ***Path of the Beast***

Chaining the Beast pg. 31

### ***Nickname; Beasts***

Through out all Kindred history, some version of this path has always existed. Many say that Ennoia herself first pondered the ethics and sent down the tenants under ancient night skies. While ready through many of the Paths and Roads contained within this packet, you will notice many similarities to Path of the Beast. That is due to many being the continued evolution of these ethics over the course of history.

### **Ethics of the Path**

- The needs of the Beast are paramount. Survival is one's first concern. Anything that gets in the way of survival is extraneous.

-Loyalty is an absolute, be it to one's pack or one's self. Oaths are mere words. Deeds are what count. Master one's fears. Confront them to become stronger.

-Don't shit where one eats. Keep political messes away from hunting grounds. Maintain one's haven and hunting grounds well, and defend them from other predators.

-Each aspect of existence fulfills a role- even civilization has its place. Learn what that role is and abide by it. Adapt. No environment is constant and one must be able to hunt no matter where he finds himself.

-Exist in the moment. Mercy is for the weak. Good and evil are mortal notions. Ignore them. The world is uncertain. Always be prepared to adapt.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Refusing to kill to survive, Killing for reasons other than survival.</b>
<b>2</b>	<b>Denying your instincts, Killing while feeding</b>
<b>3</b>	<b>Failing to hunt when hunger demands, Failing to support your pack</b>
<b>4</b>	<b>Indulging in needless cruelty, Risking your unlife except to slay an enemy</b>
<b>5</b>	<b>Engaging in political intrigue, Hunting without using innate vampiric senses and powers.</b>

### **Virtues**

The Path of the Beast follows Instinct and Conviction.

### **Common Abilities**

Alertness, Animal Ken, Athletics, Brawl, Camouflage, Dodge, Empathy, Hunting, Masquerade, Meditation, Ride, and Survival

## ***Path of Feral Heart***

Laws of the Night Sabbat Guide pg. 36

***Nickname; Ferals***

The followers of the Path of the Feral Heart, or Beasts, define themselves in terms of the Beast. As the ultimate predators, vampires stand outside all human social constraints. Civilization supports the weak - vampires aren't weak and don't need the support. Vampires should hunt when hungry and rest when tired. The Beast is only one part of the vampire's nature, but it's the most important part. The Beast tells the vampire when to act and when to remain calm. There's nothing wrong with either state, only with doing something at the wrong time. The Path doesn't give any merit to stupidity. As sentient predators, vampires must use their intelligence as well as their instincts. Forethought sharpens the hunt, letting the vampire prey most efficiently. The Path rejects the trappings of civilization, including technology. The Curse gives vampires everything they need. Relying on the tools invented by prey makes the predator that much more dependent on prey, more like the prey, more prone to failure. Vampires hunt and kill and should do just fine without any trappings.

### **Ethics of the Path**

- Survive. You can't do anything if you don't exist.
- Strike a balance with your Beast. Temper brutality with cunning, reason with instinct.
- Everything that exists is in some sense "natural." Civilization isn't bad because it's unnatural. Civilization is bad because it weakens you.
- Master your fears, including fire. You must be free to choose your course of action unfettered by terror.
- Your allegiances should be absolute. You owe total commitment to with yourself and your packmates.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Refusing to kill to survive, Killing for reasons other than survival.</b>
<b>2</b>	<b>Refusing to follow one's instincts, Killing without need.</b>
<b>3</b>	<b>Failing to hunt when hunger demands, Failing to support your pack</b>
<b>4</b>	<b>Remaining near fire or sunlight except to finish a job, acting with unnecessary cruelty</b>
<b>5</b>	<b>Hunting with anything other than your innate powers, engaging in politics.</b>

### **Virtues**

The Path of Feral Heart follows Instinct and Conviction.

### **Common Abilities**

Alertness, Animal Ken, Athletics, Brawl, Camouflage, Dodge, Empathy, Hunting, Intimidation, Ride, and Survival.

## ***Path of Harmony***

Chaining the Beast pg. 35, Laws of Elysium pg. 49

***Nickname; Harmonists***

The Path of Harmony teaches that everything has a purpose, even vampires. If the Beast is an inhuman thing that threatens one's sanity, then it must also have a purpose. The Beast and Humanity must therefore be balanced if a vampire is to survive. Vampires are not human, but their passions, intellect, and destiny set them apart from the animal kingdom. Vampires are predators, but they are not merely predators. The Beast is strong enough to wipe away all traces of the humane. So, Humanity must be treasured and indulged far more than the Beast if the soul is to survive.

Followers of this path understand that vampires are not and can never be human. Being "humane" as a goal is a false premise, a wasteful philosophy. Mortals are nothing more than food. A vampire is not part of the herd. But as a predator, each vampire must respect its prey.

### **Ethics of the Path**

- Find the Balance in all things. Only then can you set yourself to a course of action.
- Comrades and Loved ones have a place in your life. Listen and discover what that place is.
- Good and Evil are constructs of mortals.
- Master your fears, including fire. You must be free to choose your course of action unfettered by terror.
- Each aspect of existence fulfills a role- even civilization has its place. Learn what that role is and abide by it.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Killing a mortal for any reason other than survival, Killing an animal for any reason other than survival.</b>
<b>2</b>	<b>Refusing to kill when it is important to your survival, Feeling guilty about doing something you needed to do.</b>
<b>3</b>	<b>Failing to hunt and drink blood when needed, Failing to provide safety for your loved ones and comrades.</b>
<b>4</b>	<b>Failing to spend at least 10 minutes per night communing alone with nature, acting in an overly cruel manner.</b>
<b>5</b>	<b>Refusing to ride the wave as long as it is not detrimental to your own survival, Allowing yourself to act too human or too bestial. (Storyteller's discretion).</b>

### **Virtues**

The Path of Harmony follows Instinct and Conviction.

### **Common Abilities**



Animal Ken, Athletics, Brawl, Meditation, Dodge, Empathy, Hunting, Investigation, Ride, Enigmas, and Survival

## ***Path of Caine***

Chaining the Beast pg. 43

### ***Nickname; Noddists***

Followers of the Path of Caine, or Noddists, focus on Caine as the first and perfect vampire. All deficiencies of the Cainite condition stem from vampires' distance from Caine. A Noddist has two duties: to study every available scrap of information about Caine and the nature of vampires (including the duty to uncover more information) and to apply that knowledge to purging human limitations on the way to achieving vampiric completion.

Noddists believe that academic study only takes them so far. It's good to read history, but to really appreciate another vampire's experience requires more. Specifically, it requires diablerie. A Noddist who drains the essence of another vampire gets the victim's whole essence and sees the world, briefly, through another's eyes, sharing another's memories and thinking another's thoughts. Noddists never undertake diablerie lightly. It's a sacred moment on the step to unity with Caine's perfect state; it requires preparation beforehand and serious contemplation afterward.

### **Ethics of the Path**

- Study Caine's history and act as much like Caine as you can.
- The Beast is one more part of your nature. Increase your will and instinct so that you can master it just like the rest of yourself.
- Take the vitae of unworthy vampires and study the insights their sacrifice offers you.
- Purge whatever remains of your lost Humanity. Develop the potential in you now.
- Test your own limits, and test others with suitable challenges. Find out what vampires can do so that you know what goals to set for yourself.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Neglecting an opportunity to pursue lore about vampirism, denying vampiric needs (by refusing to feed, showing compassion or failing to learn about one's own abilities)</b>
<b>2</b>	<b>Failing to diablerize a "humane" vampire, failing to regularly test one's limits in Abilities and Disciplines</b>
<b>3</b>	<b>Resisting frenzy rather than riding with it, succumbing to Rotschreck</b>
<b>4</b>	<b>Befriending or associating with mortals, showing disrespect to other Noddists (and non-Noddists diligently studying Caine)</b>
<b>5</b>	<b>Failing to engage in study (academic or active) each night, whatever the circumstances, failing to instruct others in the Path of Caine</b>

### **Virtues**

The Path of Caine follows Instinct and Conviction.

### **Common Abilities**

Athletics, Brawl, Meditation, Dodge, Hunting, Investigation, Ride, Enigmas, Occult, Lores, Subterfuge, Stealth, Leadership, Expression, and Survival

## ***Path of Honorable Accord***

Chaining the Beast pg. 56

### ***Nickname; Knights***

The Curse makes vampires predators with a strong individualistic bias. Unrestrained, they'd destroy each other down to the very last Leech. Knights teach that honor - the rigorous enforcement of standards of nobility in conduct - holds the society of vampires together. Honor strengthens a vampire's ability to resist the Beast and provides the rules that allow vampires to coexist without having to fall back on the human morality they've abandoned.

The Path allows no room for mercy or sentiment. Honor is a matter of calculated rational choice. Knights carefully analyze the meaning of the commitments they make and the circumstances they face. Either they must act a particular way to keep their commitments, or not. If not, they enjoy complete freedom to decide how to act on any basis that suits them - raw self-interest usually dominates. Knights gradually lose track of notions like "friendship." They have allies and regular associates; trust plays no part in the Path. Nor does the Path require making any particular commitments, with a few specific exceptions. What matters is how Knights keep their word, not which particular promises they give.

### **Ethics of the Path**

- Honor every commitment you make. Your word defines who you are to everyone else.
- Never fear, or at least never show it. Duty takes precedence over your personal worries.
- Show respect to your superiors, loyalty to your equals and appropriate consideration to your lesser.
- Repay your debts in full.
- Support your comrades-at-arms in all endeavors except treachery.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Breaking your word, killing without strong justification.</b>
<b>2</b>	<b>Placing personal concerns above duty, showing cowardice.</b>
<b>3</b>	<b>Disobeying your leader, failing to protect your allies.</b>
<b>4</b>	<b>Associating with dishonorable individuals, failing to participate in groups rites.</b>
<b>5</b>	<b>Failing to uphold every precept of your group teachings, failing to show hospitality to your allies.</b>

### **Virtues**

The Path of Honorable Accord follows Self Control and Concious.

### **Common Abilities**

Athletics, Awareness, Brawl, Dodge, Expression, Investigation, Law, Politics, Lores, Leadership, and Survival

## ***Path of Orion***

Chaining the Beast pg. 74

### ***Nickname; Stalkers***

For vampires on the Path of Orion, Humanity and the Beast alike are the greatest offenses to the Children of Caine. Both are impediments to a Cainite's understanding of her destiny and place in the natural order. The species as a whole will progress, they say, only when those who lose their intellect to passion are wiped from the ranks of the undead. It is the stalkers' holy crusade to be the instrument of purification, and to test the extremes of their own capabilities.

Followers of Orion are the hunters of hunters, the kings of predators. For them, unlife itself is a great safari, a mythic journey into the wilds of the unknown. By confronting and destroying vampires who cling to the weakness of their Humanity, they seek to overcome their distractions of nostalgia and sympathy.

### **Ethics of the Path**

- The vampire species is the height of evolution – it should always be strengthened, never weakened.
- Those who have fallen to the Beast are atavisms and must be eliminated.
- The mark of the ideal predator is its capacity to conduct the perfect hunt. -Vampires who seek to retain ties to their past morality – or worse, seek Golconda, are deluded and must be shown the error of their ways or be destroyed.
- Do not sire needlessly.
- The Beast is a guide and tool, not a master.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Hunting only beings weaker than yourself, showing cowardice.</b>
<b>2</b>	<b>Allowing frenzy to lead you astray, failing to hunt a vampire in Golconda</b>
<b>3</b>	<b>Failing to hunt a Beast-ridden Cainite, failing to hunt a high-Humanity (4+) Cainite.</b>
<b>4</b>	<b>Failing to hunt a more powerful foe, siring an unworthy childe.</b>
<b>5</b>	<b>Failing to hunt Lupines, failing to hunt an overwhelmingly powerful foe.</b>

### **Virtues**

The Path of Orion follows Instinct and Conviction.

### **Common Abilities**

Athletics, Awareness, Brawl, Dodge, Firearms, Hunting, Investigation, Lores, Leadership, Melee, Stealth, and Survival

## ***Path of the Hunter***

Road of The Beast pg. 68

### ***Nickname; Hunters***

Those who follow the Path of the Hunter dedicate themselves to exploring the Beast's predatory nature. They eschew reason and allow themselves to be guided by instinct. The world is divided into hunters and hunted, so they relate to others as fellow predators (worthy of respect) and prey (worthy of nothing but contempt).

### **Ethics of the Path**

- The You are a predator, and all others are your prey.
- The Beast exists to aid you in the hunt. Master it as you would master a hunting dog.
- There is no shame in abandoning a hopeless hunt – as long as you return with a pack. No prey is safe from the Hunters.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Abstaining from feeding when hungry, showing mercy to an enemy.</b>
<b>2</b>	<b>Failing to defend your hunting grounds, refusing to kill to ensure your safety.</b>
<b>3</b>	<b>Making a sacrifice for a stranger, needless torture or cruelty.</b>
<b>4</b>	<b>Avoiding contact with the wilds, failing to hunt whenever the opportunity presents itself.</b>
<b>5</b>	<b>Interrupting the hunt of another, failing to hunt for your own prey.</b>

### **Virtues**

The Path of the Hunter follows Instinct and Conviction.

### **Common Abilities**

Athletics, Awareness, Brawl, Dodge, Firearms, Hunting, Investigation, Lores, Leadership, Melee, Stealth, and Survival

## ***Path of the Nomad***

Road of The Beast pg. 69

### ***Nickname; Nomads***

Nomads believe that settling down in the one place (for a few nights) is the first step toward taming the Beast, which demands to roam where it will. They eschew possessions beyond those few required for survival and often travel with no gear (and sometimes no cloths) at all.

### **Ethics of the Path**

- Civilization is slavery, run wild and be free.
- To remain under the same sky is a kind of death – seek out new lands always.
- Only take what you need. Needless possessions are a weight to drag you down.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Abstaining from feeding when hungry, showing mercy to an enemy.</b>
<b>2</b>	<b>Claiming a permanent domain, refusing to kill when important to your survival.</b>
<b>3</b>	<b>Making a sacrifice for a stranger, needless torture or cruelty.</b>
<b>4</b>	<b>Avoiding contact with the wilds, allowing your path to be permanently blocked by another.</b>
<b>5</b>	<b>Accumulating an excess of personal possessions, spending more than three nights in the same place</b>

### **Virtues**

The Path of the Nomad follows Instinct and Conviction.

### **Common Abilities**

Athletics, Awareness, Brawl, Dodge, Hunting, Investigation, Lores, Stealth, and Survival

## ***Path of the Savage***

Road of The Beast pg. 70

### ***Nickname; Savages***

Those Ferals who follow the Path of the Savage are implacable foes of civilization. They believe that every Cainite should revel in the fury of the Beast and allow it to reign supreme, untrammelled by law, convention, manners or any other restraint.

### **Ethics of the Path**

- Embrace your hatred and rage and use them to destroy the weak.
- The Beast is your salvation. It should be loosed upon your enemies whenever it calls out for blood.
- Civilization is a creation of the weak. Destroy it and let only the strong survive.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Abstaining from feeding when hungry, showing mercy to an enemy.</b>
<b>2</b>	<b>Failing to defend your (or pack), refusing to kill when important to your safety.</b>
<b>3</b>	<b>Making a sacrifice for a stranger, avoiding contact with the wilds.</b>
<b>4</b>	<b>Participating in a civilization without intent to destroy it, not challenging a weak leader</b>
<b>5</b>	<b>Not striking at civilization whenever possible, allowing civilization's proponents to live</b>

### **Virtues**

The Path of the Savage follows Instinct and Conviction.

### **Common Abilities**

Athletics, Awareness, Brawl, Dodge, Hunting, Investigation, Demolitions, Stealth, and Survival

## ***Path of the Grey Hunter***

Road of The Beast pg. 71

### ***Nickname; Seducers***

The Grey Hunters are something of an anomaly among the Ferals. They do not hate civilization. Indeed, they believe that as the mortals flock to their cities and towns so too must the Cainites. This is as it should be for a hunter must move with its prey.

### **Ethics of the Path**

- Civilization must become home to Cainites, as it is home to our prey.
- Alliances and agreements can be used to your advantage. Only a fool disregards a possible source of strength.
- The pleasures of civilization can delight the Beast. Take advantage of them as you desire.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Abstaining from feeding when hungry, showing mercy to an enemy.</b>
<b>2</b>	<b>Failing to defend your territory, refusing to kill when important to your safety.</b>
<b>3</b>	<b>Making a sacrifice for a stranger, avoiding contact with civilization.</b>
<b>4</b>	<b>Shunning a gathering or celebration, not hunting an easy target when the opportunity presents itself.</b>
<b>5</b>	<b>Avoiding an opportunity to hunt in the wilds, failing to offer hospitality to an invited (or announced) visitor</b>

### **Virtues**

The Path of the Grey Hunter follows Instinct and Conviction.

### **Common Abilities**

Academics, Awareness, Brawl, Dodge, Empathy, Etiquette, Intimidation, Investigation, Leadership, Politics, Subterfuge, and Survival



## ***Via Einherjar***

Wolves of The Sea pg. 72

### ***Nickname; The Chosen Dead***

The Via Einherjar, the Road of the Slain, teaches strict adherence to the Norse ethic of personal responsibility, courage in the face of adversity and individual initiative. This road is usually followed by Scandinavian warriors who choose to cling to the trappings of their civilization, rather than becoming vargr like so many others.

The followers of the Road of the Einherjar believe that by following the codes of behavior hallowed by the All-Father and the Norse tradition, they can master the Beast through courage and iron self-discipline. Many are the followers of the Einherjar's Road who have died at the doors to their halls, forcing themselves to watch the sun rise without fear.

**Note to the Players;** Any PC wishing to become an Afterganger, **MUST** convert to this or Via Aesirgard. Any PC wishing to learn Fenris Talons, Bear Skin, or Wintering **MUST** have a path rating of atleast 2 in this path or Via Aesirgard.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Backing down from a challenge, running away from danger, breaking a sworn oath.</b>
<b>2</b>	<b>Showing fear or hesitation in the face of peril, performing an “unmanly” act, such as making a brag and failing to fulfill it.</b>
<b>3</b>	<b>Hoarding or otherwise miserly actions, failing to boast and spread tales of your actions</b>
<b>4</b>	<b>Failing to kill for reasons of conscience, begging or otherwise asking for help.</b>
<b>5</b>	<b>Not challenging a weak leader, stealing or cheating.</b>

### **Virtues**

The Via Einherjar follows Self Control and Conviction.

### **Common Abilities**

Awareness, Brawl, Dodge, Intimidation, Investigation, Leadership, Melee, Politics, Seamanship, Sagaman, Subterfuge, and Survival

## ***Via Aesirgard***

Wolves of The Sea pg. 73

### ***Nickname; The Spaeworkers***

Those truly touched by the gods, to whom the natural world is constantly filled with spirits and portents, abide by the codes handed down from the oldest sagas and lays. The gods must be appeased, and the proper forms obeyed, if men are to live in harmony with the natural world. *Of* course, for vampires, matters are somewhat different - the “natural world” is no longer their place. Still, the old ways and traditions must be upheld, and supernatural strength and longevity are no ward against the Noms; even the gods are subject to fate.

The Via fiirgard is similar to the Road of Heaven, in that it is religious in focus. However, the Viking concepts of “holiness” and “sin” are far different from those of their Christian counterparts. A Viking reviles cowardice or lying, but has little compunctions about rape, robbery or killing in war or challenges. Conversely, a “pious” man is not necessarily a weak follower of the pale Christ-god, but rather a devout student of the ways of the gods and a master of runes and sagas.

***Note to the Players;*** Any PC wishing to become an Afterganger, ***MUST*** convert to this or Via Einherjar. Any PC wishing to learn Fenris Talons, Bear Skin, or Wintering ***MUST*** have a path rating of atleast 3 in this path or Via Aesirgard.

<b><i>Path Rating</i></b>	<b><i>Hierarchy of Sins</i></b>
<b>1</b>	<b>Aiding a demon, troll, jotun, or other supernatural servant of evil, committing hidden murder or betraying allies.</b>
<b>2</b>	<b>Allowing a crime or major act of treachery or dishonesty to go unpunished, Blasphemous or heretical acts.</b>
<b>3</b>	<b>Feeding from a devout person without permission, causing harm to a devout and virtuous person (by Viking standards)</b>
<b>4</b>	<b>Stealing from, lying to or cheating friends or allies, being motivated by compassion, gluttony(as for blood) or fear. failing to speak out against cowardice, treachery, dishonor, etc....</b>
<b>5</b>	<b>Failing to speak out against cowardice, treachery, dishonor, etc....., failing to show respect to the gods or to men of devout wisdom.</b>

### **Virtues**

The Via Aesirgard follows Self Control and Conviction.

### **Common Abilities**

Awareness, Alertness, Brawl ,Crafts, Dodge, Enigmas, Investigation, Leadership, Melee, Occult, Seamanship, Sagaman, Theology, and Survival

# *Gathers*

## ***Calling a Gather***

Gathers are not something to be taken lightly at all, most Gangrel would rather wander, hunt, or aspire to their own political ends, than deal with other predators. Especially the ones they know to be as competent, or even more so than themselves, and there is always the risk of being challenged when you are the one calling the gather.

To call a Gather, the hosting Gangrel has to put out the call to the area he wishes to attend and also offer them reason why they would want to attend

When planning your gather, first start by choosing the size of gather you wish to call, and there are five different sizes of gathers. Should any Gangrel that attend challenge the hosts right to call the gather, and win, the host could be seen as weak and not deserving of the tales that have been sung about him, or that he could be out and out lying concerning his deeds.

## ***Local Gathers***

These are gathers that are called within your home chronicle, and are generally used to tell local tales, and for earning and awarding the first prestige to young Gangrel.

## ***State Gathers***

These gathers would and should draw Gangrel from all the games within the State to attend and are usually held for larger problems facing the Clan, such as Independents being hunted, Camarilla Gangrel being railroaded.

In many places, geographically large states, such as California, or the larger Brazilian states, are divided into smaller sub-regions (*example*: Northern California and Southern California) for Gangrel State Gathers.

## ***Regional Gathers***

These gathers would and should draw Gangrel from all the games in that geographic location (i.e. the West Coast, or the Midwest), and are perfect for special events much like Origins or KublaCon.

## ***National Gathers***

The size and scope of this kind of gather is self explanatory, and would be best represented with a Gangrel-only Event.

## ***The Grand Gather***

A gather of this size is global, encompassing every Gangrel awake who hears across the winds of it, as all are invited and likely to attend. This Gather, however, is the most dangerous to call, because of who (and what,) will answer. There is a very specific title given to the Gangrel able to successfully call a Grand Gather, and that is “Legendary”. To date, the only Gangrel who has successfully called a Grand Gather is Matasuntha, The Tiger Queen.

### ***A Note on Gathers***

Gangrel wishing to attend a Gather are not required to challenge the host for the right to attend, but if you do attend without challenging the host, you must then accept that you are a guest in the host's "territory" for the duration of the gather.

This could mean following rules of feeding the visitors are not use to, or learning different customs to be accepted, and to avoid offending the host.

### ***Clan Friendship***

Should a Gangrel wish to have a character of another Clan become an ally to the Gangrel (*Clan Friendship Merit*), then said Gangrel would have to first sing the tales of their potential ally to the Clan over the winds, and call a gather for others of the Clan to judge the worth of said tale.

Should the Gangrel Clan be suitably impressed, then three months later, another gather is called by the original host, and bringing the prospective ally of another Clan into the gather. The prospective ally would then be brought before the Gangrel. The prospective ally **MUST**, if challenged by any in attendance, accept both *The Boast* and *Trial By Combat*, to be accepted. At this point, the prospective ally gains a certain level of acceptance by the Gangrel Clan, although any Gangrel not at the aforementioned gather retains their right to challenge the prospective ally, at any time in the future, to *The Boast* and/or *Trial by Combat*.

Keep in mind, the prospect does not have to **win** the *Trial by Combat* or *The Boast*, (after all they're not really Gangrel,) but they have to show that they can at least stick it out and stand up for themselves. Failure to this, even after the initial acceptance, causes the character to lose his status as an ally and friend of the Clan. Gangrel *Clan Friendship* must be earned In-Character and cannot be purchased at character creation without Gangrel Coordinator permission.

### ***Clan Enmity***

Should a Gangrel wish to have a character of another Clan become an enemy of the Gangrel (*Clan Enmity*), then said Gangrel would have to first sing the tales of their potential enemy of the Clan over the winds, and call a State gather for others of the Clan to judge the worth of said tales.

Should the Gangrel clan be suitably impressed, within 12 months a Regional gather is called by the original host, who brings what proof can be gathered of the potential enemy's hateful deeds, to the gather. The Gangrel who wished to have the character of another Clan become an enemy of the Gangrel must convince those attending the gather of the need for this, based on his tales and his presented evidence.

Gangrel *Clan Enmity* can be earned In-Character, and can be purchased at character creation with Gangrel Coordinator permission.

Removing it, once garnered, is rare, requiring a process similar to that described for gaining Gangrel *Clan Friendship*, but requiring the gathers to be State and Regional gathers respectively (within 12, rather than three months, note). There is a level of risk to the removal, as the non-Gangrel trying to remove the stigma from their name is subject to challenges to *Trial by Combat*, and although such challenges are not intended to be lethal....accidents happen occasionally. Should someone who does not wish the stigma removed destroy their hated enemy in such a way....well, the loss of prestige that Gangrel might suffer would be little consolation for the dead enemy.

# *Gangrel Lore*

Gangrel Lore is difficult to deal with in some ways. Gangrel rarely learn from books, and even less so from their sires. So the question comes to mind, how do Gangrel learn of their Clan, it's elders, dark legends, and customs?

Gangrel learn via the Oral Tradition.

Ok, get your minds out of the gutter, I'm not talking about *that* oral tradition. From times before mankind had developed written language, there was the oral tradition of records kept in memory and passed through speech and stories, with no written records. In many cultures, like most Native American, and Gaelic tribes, this was one of the most Sacred rituals and gatherings.

The Gangrel being the only Clan that really braved the wilds of the world, when it was young and still belonged to the beasts of nature learned of this tradition very early on, maybe it was due to observation, maybe it is a hang up from the last spark of humanity within the ancients of the Clan, regardless it has survived in one form or another into the Modern Nights, and even the Final Nights.

## *Learning Gangrel Lore*

As mentioned above, very few, if any Gangrel what so ever have transcribed Gangrel Lore to any kind of written text. To do so would be seen as a horrible sacrilege in the eyes of the elders, and most dare not even think of what the ancients would do. And to reflect this, from this point on, the only way **any** PC of **any** Clan can learn Gangrel Lore is by listening to the tales of the Gangrel Clan as told by a member of said Clan.

I do understand that at some time in the future a PC may choose to transcribe Gangrel Lore of some level to a written text, if they do, understand that if that knowledge becomes public, **many** NPC Gangrel will be enraged by this.

Characters should learn Gangrel Lore in accordance with the Lore-learning rules of their Home Chronicle. It is strongly recommended to Storytellers, however, that Gangrel Lore 1-3 be learned from Player Characters, Gangrel Lore x4 from Chronicle NPCs, and Gangrel Lore x5 from NPCs of the Gangrel Coordinator.

Chronicles not using the Dark Epics optional Lore-learning rule (requiring a X number of teachers with the Lore at X in order to learn level X of the Lore) should require the teacher of Gangrel Lore to have the lore to at least one level higher than the level he is attempting to teach.

## *Using Gangrel Lore*

### *Clan Allies and Enemies*

Currently all the Gangrel speak pretty openly on the Gangrel list, however once the Independent, Camarilla, Anarch, and Sabbat lists begin to heat up, this will come into play much more.

When a PC expends a level of Gangrel Lore to learn if a kindred is a Friend or Enemy of the Clan, they then engage in a Static Mental Test with a difficulty of seven,

minus one for each level of prestige of the Gangrel that petitioned for the kindred in question to be a Friend or Enemy.

**Example:** *Annika has sponsored Melinda Lake to be an Enemy of the Clan and has successfully done so via the mechanics in the Gathers Section. Melinda meets AJ, a Gangrel from Ohio and AJ is curious if Melinda is a Friend or Enemy of the Clan, so he expends a level of Gangrel Lore and does a Static Metal Challenge with an adjusted difficulty of Three due to Annika's Four Gangrel Prestige.*

### ***General Knowledge***

- **Gangrel Lore 1:** The very basics of the Clan. Knowledge of the In-Clan Disciplines to the Advanced level.
- **Gangrel Lore 2:** Knowledge of Sabbat Gangrel following a different Enlightenment based around their study of the Beast. Knowledge that some Sabbat Gangrel have different Disciplines. Basic knowledge of *The Boast* and *Trial by Combat*.
- **Gangrel Lore 3:** Knowledge of the City Gangrel Knowledge of the Mariners. Tales of Karsh. Tales of Xavier. Tales of Angus.
- **Gangrel Lore 4:** Tales of Beckett. Tales of the All-Father. Tales of Matasuntha. Basic Knowledge of Elder In-Clan disciplines.
- **Gangrel Lore 5:** Rumors of Mongolian Gangrels of ancient times. Rumors of a Druidic bloodline of all female Gangrel. Rumors of a Shamanic bloodline of all-female Gangrel. Tales of The Noah. Tales of Enonoia. Rumors of Methuselah In-Clan disciplines.

# *Clan Curse Mechanics*

## ***Beast Traits***

This can be one of the most enjoyable and most challenging aspects of playing a Gangrel, be it in trying to find a teacher for *Mask of Thousand Faces*, to out of character making the props and prosthetics for your beast traits. This is not however meant as encouragement to run out and frenzy. Even Gangrel on *Path of Feral Heart* do not go looking for ways to provoke their beast, but when the beast does take you, then you can have some out of character fun with it. Many games do not allow PCs to pick their new bestial traits after the frenzy, and some Gangrel end up looking like a menagerie of all animals, reflecting the chosen name for the Clan-specific discipline.

At ST discretion, depending on whether the Beast is provoked to a fight or a flight instinct, the character may simply gain animal traits indicative of his fight or flight form, so to speak, even if he does not yet possess *Shape of the Beast*. An omen of things to come, perhaps.

## ***Feral Traits***

While making costume effects and special garb to represent your bestial traits can be fun, I personally feel that Feral Traits are truly where you can find some of the best role play, emphasizing the inhuman, creepy factor of being Gangrel and being that small bit closer to the beast than the other Clans. Be it sniffing people to be able to identify them, licking the air like a snake, or nuzzling up to allies like a cat, feral traits really give you the chance to shine in role playing and to remind other characters why you should fear the Gangrel. Players are cautioned, however, to remember the “No Touching” rule in LARP, as it pertains to their Chronicle’s House Rules, and the comfort level of their fellow players.

## ***Mixed Blessings***

This is a difficult subject for Storytellers due to the lack of mechanics and limitations published in the revised Gangrel Clanbook. While I think that *Mixed Blessings* can add a new dimension of role play, I would only recommend a limit of a single *Mixed Blessing* per character. Again I would strongly suggest that the blessings match what the character’s fight or flight forms are, and would very strictly enforce the negatives of said blessings as well. The Mixed Blessing should be assigned an Experience Cost by the Storyteller, and should be purchased at the time it is acquired or as soon as the Experience Points are earned thereafter.

## ***Story Telling***

Most Gangrel don’t keep books, as they weigh you down on the road. They usually don’t use computers, as even laptops encumber one somewhat, and honestly are fragile. True to the Clan’s roots, the Gangrel usually follow the oral tradition of teaching. The tradition of the young learning from the old, when they are able to figure out the riddle, and find the wisdom in the parable told at circles and gathers.

As players in a game, if you know ahead of time that your Gangrel is going to be telling a tale, sit back and remember what you spent your experience points on right after the circumstances of the tale you’re going tell. Teach the others the lesson of how you learned your new trick or ability or virtue or what have you. And play it up for drama! *Gangrel respect those that can keep their attention, they wander for many reasons, but unless you can entertain them, you’re not going to be remembered or honored for your deeds if people are falling asleep during your tale telling.*

# *Politics*

## *Politics and the Camarilla*

Now, I know that a lot of us have read the White Wolf material, and some my still be confused on this point so let me address it right now. Xavier was **believed** dead in OWBN during the Gangrel's Exodus from the Camarilla. His successor, Angus The Unruled, was the Justicar who lead the Gangrel out of the Camarilla, and it was **not** because he believed himself to have faced an Antediluvian.

However some Gangrel did remain loyal to the Ivory Tower even after Angus left. Those who have remained still stand as the Vanguard of the Camarilla, and have even evolved since the split, and gone on to lead the Camarilla as Princes, with a few standing as Archons.

This does not mean, however, that it was easy or simple for them to do so. The majority of the Camarilla still has a great deal of distrust for the Gangrel that have remained, and many use them as scapegoats whenever possible. Some of the Gangrel that remain have become bitter and resentful of their Clanmates who left the Ivory Tower and may even react violently towards them, while others actively try to get Independent Gangrel to return to the fold so to speak.

### *Suggested Media to reflect Genre*

**Music:** *Boy Named Sue* by Johnny Cash, *Dream On* by Aerosmith, *Turn the Page* by Bob Segar

**Movies:** *300* (2007), *The Last Samurai*, *Saving Private Ryan*, *Band of Brothers* series

## *Politics and the Sabbat*

Both City and Country Gangrel are always welcome within the Sabbat, and so much so, that the Sabbat was overjoyed at Angus's choice to leave from the Camarilla, in hopes of recruiting new members with a working knowledge of the Camarilla. Usually directed into Nomadic Packs, few Gangrel achieve very high rank within the Sabbat, but are always welcome to stand on the front lines, and are encouraged to participate in mass embraces. Even though many members of the Sabbat share disciplines openly within their packs, Protean is still somewhat guarded, be it out of pride, or simply to keep others reliant on the Gangrel, it is none the less **not** handed out like candy, as some would believe.

### *Suggested Media to reflect Genre*

**Music:** *Of Wolf And Man* by Metallica, *Bodies* by Drowning Pool, *Serenity* by Godsmack

**Movies:** *Near Dark*, *Dusk till Dawn*, *Lost Boys*



### ***Politics and the Anarchs***

Always seeking the freedom to travel unhindered, many Gangrel find a great deal of comfort within the Anarchs, believing it to have the security of strength in numbers, without the politics of the Camarilla, and none of the monstrous nature of the Sabbat. And at a quick glance, this is true, until they discover Anarch Rep, and games like Bait the Bear, and Nines. Unfortunately, the Anarchs still seem to emulate games similar to those used by the Sabbat, and have positions and status similar to that of the Camarilla, but on the whole, many Gangrel do find the freedom, or at least the illusion of, that they desperately seek.

#### ***Suggested Media to reflect Genre***

See *Politics and the Camarilla*, and *Politics and the Sabbat* sections.

### ***Politics and the Independents***

All Gangrel have the overwhelming desire to be free to travel, and wander to their hearts' content (if there is such a thing), but few showed the courage to do so until Angus showed them such courage. While it is true that Karsh approached and did accept many of Angus's former Archons as agents in service to the Warlord, some left with Angus, and even more of the younger members left the shackles of The Ivory Tower. Leaving came at a price, however.

There's an old saying, anything worth having is very hard to get, and the Gangrel that left the Camarilla learned this the hard way. Leaving the Camarilla was a great deal more than just telling the Harpy of a domain that you give up all your status. It is also giving up any and all protection within Camarilla domains. It also means not having permission to feed in some domains... as well as, at worst, being openly hunted in some domains.

Many of the Independents are still not swayed by these hardships, some of them thriving on them as greater challenges, used to better themselves. And they are not content simply learning these lessons by themselves, many still campaign for other Gangrel to leave the Ivory Tower.

#### ***Suggested Media to reflect Genre***

**Music:** *Seasons of the Wither* by Aerosmith, *Rebels of the Sacred Heart* by Flogging Molly, *Imagine* by John Lennon, *Born to Lose* by Social Distortion

**Movies:** *Serenity*, *Firefly* the Series, *Pitch Black*, *First Blood*

# *Disciplines*

## *Animalism*

One of only three Clans that have this innate in their blood, I would say that the Gangrel use this in ways that others could never even think of. Be it learning how to hunt, finding out where man has spread, or where strong herds have roamed to, Animalism is hands down one of the single best disciplines to help describe a Gangrel.

Speaking to the beasts that you will slowly become can offer socially ostracized kindred a bit of solace in the night. Imagine the knowledge one could acquire for a prince about Sabbat movements if you are able to ask the right questions to a hawk.

Remember, The Gangrel are the Clan closest to the Beast, it should be commonplace for some Gangrel to randomly have conversations with cats or birds, sometimes liking them more than other kindred.

At ST discretion, Gangrel who are forced into a frenzy through *Drawing Out The Beast* or other similar powers imposing the Beasts of others upon them, rather than merely provoking that Gangrel's own innate Beast, should not cause the Gangrel to gain Beast Traits from his Clan Flaw.

## *Fortitude*

*Fortitude* is the reason Gangrel have generally been on the front line of every conflict. Gangrel can take a hit like no others. Even the Ventrue enforcer will tell you that he would much rather be standing behind a Gangrel in a fight than standing right next to them. More often times than not, this also leads to the solitude that many Gangrel find themselves with after time. Not only does their humanity suffer from such battles, as well as the marks of the Beast from loosing control in said battles, but who honestly wants to just talk and mingle with the guy that volunteers to stand there and be shot at? However, many will befriend Gangrel in the hopes that they will eventually be able to learn how to throw off the deathblow.

***Vampires do not like to share, nor do they share, because that will remove their monopoly (and thus the need for others to ensure their existence).***

Do not hand out *Fortitude* to others simply because it is not Clan-specific.

## *Protean*

Again, another hot topic on the Gangrel lists sometimes: should Gangrel teach Protean to others. Well, sometimes yes, sometimes no. If you're a known heavy hitter within the Clan, most your Clan will overlook you teaching Protean to an outsider. However, if your brand new to us, many will be quite upset that you shared one of our most prized possessions. If for some reason you think that there is another who deserves the gifts of our Clan, follow the rules set down for *Clan Friendship*, mind you they should only be taught **after** they become a friend to the Clan. ***Also, before any of this, see the above statement concerning vampires being greedy.***

Moving on...for characters with the change to *Shape of the Beast*, I would highly recommend taking a fight and flight form that would be something meaningful to your character, maybe spiritual, maybe totemic, but the change dives deep within, to bring out the beast within, remember that. Also take animals that are indigenous to your character's region or nationality, as mentioned in the LotNr description of the power.

### ***Creating New Combo Powers***

Being one of the single most adaptive Clans, it makes sense that the Gangrel would have thought to combine the powers of the blood to achieve what was needed at the moment. Lots of people feel that combo powers are unbalanced and can break a game. I have always been of the mind that it is not the power that breaks the game, but the player using it, and why they are using it. With that said I believe that it is up to the players and the STs to communicate with each other and find out what will work for the specific player and game.

***If and only if the Storytellers permit it***, here are rules for creating new Combo Disciplines.

1. Have all discipline involved at Advanced, and the appropriate retest abilities at x5. Now for many games this means that you will only have a combo that has *Animalism*, *Fortitude*, or *Protean* because some games do not allow out of Clan Advanced Disciplines.
2. If the desired combination discipline contains only basic discipline levels it will take one year to create. If the combination requires an intermediate discipline level, it will require two years to create, and should the combination require an advanced discipline level, the combination will require three years to create.
3. If the Combo requires an Out-of-Clan discipline, the creator must possess that discipline one level higher than needed for the combo. For example, a Gangrel creating a new Combo that will require Presence: Summon must himself know Presence: Majesty. PCs may not create new Combos requiring Out-of-Clan Advanced Disciplines, therefore.
4. All Player created combination disciplines require coordinator approval.
5. The teaching of player created combination disciplines requires both the creator's approval as well as coordinator approval.
6. Players may only ever create one combination discipline.

# *Credits*

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