

Umbral Pilot Packet

Abilities

Piloting

The *Piloting* ability is used to represent the rapport that an umbral Pilot has with their vessel. A Mental Challenge using the Piloting skill against a base difficulty of 8 (plus any penalties as applied by ST), allows the Umbral Pilot to maneuver, navigate, and clearly command his ship.

Crafts (Shipwright)

The *Crafts (Shipwright)* ability is used to represent the level of knowledge, quality and skill that the user has in umbral ship construction. A Mental Challenge using this skill can be used to garner general information about an unfamiliar umbral ship based solely on its physical construction, such as design style, notable features or estimating crew and passenger capacity. With a Mental Challenge, this skill is also used for actual construction of an umbral ship.

Camp Rites

Rite of the Umbral Shipwright (Basic Umbral Pilot/Intermediate Glasswalker) -

Umbral ships must be constructed of physical objects brought to the umbra, making this a long term project for those without access to the Gift: *Grasp the Beyond*. This takes many months, and when completed, the ship must continue to be cared for, upkeep and visited regularly to ensure it will manifest and attract the spirit of itself. This takes an unpredictable length of time, and sometimes never occurs. Once the spirit is attracted, the intended first Captain performs *Rite of the Umbral Ship* to bind the spirit of the vessel into the unique relationship as Umbral Ship.

The first portion of the rite dedicates the ship to the caster, and resembles a traditional *Rite of Dedication*, though no additional ritual is performed. This is often followed by various Umbral Pilots in attendance giving speeches and praise about the intended first Captain, his exploits, and the tale of the creation of the ship. The rite concludes with the announcing of the name of the vessel, the vessel's first Captain christening the ship by smashing a bottle of alcohol (often Fianna ale) on the side of the hull, and a casual celebratory shakedown cruise in which the Captain's Rite is cast.

The spiritual pact made to create this Rite over a hundred years ago prohibits spirits from powering it unless it is cast by GlassWalkers.

Captain's Rite (Basic Umbral Pilot) - A Captains rule onboard their ship is absolute, and this rite gains the spirit's acknowledgment of that fact by designated the boat's Captain. It can only be performed on a subject who has the Umbral Ship background on their sheet, and only for one ship at a time.

This rite is superseded in only two instances. The first is when the ship is in "Lockdown," a security protocol that is initiated by an Anchorhead's Yardmaster in times of war. The second is when a higher ranking Umbral Pilot who has been welcomed aboard willingly by the boat's Captain, makes a formal declaration of taking command of the vessel with clear conditions upon why, and the Captain willingly cedes command. If the Captain refuses to cede command, the ship continues to listen to the Captain, though the elder Umbral Pilot may well want to address the matter of submission at a moot later.

MET: Upon casting, the target gains the title "Captain of (Ship Name)," and is given command of the specified umbral ship. This allows the Captain to communicate with his ship without the use of *Spirit Speech* or *Command Spirit*, and to be able to give standing orders or simple commands to the ship with either the expenditure of a Leadership ability or a Leadership test (difficulty the ship's Willpower). All spirits acknowledge the Captain as the highest ranking person onboard their ship.

Chains of Command (Basic Umbral Pilot) - Umbral ships sometimes lose their original makers and Captains, and in times of danger, a fragmented chain of command would be deadly. This rite allows an Umbral Pilot to designate a first officer for the ship they captain in case they are killed or otherwise incapacitated.

MET: Upon the incapacitation of the umbral pilot captaining the umbral ship, it will obey the named next in the chain of command as if they were the Captain, and they temporarily enjoy all of the benefits of being Captain. Should the Captain be killed, all of the effects above are permanent until the original Captain's *Gathering for the Departed*. At that time, *Chains of Command* expires and *Captain's Rite* must be performed on the replacement Captain (at a reduced difficulty of 5). The permanent points of Umbral ship background may then be purchased by the new Captain.

Camp Ranks

The Umbral Pilot camp uses a rank system based loosely on homid military rank, and structured coinciding with Garou rank. This is used primarily only within the ranks of the camp, but is nearly always announced as part of the Garou's name.

Cliath: Ensign (Ens.)

Fostern: Lieutenant Junior Grade (Lt. JG.)

Adren: Lieutenant (Lt.)

Athro: Lieutenant Commander (Lt. Cdr.)

Elder: Commander (Cdr.)

Legend: Admiral (Adm.)

Umbral Ships

General

Umbral Ships are a unique type of item in which the bound spirits remain awake, and are actually the spiritual manifestations of the ship itself. Constructed from physical components brought into the umbra, the initial form must be seaworthy, made of wood, and not equipped with firearms of any type, as it risks inviting them to become a

warmachine; Archaic or futuristic weapons of other types do not pose this danger. An unpredictable amount of time after the construction is completed, the ship will manifest into a spirit, and that spirit of the ship will come to the physical ship. At that time, the builder or the ship's intended first Captain will cast Rite of the Umbra Ship, binding the spirit of the ship to the ship itself. Over time, the ship will physically shift itself to accommodate it's Captain, regular crewmembers, and primary reason for use. At the same time, it's personality will also grow to imitate and compliment the personalities of the regular parties who make use of it.

To own an umbral ship, one must purchase the Background, *Umbral Ship*, up to the level indicated on the ship's item card.

When building a new ship, the Scale of the ship, quality of the Craftsmanship, time required to build, and power of the spirit are all connected.

The *Scale* of the ship is a 1 to 5 rating, determined by the length of the ship in feet. The Scale is used to determine the number of starting Charms for the spirit, the difficulty for maneuvering, and the speed of the Umbral Ship:

1 - Tiny 15 Feet or less	2 - Small 15 to 39 feet	3 - Mid 40 to 89 feet	4 - Large 90 to 139 feet	5 - Huge 140 feet or more
3 Charms	4 Charms	5 Charms	6 Charms	7 Charms

The power of the spirit is determined by the Background level in *Umbral Ship*. The ship begins with 8 points that may be divided between the spirit's Rage, Gnosis and Willpower, and an additional point per level of the *Umbral Ship* background. The spirit's Essence is equal to double the initial total of Rage, Gnosis and Willpower. For example, an umbral ship with a Background level of 3 would have 11 points to spread between Rage, Gnosis and Willpower, and 22 Essence. Additional experience points may be added to increase these numbers per *Laws of the Wyld*.

The Craftsmanship level is determined by the average level of *Crafts (Shipwright)* ability used during construction. The higher the quality of Craftsmanship, the stronger the power of the spirit that embodies the ship will be. The Background of the ship purchased may not exceed the Craftsmanship of its construction.

Physical Construction

The amount of time required to construct a ship is tied in to the size of the ship being built and the quality of the Craftsmanship being used.

Each session, the ship may be worked on during downtime, performing one test of the appropriate *Crafts (Shipwright)* ability per ability trait possessed. The number of successes required for completion of construction is equal to the total of the Scale level plus the Background level of *Umbral Ship* desired, multiplied by ten:

$10(\text{BackGround} + \text{Scale}) = \# \text{ of successes needed}$

Health and Damage

The physical armor (Health Levels) for the boat are based on the length of the boat in

feet, level of Craftsmanship used to build it, and its Scale. Use the following formula:

$(\# \text{ of feet in length}) + (\text{Crafts})(\text{Scale}) = \text{Health Levels}$

For example, a 46 foot long ship (which is Scale: 3) with a Craftsmanship of 5 would figure: $(46) + (5)(3) = 61$ Health Levels

There is no difference to the boat in damage types dealt, and the boat automatically soaks one level of damage from all attacks from anything with a Scale rating less than their own (Garou are considered Scale 1).

When the boat has sustained damage reducing it to half its total Health levels, the boat's movement rating is cut in half. When the boat is reduced to 1/4 its total Health levels, it may no longer move until repaired.

Travel

All umbral ships leave an umbral wake, a sort of ripple in the air of the realm that is similar to the wake a sailboat leaves in water. This wake is invisible to the eye, but can be covered or detected and followed with the use of charms. These vessels also emit a quiet, but audible hum, not dissimilar to the din emitted by Anchorheads.

The speed of an Umbral Ship is determined by its size (bigger is slower) and the spirit's Willpower (the Temper used to determine a spirit's speed). The Charm, *Umbral Sailing*, which all Umbral Ships are required to take as one of its starting Charms, provides the boat with a relative speed for purposes of comparing it to other Umbral Ships, or with creatures and spirits that might give chase using powers such as the Charm *Swift Flight*.

The *Umbral Sailing* formula to determine base speed uses the boats Permanent Willpower, and is:

$10(\text{Willpower}) + (100 - \text{feet}) = \text{Speed}$

For example, an Umbral Ship with a Willpower of 8 that is 67 feet long would be: $10(8) + (100 - 67) = 113$; An Umbral Ship with a Willpower of 8 that is 150 feet in length would be $10(8) + (100 - 150) = 30$

A ship must always possess enough permanent Willpower to maintain a speed faster than 1.

Those aboard an umbral ship may give the vessel Gnosis to temporarily increase its speed dramatically. These speed effects are fluid and subjective, and are determined at the Storyteller's discretion based on the environments being travelled through, amount of Gnosis given and any other factors deemed applicable.

Charms

Charms that are from 2nd Edition sourcebooks use Essence in place of Power.

Airt Sense - This Charm functions as per *Laws of the Wyld*, with the addition that it can be used to detect and track Umbral Ships' wakes.

Silent Running - Some Umbral ships have the ability to travel “silently,” leaving behind no noise or umbral wake. This charm requires a Gnosis challenge (versus 6 Traits) to activate and costs two Essence per hour in use. This Charm does not, however, conceal any noise made by any passengers, crew, cargo or anything not directly a part of the umbral ship itself.

Umbral Sailing - Umbral Ships’ base movement rate is determined through this Charm all ships are required to have. The formula is: $10(\text{Willpower}) + (100 - \text{feet}) = \text{Speed}$. This number is used to compare with other spirit speed numbers, such as a spirit’s base speed ($20 + \text{Willpower}$) or the charm *Swift Flight*.