

Fetish - Blanket of Peaceful Dreams

Approved
Dedicated

Trait Cost - 2 / Gnosis - 7
Spirit Affinity: Bird Spirits

Any creature attempting to influence or harm a sleeper ensconced within the Blanket must win a Static Challenge against the blanket's Gnosis as if it were a Gauntlet. A failure means that the attacker cannot affect the sleeper.

Owned by ST #1 ST #2

Fetish - Chuck Rock

Approved
Dedicated

Thrown weapon
Trait Cost - 2 / Gnosis - 4
Bonus traits: 2 Damage: 4 (lethal)
Spirit Affinity: City Spirits, Unrest

To inflict full damage, the user must activate and spend a Gnosis point when throwing this fetish. Otherwise, it only inflicts two bashing damage.

Owned by ST #1 ST #2

Item - Rat's Tooth Necklace

Approved
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Trait Cost - 1 / Gnosis - 4
Spirit Affinity: Rat

When activated, the necklace gives the user the temporary Physical trait: Nimble, the temp. Mental trait: Cunning, and the Negative trait: Impatient.

Owned by ST #1 ST #2

Item - Bane Skin

Approved
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Trait Cost - 3 / Gnosis - 7
Spirit Affinity: Bane, Wyrms, Chameleon

This tiny piece of spirit, carefully wrapped in leather, causes all malevolent spirits (esp. Banes) to react to the wearer as if she were a Wyrms-creature and a trusted soul. Does not need to be activated, but its effects can be seen through with close scrutiny by suspicious spirits who win a Gnosis challenge vs. the fetish's Gnosis.

Owned by ST #1 ST #2

Fetish - Wise bag

Approved
Dedicated

Trait Cost - 3 / Gnosis - 4
Spirit Affinity: Wisdom, Owl, North Wind, Wolf

When the fetish is activated, the owner can reach inside and gain one small "fact" about people in his surrounding area (eg., breed, tribe, species, vampire, etc.). This bag cannot detect the Wyrms, but it can relate knowledge of someone's Negative Traits if the fetish's owner can defeat the target in a mental challenge. If any pieces go missing for more than 24 hrs., the bag becomes spiritually dead and no longer works.

Owned by ST #1 ST #2

Fetish - Honest Buck

Approved
Dedicated

Trait Cost - 3 / Gnosis - 6
Spirit Affinity: Weaver Spirits, O'Mighty Dolla

By holding the buck (activating it) and showing it to someone, the fetish user can determine via a static Mental challenge (diff. 6) whether someone is a greedy or cold-hearted person.

Owned by ST #1 ST #2

Item - Sands of Sleep

Approved
Dedicated

Trait Cost - 1 / Gnosis - 3
Spirit Affinity: Desert, Dream, West Wind

When activated and the sand is scattered in an area, all those in the area must spend a Willpower Trait immediately or fall asleep. Even if a character spends a Willpower Trait, they gain the Neg. Physical trait: Lethargic for the scene. Those in frenzy either fall asleep or come out of frenzy (without becoming Lethargic). The sleep lasts until some loud noise or other outside stimulus wakes the sleepers, or until they've gotten a good 8 hrs. sleep.

Owned by ST #1 ST #2

Item - Tear of Renewal

Approved
Dedicated

Trait Cost - 3 / Gnosis - 6
Spirit Affinity: Wolf, North Wind, Engling

By spending a Gnosis trait to activate a Tear, the Garou gains three Gnosis Traits, up to his maximum. The fetish can be used this way seven times before the spirit within it dies and the fetish becomes useless.

Owned by ST #1 ST #2