

Renown: Glory

Innate Abiding Fleeting

Earned By: _____

Earned Date: _____

Issued By: _____

Commanding Presence: You can spend this trait of Renown to assume an aura of command. For the next five minutes, any shapeshifter of lower Rank cannot contradict you unless they spend a trait of Glory, a point of Willpower, or challenge you through accepted means.

Back Off: You can spend this trait of Renown to compel others to leave your immediate space. For the next five minutes, anyone who seeks to approach within one step of you must either spend a point of Willpower or attack you.

Unconquerable Spirit: You can spend this trait of Renown to receive a retest in a Staredown challenge. You may use this retest before or after a Willpower retest, as you desire.

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Renown: Honor

Innate Abiding Fleeting

Earned By: _____

Earned Date: _____

Issued By: _____

Sterling Reputation: You can spend this trait of Renown to assume an aura of worthiness and dignity. For the next five minutes, Garou, Fera, and kinfolk cannot challenge your honor unless they spend a point of Willpower or have this Renown expenditure active as well.

Honored Introduction: By spending this trait of Renown and announcing your name, Rank, and auspice to another Garou or Fera you've never met, you compel your target to introduce herself in return. She must plainly state her name, Rank, and auspice. If the other party wishes to refuse, she must spend a point of Willpower to discourteously decline.

Master of Decorum: By spending this trait of Renown and making a sincere apology, you can make dignified amends for an indiscretion you may have caused, provided the slight was not sufficient to warrant formal punishment. For the next five minutes, any Garou or Fera who would be openly hostile in the face of your apology must first spend a point of Willpower to do so.

Renown: Honor

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Renown: Wisdom

Innate Abiding Fleeting

Earned By: _____

Earned Date: _____

Issued By: _____

Auspicial Purview: You can spend this trait of Renown to assume an air of dignity. For the next five minutes, anyone not of your auspice who wishes to interfere without your explicit instructions must either spend a trait of Wisdom or spend a point of Willpower to do so.

For the Greater Good: Spend this trait of Renown and offer an apology or a brief explanation to a spirit of Jaggling stature or less to offset a point of Spirit Notoriety. For the next 24 hours, you do not earn Spirit Notoriety as a result of your dealings with this spirit.

Wisdom of the Ancient Ways: Spend this trait of Renown to retest a rites challenge you are conducting yourself, or one in which you are assisting. You may spend this Renown to earn the retest before or after spending a Willpower to retest, as you see fit.

Renown: Wisdom

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