

The Crow: The Regent

Prologue

Yes, it's really me. Don't be afraid; the bird is with me. . . call her a new friend I have gained. I don't know how I have been able to return to you, my love, but I'm back. Don't talk of rumours; I'm certainly not a Vampire! Yes they do exist, but I'm certainly not one of their foul number. Call me a 'Crow,' due to my new friend here. No -- I'm not a ghost either. I've met a few but I'm not one of them. Look, I can touch you, let me demonstrate. . . . You see, I'm not. . .

Ungh!

No! don't be afraid! It's a side effect of my returning to you. Let me start to explain, although I'm not sure of why myself. . .

The last memory I have of my life with you is of about three weeks before whatever happened to me came about. I had two distinct images; now I have three. How did I gain the third? Touching you, I think. It's happened many times since I returned.

The two images I did have are of the three of us, myself, my brother, and, of course, you, Elly. You are in nearly all of them. We're all sitting in the bar in Manchester, where Michael liked to meet his girl friend? Remember it? Yes that's the one. Six people have just entered. Good, you do remember them too. No, I don't, sorry, didn't, like the look of them either, you'll have to excuse me, it feels so real to m. . Wait! One of them is arguing with Michael! He's pulling a knife, I've got to stop him! He's backed down now he's seen me . . . All that I can visualise now is Mike: he looks worried. Why, they just left?

Ungh . . .

These memories are painful, yes, but I feel I must tell you to help you understand why I have returned. I'll answer that question in a minute. Yes, I do know who did it! Sorry my love, I didn't mean to snap at you, just let me tell you about how.

The second memory I have, is after you left to go to your night school lesson. There are two cars parked outside, one of them has blacked out windows. It's like a limousine. What's a limo doing . . ? The doors are opening: wait, he's got Michael! Come back! I'm chasing it, the car's turned around, the lights are shining at me. It's heading towards me!

Arrghh! . . The memory. . . Take it away, *Please!* . .

I must apologise my love; the memories are so vivid. What, the new one? Oh yes, this one's far better, I can share this one with you if you wish. Good, come here and hold my hand. Can you feel it? Yes it's that day last year. Feel the sunshine on your face and the wind in your hair? It's so vivid, so. . . so. . . real? Yes, that's the word, real.

Eh? What happened to me after the car hit me? You tell me! . . What three of them? Yeah I know that bit but it still doesn't make sense. You're right, it never does. Now I must leave you. Do not fear, I promise to return in a few days. Have strength my darling, I will be with you soon.

Ha! Did I surprise you? Sorry, I didn't mean to startle you. I seem to have startled a lot of people these past few days. . . Pardon? Oh just talking to myself. . . It seems that I can do a fair amount of new things. Here, watch this. Turn around and count to three, turn back, and see if you can see me. . . No I didn't think you would. *Ha!* I can hide almost literally anywhere I want now. It's all in your mind apparently. No, I don't normally hide behind the vacuum cleaner, but it was a good example wasn't it? Who told me? Why she did. Yes, the bird; she told me an awful lot about what I can do. We seem to be able to communicate quite easily now. I can visualise and perceive anything she can, I don't even need to try anymore. You'd be surprised. . . How many people can listen in on a conversation from half a mile away? No-one is going to worry about a blackbird, OK, crow, listening in, are they? What else can I do? Mostly physical things: you know that reaction test? The one where you drop the slip of paper and see how quickly you can catch it; you want to try that? Most normal people can catch it at about the inch mark, maybe two inches. The last time I needed to use my reactions was catching a knife thrown at my head. I'd call that about three millimetres! Something else? Well, Let's see. . . Ah, yes, you see those rubbish bins over there? What would you like me to bring you from them? A banana skin? OK, how long would it take you? About five seconds? Watch this. Yes I have gone! I did! Look, one banana skin! Yes, wow, is almost what I said. Almost! Another thing I can do is make myself physically stronger, faster, and tougher. I don't know how I do it, 'Click' and I can now flip over a small car, easily! I just concentrate. The first time is a hell of a rush but after that it becomes second nature. . . Possibly the most helpful of my 'new abilities' is some kind of healing power. You see this bullet hole in my jacket, goes in through my chest and out the back! That was a .44 Magnum from a range of about four yards. Yes, it damn well hurt! But almost as suddenly as I was shot, the bullet hole just closed straight up. Honest, it's the most frightening moment of my lives, both of them! Imagine it: someone holds a gun to your chest and *bang!* You think it's all over, but instead, you find the pain is short lived, and a hole in my chest you could fit your head through, just closes up!

Apparently it all comes from someone called. . . Gaia, the Earth Mother. She's the reason Werewolves actually exist and are so damned tough to fight, even the bad ones. Yes, honestly, they do exist! Well, you know Paul M'alt, from the computer shop? Yeah, weird guy, talks to himself a lot. Just don't piss him off, OK? He calls himself a 'Glass Walker.' Apparently they are just one 'tribe' of one type of Shapeshifters. Yes, others too. Would you believe that my friend above me here knows of some shape shifting crows? No I didn't either, but I've met some. There are a fair amount that live in Scotland apparently. Gaia? Well she's kind of a Goddess; she is the Earth as a spiritual and magickal place. Does real magick exist? Why, of course it does, and boy, is it powerful!

You've taken up smoking again, haven't you? Has my death been so bad for you that you need to rely on other stimuli to keep you sane? How can I tell? Again, I just know, same as I know for certain you haven't turned to any stronger drugs. I have an inbuilt sense of anything 'foreign' in your blood stream. So, are you trying to quit? I'm glad to hear it! Here, allow me to help. Yes it hurts. I must squeeze to help the toxins leave. . . It will remove all cravings for the evil weed, and, as long as you don't light up again you'll be OK. Should you light another fag, you would find yourself coughing and spluttering like your first ever puff. What use is it? Well, it's not just nicotine I can cure the body of! Yes, all types. There are a lot of people who would benefit from a talent like this, and I have helped many. I just wish I could have helped Michael like so many others. . .

Sorry, Gaia. Why me? Well, you know that Michael's body was fished out of the canal? Apparently it was put there along with mine because Michael used to be a drug dealer, and wanted out of a business where there are no exits. Well, he found one, but the exit found him. I'm surprised they found enough of him to autopsy. Poor man; those scum killed him with no mercy and no remorse, as they did me. That is the reason I have returned, to remove these people off the face of Gaia's Earth. Apparently these Werewolf creatures gain their power directly from Gaia, but it's different for me. The 'Crow Spirit' channels Gaia's power and gives it to me in a different form, but there are conditions that have to be followed.

The biggest worry is what I use the powers for. There are quite strict guidelines about what I can and can't do, but they're easy to get around after a while. What are they? Well, basically, I can only use them for exacting revenge, and the cause of Gaia, killing evil Werewolves and so on.

What did I do these last few days? I did what I was here to do, to avenge Michael's and my deaths. The police will probably be able to identify the bodies after they find all of the pieces.

I must now fulfil my part of the bargain. . . This hurts me greatly but it is time for me to rest now. I want you to remember one thing. I will always be with you, my love, there will always be a part of me with you in your heart. I'm sorry. . . There's no way I can stay at all. I have left you a package with Paul in the shop, he will help you deal with this.

Also remember that I love you and that will never change.

I hope I don't see you too soon. . .

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Forward to 'Crow : The Regret'

By Steve Bool

Upon getting my first chance to get my eyes on the Internet, one of the first places I looked was one of the many World of Darkness pages that are available to read. I was fascinated by the work that some people were putting into expanding the system so that they could play characters that they had seen from other places. I have seen Scanners: The Madness by Mark J. Janecka, Angel/Demon: The Rapture by Chris Blankley, Damien Hunt and Justin Killam, and the Highlander: The Gathering second edition rules by Hank Driskill and John Gavigan. Then another one caught my eye: The Crow, by James Gleason.

I wasn't a huge fan of The Crow but my fiancée, Paula, was, so I printed it out for her to use in an upcoming crossover mixture of Scanners (who would later embrace himself!), Vampires, Immortals, Werewolves, Mages and a psychotic mortal (who would later find out that he was a latent immortal). Paula wanted to be something different. So, using James' guidelines we tried to develop Paula a character. It was originally a mixture of Wraith and Werewolf, and at times an absolute nightmare to play. So we, that is, Paula, one of our mates, Richard, and myself, decided to see if we could expand and maybe improve the cracking ideas dreamed up by James a bit, and hopefully bring The Crow properly into the World of Darkness.

Changes to James Gleason's 'The Crow'

Those of you who have read James' version will know he made three assumptions:

1) That the crow was actually a Totem spirit and that the bird we see is a materialised avatar.

Our View: The crow is a spirit but not a Totem spirit, and the bird we see is a normal bird possibly Kinfolk to the Corax; that's as special as she will get.

2) The Crow is of Gaia and thus in line with her will.

Our View: The 'Spirit of Crow' bargained for the use of the powers, so the powers are from Gaia, but channelled through the 'Spirit of the Crow' with conditions.

3) That the crow and a raven were the same thing more or less.

Our View: Agreed!

He then went on to say that the 'Spirit of the Crow' is sent by Gaia to resurrect each one individually.

Our View: Due to the 'Crow Spirit' bargaining these powers she is directly responsible for the return of people. Gaia's involvement is then ended.

This means that his theory of the mortal Crow still having a Wraith's Passions, Fetters, Arcanoi, Pathos, and Angst all need to be changed. We tried them all. Replacing them with their Garou equivalents didn't work either; it never felt like a 'Crow.' So we came to the conclusion that something new had to be made almost from scratch. A few things stayed, Regret being one of them, along with the healing that 'even Garou would envy.' Maybe one or two others, but I hope James isn't too offended by our attempt to make the Crow more accessible in the World of Darkness.

Another thing I wanted to do was make all the crows seemingly have the same set of powers so they could have a predetermined way of increasing them. (Our original effort had Garou gifts, but how do you advance in rank with no proper Auspice and no other Garou to teach you?)

So here goes. . . .

Chapter 1: Introduction

People once believed that when someone dies a crow carries their soul to the land of the dead. But sometimes, something so bad happens that a terrible sadness is taken with it an the soul can't rest. Then sometimes, just sometimes the crow can bring the soul back to put the wrong things right.

-- Sarah (The Crow 1993) The Three Forms of Crow

There are three beings behind the Crow: The Spirit, The Familiar and The Mortal. The origin of all three are written by the people relevant to the individual form, written here are the legends told, behind all three incarnations.

It is written amongst Garou of the Wendigo tribe in North America that many years ago, the Crow Spirit saw how much injustice there was in the mortal world and asked to make a bargain with the Earth Mother, Gaia, to help her keep the natural balance. This deal meant that those few mortals who have been on the wrong end of the balance of life, should be allowed a chance to set things as they ought to be. She asked also, for Gaia's permission to help by bestowing powers normally reserved exclusively for Gaia's children on these mortals who are trying to make the difference. The deal was granted, and Gaia also granted upon the Crow Spirit the power to help. So Gaia said:

'I will grant them the gift of a new life, with the power of Mother Earth to help them fulfil their goal, and after their time is spent they must return to the death to which they should have gone to be content.'

And so over the centuries these people became known as crows for their heroic deeds against and over injustice. As it became more obvious that Gaia was losing the battle for her life, the Crow Spirit spoke to her again, this time for the ability to develop more powers to add to that of the return of life. Gaia smiled, for here is a creature that is the Totem of Death, begging for more power to return life to mortals festering in the Shadowlands, and Gaia bestowed not only that power requested, but she also bestowed the total control over the return, and gave the Spirit of Crow a warning.

'The mortal lives you recover must only be used for avenging injustices, and for no other reason. Other reasons for return will not be tolerated and those who violate my will shall find themselves put, not just back from whence they came, but to places far more horrific than they could ever imagine. Such is the penalty for betraying Gaia's trust.'

And the Spirit of Crow agreed to those terms, took control and with it a great responsibility.

There is another legend amongst the Corax of the Isle of Man,

'At times, one of our Kinfolk will be chosen to fulfill the Spirit of Crow's will. This is a time for celebration, for her will is to lead a mortal in the form of man on a great journey, to bring retribution to those who are a cause of evil. This journey will be perilous but the rewards will be great gifts bestowed by the Crow Spirit Herself for use on the journey and for all time afterwards. Your gifts will be the ability to communicate all senses to a chosen mortal to help him on a quest against all opponents of the balance.'

The most famous example written there is the one beckoned to Detroit a few years ago. The subject had been taken through the Spiritworld to help resurrect a man known to the Corax as 'Musician.'

'This man had a great many injustices to correct and both nearly lost their lives. . . '

The details get rather sketchy from here,

' . . . 'Musician' achieved his goal, fulfilled his part of the bargain and returned to the 'other side' joyously to be with his beloved.'

The Corvid Familiar of the mortal returned with many stories, and many objects that gave her great

renown amongst the natural born Kinfolk of the Corax. She is still alive, although age has now made her lame.

The third legend has been lost since it was first written. Numerous attempts have been made to find any such document, but as of yet, to no avail.

Chapter 2: Character Creation

'I know it was you, even with the make-up. I remembered your song, you said, "It can't rain all the time", that is from your song right? Oh Eric, I know you are here, I miss you, and Shelley, it's so lonely here all by myself. . . the hell with you, I thought you cared. . . 'I do. . .'

-- Sarah and Eric

Concept

This is seen as the first step in creating your own 'Crow.' Without a concept you have nothing to work towards, so I see it as the most important part. Most concepts will be the 'murdered-for-no-reason' type, because that is the most likely reason for your return, real Vengeance! You must bear in mind that rarely does anyone but a bog-standard mortal get to return. Other supernaturals have had their chance to do their bit, and it's time to let the mortals get their own back. These questions need to be answered about your new life: Why are you back? How long have you been deceased? What did you do to deserve death (or not?) Do you know how you came back? Do you even want to come back? Who knows of your return? etc. You also need to answer questions about your original life. For instance: When were you born? Where did you spend your life? Who are your friends, and more importantly, who were your enemies? Are they the ones that caused you to be 'removed'? All these questions need to be answered to get a proper idea of how your character thinks and acts towards others.

You need to define these facts in three short summaries: Life, Death and Regret. Your Life, Death and Regret are explained in Wraith: the Oblivion, page 102-3.

Attributes and Abilities

Characters are designed in a similar way to Vampires, Garou and Mages. Attributes are the 7/5/3 split that normal characters get. Abilities scores are also the usual 13/9/5 split that Vampires etc. get to enjoy.

Advantages

Willpower, as ever, is the same as other character types. Initial score 5, and can be increased with freebie points. You also get two new advantages. The first is Vengeance. Your power of Vengeance is your striking weapon against the foes that put you into this miserable existence. You start with one point in Vengeance, which can be boosted up with freebie points. Vengeance is described in Chapter 3: The Powers of Vengeance.

The second is Aide Memorium. This is to all intents and purposes the same as a Wraith's Fetters. Fetters are defined in 'Wraith: The Oblivion,' on page 32, as 'The ties that bind a Wraith to her old life and the living world.' The version we will be using though, has moved on from that to be 'the ties that bind her to the living world and also reminders of your past life.' The more 'Aide Memorium you get, the more Flashbacks you can have and the better you can direct your Vengeance. You start with four points of 'Aide Memorium,' which can be boosted with freebie points, using the table given, (see below).

The four you choose can be of any level, but you must choose four of them.

'Aide Memorium' works on four different levels.

Level 1: A simple item, with no mechanical moving parts e.g. a ring, a bed sheet, or an item of clothing. This item must still be available, so you can't pick up an old marionette that was broken and thrown away, etc.

These will give you a maximum of one Flashback per story session. Level 1 'Aide Memorium' costs 1 freebie point or Aide Memorium to buy.

Level 2: A life that is not that well known to you e.g. the steward in your local bar, a local alley-cat that recognises you occasionally, or a policeman that was at the crime scene at which you died. These again gives you only one Flashback per story session. Level 2 'Aide Memorium' costs 1 freebie point or Aide Memorium to buy.

Level 3: As level 1 but anything can now be chosen, from an expensive wristwatch to a Ferrari, there is no limit, bar the fact that you must have owned it at some point in your past life. Level 3 'Aide Memorium' give three Flashbacks per story session. Level 3 'Aide Memorium' costs 3 freebie points or Aide Memorium to buy.

Level 4: As level 2 but now any life is available. This includes any relatives or pets excluded in previous levels. Level 4 'Aide Memorium' give five Flashbacks per story session. These cost 5 freebie points or Aide Memorium to buy.

Please Note: Something disposable can be chosen, like a pack of cigarettes (a level one Aide), but this means that you have a compulsion to have a pack on you at all times, so it can become difficult to play (interesting though). Also for those strange enough to choose a Vampire as an Aide, you will find that they come under object, and not lives (see Mage: The Ascension for the explanation).

Backgrounds

You start with 6 points in backgrounds. These can be split between the examples listed here. Most of them can be found in Vampire: The Masquerade.

Allies

People who will help and support your cause.

* = 1 ally (small time).

***** = 5 minor allies or 1 very major one.

Arcane (See Mage: The Ascension)

crowns are inherently unknowable and untraceable, but how well they can hide from mundane society is determined by this trait.

* = easy to overlook.

***** = Claude Raines.

Contacts

People who can help you out with information and aid etc.

* = 1 big time contact.

***** = 5 big time contacts.

Fame

How well known you were before you 'passed on.'

* = Select 'cult' viewing.

***** = Elvis Presley or James Dean.

Comfort

Places you feel comfortable in or even remember from your past life. See the "Price of Vengeance" section for details.

* = 1 place.

***** = 5 places.

Influence

How many mortals you had influence over.

* = Local politics (MP).

***** = Nation politics (PM).

Past

How much of your life you can remember; the higher the score the more likely you are to understand what you undergo in your Flashbacks and not just gain memories. See the "Systems" section for details.

* = 1 detail.

** = A couple of recollections.

*** = 3 important facts.

**** = Major amounts of memory (4 facts).

*****+? = Virtually all of it (5 facts)

Resources

How much money you can come back to.

* = Pocket change of notes.

***** = Multi millions.

Finishing Touches

Freebie Points

A Crow is given 15 freebie points for boosting up her character's skills, this gives them just the same as any standard Vampire or Werewolf character. Put them into use following the chart below.

Freebie Point costs

Trait

Freebie cost

Vengeance Powers	5 points per dot
Attributes	5 points per dot
Vengeance Rating	3 points per dot
Abilities	2 points per dot
Willpower	1 point per dot
Backgrounds	1 point per dot
Aide Memorium	1 point per dot

Vengeance Targets

These are very important. Vital even. To avenge yourself you must choose the targets of your wrath. These can be absolutely anyone, anywhere. A corrupt police chief, a major crimelord, or a gang of punks that killed you in a fouled up mugging. Whatever you choose, bear in mind that the Storyteller will actually create them. To work out the strength of your targets you use a system similar to the 'Enemy' Flaw in Vampire. Using that Enemy system, you choose the strengths of your targets, up to a total of your Vengeance rating. Divide your Vengeance rating by two (rounded up) and that is the minimum strength of one of your targets. The rest can be of any strength you have the dots for... For example: Paula has created a Crow with a Vengeance of nine. This means that she must take a 5 point enemy (An Arch Mage, or an Elder Vampire, or something of similar power) This means that she has four points left to spend. When creating your enemies, think about their motives for killing you. Did you annoy them somehow? Did you cause them to lose something they hold dear above all else, like stealing their partner, or losing her vast amounts of money? Or were you killed for no (known) reason? Choosing multiple targets is always a good bet and always makes a good chronicle, although it gives the Storyteller a fair bit of work to do. But, if it makes the story more exciting, it is always better for the people playing in it. Basically give your targets everything: a motive, a reason, an essence, the more the better, but leave it up to the Storyteller to design the specifics, i.e. the target's attributes and abilities.

Gaining targets during the chronicle

During the chronicle itself picking up a new target isn't easy. Not just anyone will incur the wrath of a 'Crow.' Usually any new target will be connected to the original one(s) in any number of ways, e.g. if your targets are a group of joy riders who deliberately ran you down, and in the middle of exacting your revenge you find out that they were working for a local drugs baron who sanctioned your 'demise,' then he would instantly be added to your list of targets.

Spark of Life

Appearance

It is entirely up to you whether or not you want to go for the 'film' style face paint or for something totally different, but you are likely to be strange looking, for the reason that you want people on the wrong end of your wrath to know that something special is after them. You want them to know that not just any fool with a chip on their shoulder, but a real live Vengeance machine, is coming to deal with them, personally, and boy, is it ever angry!

Contacts

Who you know is often just as important as what you know in the World of Darkness. If you have no contacts how will you find the people you are looking for? You need to plan out a few people who have a small

chance of knowing more than you, so somehow you must recruit their help.

Quirks

It's not easy being dead, and not all of your habits will have died with you. Is there one thing you want your character to do? Obsessively wash her hands after a kill? Climb trees at every possible opportunity, or maybe give all the money she gets to the homeless of Beccles? Anything that is weird about your character applies in this section.

One thing to remember is that until you 'died' you were completely human. Now, even you do not know what you are, and that would lead even me to madness!

Personality Archetypes

These work in exactly the same way as they do in all other Storytelling games, and are one of the best ways to regain your Willpower during the game, so choose wisely. The most appropriate ones are found in Vampire: The Masquerade.

Merits and Flaws

A lot of the original Vampire: The Masquerade Players Guide Merits and Flaws would still work in 'Crow: The Regret,' but there will always be a few that will be inappropriate. I am relying on Storyteller's discretion to say what is and is not appropriate for their own chronicle. I have tried to create a new list that can fit with the new Crow character template.

Two Familiars: 5pt Supernatural Merit. This quite simply means that instead of one Familiar overhead, you have two. This can make things very complicated during play, but the problem is how to work out the damage that the Mortal form takes when the Familiar gets shot. My theory is that damage done to the mortal should be halved if only one bird gets shot, and should be at normal strength if both are shot together. However the risk is great. You are more likely to be seen for what you are with two Familiars: it means the number of successes needed to discover your secret is halved, too. How would it effect how some people view you? Get of Fenris might look favourably on those with two Raven Familiars (after all, Odin had two Ravens. . .) All down to the Storyteller to decide.

Alternate Familiar: 6pt Supernatural Merit. Selecting this means that you can choose a different animal to be your Familiar. There must be a bloody good reason why, and Storyteller approval must be gained before you can play with another animal. The animal must be an air breathing non-supernatural creature. Maximum size is about the size of a big cat although a horse or gorilla shaped creature may be acceptable. The main nine attributes are up to the Storyteller but the rest is down to the player to create. The locate ability changes at Storytellers discretion only.

Unknown Enemy: 3pt Supernatural Flaw. For some reason, in any Flashbacks you receive there is no focused image of your major enemy, no matter how many successes are gained on a Past Background roll you will never remember his name or his image. Other things, i.e. address, car, and other clues can be gained though.

Obsessed: 2pt Aptitudes Flaw You cannot think of anything other than revenge, all actions as part of your mission is -1 difficulty, but anything even remotely off the track (Storytellers call) is +2 diff.

Creating 'The Familiar Crow'

The Familiar

The first major difference that you will notice about any type of Crow character is that she will be accompanied at all times by a large black bird. What she is in essence, is a mortal Crow. She just has the 'ability' that means that the characters mortal form can see through her eyes and hear through her ears. That is your Familiar. Your Familiar is created using the rules listed here and after doing this you will have realised that she is a bit more than a normal Crow. This is a Crow blessed by Gaia (again not directly from Gaia, but through Sprit of Crow) and using Gaia's power it helps the mortal part of Crow at every possible opportunity.

Generally, the Familiar will be just your ears and eyes, but sometimes a bit more. (Storytellers discretion) Your Familiar's creation is done in a different way to your normal character. Most of your Familiar is done for you.

STR 2 CHA 0 PER 4

DEX 3 MAN 2 INT 2

STA 3 APP 1 WIT 3

The next step is to share 20 'points' out between any other Abilities from this list (maximum in any talent is 4).

Athletics, Alertness Awareness, Animal Ken Brawl, Dodge Empathy, Flight Stealth, Survival

Note: Obviously, Crows can fly anyway, but the flight stat is just used for any aerial manoeuvres that are not natural, i.e. a loop-the-loop and other aerial stunts

Freebie Points

The Familiar gets 10 Freebie Points.

Willpower

Base Willpower is 3, but you can 'buy' extra Willpower by using some of your Freebie points at a cost of 2 to 1.

Locate

One of the talents given by Gaia through Spirit of Crow, it is the ability to know where any person is at any time. This is explained in full in chapter 4: Systems. Base locate is 1 and can be increased 2 to 1 as above.

Health Levels

You have 4 Health Levels: OK, -1, -1, -2, -5, Incapacitated.

Backgrounds

There are 3 backgrounds available, and those are: Kinfolk from 'Werewolf the Apocalypse,' Reputation and Past Quest, two new ones. The maximum level available in both these new Backgrounds is level 1, and to take them you must spend one of your 20 Ability points on each of them.

Kinfolk

It means you have a Kinfolk of 1. This works in the reverse way to 'Werewolf the Apocalypse' because it is whether your Crow has any Corax to aid her in her quest (Storytellers Creation.)

Reputation

Your Familiar has quite a bad reputation with those in the know, and aid maybe denied due to a previous action that your Familiar took either on a Past Quest, or in shapeshifter society in general, this can be used to your advantage though.

Past Quest

Means you have been chosen to fly this quest before and are Familiar with how it works. Your last mission could have been months or even years ago; I am told that the Familiar has an average life span of 50+ years, so it could've been ages ago. (players create the Past Quest with Storyteller approval)

Personality Archetypes

'Werewolf the Apocalypse' Players Guide, chapter 6 - The Corax can be very helpful when deciding on your Familiar's personality.

Merits and Flaws

A maximum of 3 points in Merits and Flaws can be chosen.

Extra Flaw

Lame: 3pt Physical Flaw. Due to either injury or age you are almost unable to fly. You have -2 die to all flight rolls, but difficulty for on-ground manoeuvres are at -2 due to you spending most of your time there.

Chapter 3: Vengeance

*And I'm here to remind you
of the mess you left when you went away,
it's not fair to deny me
of the cross I bear that you gave me,
you, you, you oughta know*
-- Alanis Morissette "You Oughta Know"

The Powers of Vengeance

*"Vengeance"
"You're all going to die"*
-- Eric Draven

This is one of the crow's own supernatural powers (like Vampire Disciplines, Garou Gifts, Mage Spheres etc.) and is an innate ability that is slowly learned through personal experience.

Vengeance is what the innate power of the Crow is called. The name comes from the very fact that the only reason you have returned is because, when you died, something was very wrong. You have returned to avenge, for whatever reason. You are here to set things right, whether it is to destroy a whole coterie of Vampires, or to redirect some misguided mortals, it is still classed as a Vengeance.

System: At character creation you have 1 point of Vengeance automatically. This is the equivalent of a mild chip on your shoulder, whereas a level 10 Vengeance score would mean that you are likely to kill anyone connected with your 'return' on sight, in one of a hundred nasty and very painful ways.

You can then advance your Vengeance with freebie points. (See Chart Above)

Determining Your Powers

Your Vengeance rating is directly responsible for the amount of Advantages the you have to start. To find your 'Advantages Score' you simply multiply your Vengeance score by 2, so if you have a score of 2 then you would start with 4 points in Advantages.

To simplify matters I have created a table to help you work your amounts out.

The one exception to this is that Burning is given automatically as a free power, you do not need to buy it, Burning is a gift from the Spirit of Crow. Using the table below convert your Vengeance score to an 'Advantages score' and then use that 'score' to develop your Vengeance powers.

Vengeance	Advantages	Vengeance	Advantages
1	2	6	12
2	4	7	14
3	6	8	16
4	8	9	18
5	10	10	20

For Example: If Richard was to create a Crow with a score of six in Vengeance, using the table he would see that he was given 12 points in advantages to spend. Using the list below, he would then decide which powers to spend the points on. With his 12 points he chooses:

Power Bought	Level	Advantages
Burning	-----	No points spent, It is a free power.

Pain	Level 5	5 points spent, levels 1-4 automatically gained also
Velocity	Level 3	3 points spent, levels 2+1 automatically gained also
Familiar Communication	Level 2	2 points spent, level 1 gained also
Aide Memorium	Level 2	2 points spent, level 1 automatically gained also
Return Memorium	Level 2	2 points spent, level 1 automatically gained also
Cleanse	Level 2	2 points spent, level 1 automatically gained also
Shadow Play	Level 1	1 point spent, only level 1 gained
Sense Toxin	Level 1	1 point spent, only level 1 gained

Richard chose to buy his character Pain at level 5, thus meaning that he gains levels 1-4 with the purchase of level 5. Five points spent, five levels gained. Same goes for Velocity, Familiar Communication, Aide Memorium, Return Memorium and Cleanse. After Character creation, experience must be used to buy any new advantages and to increase current ones.

Vengeance Chart

Rating	Emotion
*	Upset
**	Dislike
***	Anger
****	Disgust
*****	Outrage
*****	Fury
*****	Hatred

***** Loathing

***** Detestation

***** Obsession

The Emotion suffered is the strength of your Vengeance. At higher levels your hatred of your target will have grown so much that even a mention of its name may send you into a frenzy-like state of anger. . . At the higher levels a Vengeance vs. Willpower resisted roll may be necessary to counter your 'hatred' and concentrate on other things.

'A Vengeance roll' means that you roll the number of die in your current Vengeance score against the difficulty mention in the skill, or at a difficulty of 7 unless otherwise stated.

The Advantages of Vengeance

'See the grave?'

'Empty. . .'

'Grave? What grave???'

'That's three out of four, he's working his way back to this speed freak next.'

-- Top Dollar, Grange and Skank

Burning (An automatic power)

'You're him huh? The avenger, the killer of killers?'

-- Top Dollar to Eric

This is being given extra dots in Physical Attributes by utilising just how strongly you feel Vengeance burning inside you.

System: Roll your Vengeance dice, and boost one physical stat by one dot for every success, to a maximum of 5 until you have 6+ in your Vengeance. At that point, your Vengeance score is your maximum trait rating. The effect lasts for one scene. A turn must be spent to perform this ability. This ability is automatically gained in character creation and does not need to be bought as other powers do.

Velocity

Level Effect

- 1 Acts as Celerity 1. A Vengeance roll is required and a turn must be spent to start. The effect lasts for a number of turns equal to double the number of successes, max. (Vengeance score) times a day. Automatic at level 3.
- 2 The difficulties to all athletics rolls are at -2. You can leap almost double the distance that your normal athletics will allow. This is as the Garou gift 'Leap of the Kangaroo.'
- 3 You gain the ability to spend Willpower as a Garou would spend Rage, for extra actions and attacks in combat only (See 'Rage' in Werewolf: The Apocalypse).
- 4 You also are now totally immune to any kind of fall from a height of less than 100ft, landing feet first perfectly with no loss of footing. Your sense of balance is now so finely honed that you cannot, and will not, fall on any kind of slippery surfaces e.g. ice, waxed floors etc. This is the equivalent of the Garou gift 'Cat Feet.'
- 5 Confers the powers of Celerity 3. Roll Vengeance and a turn must be spent to start. Lasts for a number of turns equal to double the number of successes. Automatic at a Vengeance of 6+.

Note: Storytellers are at their leisure to alter or increase the amounts of effective 'Celerity' available to players depending on chronicle.

White Heat (reflexes)

'Let me introduce you to two friends of mine. . . they never miss'

-- Tin Tin

(All Bonuses are at Storytellers discretion)

Level Effect

- 1 Gain +1 die initiative in combat.
- 2 Gain a -1 difficulty to all Wits rolls in combat.
- 3 Get +2 Dice to initiative in combat, and Perception rolls for indoor encounters.
- 4 Gain a -2 difficulty to all Wits rolls in combat, and +2 dice to Perception rolls for outdoor encounters. This power lasts one scene and costs 1 point of willpower.
- 5 +3 Dice to all reactive dice pools during play. Lasts for one turn and costs 1 Willpower.

Pain (healing)

'Don't you ever fucking die?!?'

-- Fun Boy

Level	Effect
1	You heal 1 normal health level per turn.
2	Your health levels are changed to OK, OK, OK, -1, -2, -3, Incapacitated.
3	You heal 3 normal health levels per turn, 2 Aggravated.
4	You can ignore any and all wound penalties, and now Aggravated damage is just as normal damage.
5	You heal 7 health levels per turn.

System: These abilities are all automatic as you are so damned tough to kill. There is one penalty though, as soon as you have taken more than 7 health levels of damage you are KO'd for as long as your damage keeps you below mauled, taking your healing into account. If then you are below mauled for more than three turns, (turns not actions!), then you end up with a temporary derangement that will last a number of hours equal to 11 - current Willpower, Storytellers choice. Aggravated damage is, for all intents and purposes, caused by fire, Supernatural Claws and Vulgar Magick. Other things are at the Storytellers discretion, such as Wraith Arcanoi and Faerie Glamours.

Shadow Play (hiding)

'He winked at me before jumping out of a fourth storey window'

-- Grange

Your ability to hide is demonstrated here. Detection is automatic by Video Camera and any surveillance equipment that uses mirrors or electronics up until level 3; at that point Shadow Play defeats electronic surveillance.

Level	Effect
1	Your ability to hide and move in shadows hasn't fully developed; all you have really gained is a better understanding of the darkness that has become your home. All stealth rolls are at -1 difficulty during the day and -2 difficulty by night, -1 in the open and -2 in the back streets, (i.e. -4 difficulty in a back street at midnight, because you are perfectly at home in the darkness, but only -2 in the daytime in a large field, because there will be so many fewer shadows to use).
2	You have the equivalent to Vampire Obfuscate 1 : Cloak of Shadows, as long as you can get something, no matter how small or thin, between you and the person you are hiding from and stay still, you will not be seen.

- 3 You have the equivalent of Vampiric Obfuscate 2 : Unseen Presence, which now means that you can move around and be almost completely ignored. If you want to be able to speak, a Wits + Stealth roll difficulty 5 - 8 with 3 successes needed to be able to be 'ignored' properly.
- 4 You can move as the Garou Gift 'Blur of the Milky Eye,' which means that your body becomes just a shimmering blur and you can pass through a large group unnoticed. Roll Manipulation + Stealth, difficulty 8, every success increases the difficulty for any Perception roll to find you by 1.
- 5 You are so accustomed to shadows that now you can almost 'vanish from the minds eye,' equivalent to Vampiric Obfuscate 4 of the same name. Make a Charisma + Stealth roll versus the difficulty of targets Wits + Alertness to just disappear, even when they are looking almost straight at you.

Familiar Communication

'He had a bird with him, nearly pecked my face off!!'

'Fun Boy said he saw a blackbird too'

-- Gideon and Grange

This is how well you can communicate with your 'Familiar.' It is an important skill when used wisely.

Level Effect

- 1 Communication can only be of one or two syllable words i.e. 'Kill,' 'Fly,' 'Follow,' etc. The animal can send no verbal messages of any sort to you. Any sight gained from the beast will just be strange black and white images. Roll Perception + Animal Ken roll difficulty 8 to interpret.
- 2 More instructions can be sent to the bird, not more than a few words, but it means that more can be told to the animal. i.e. 'Stay hidden safely,' 'Help me please,' 'Go find the police' etc. The images received are clearer and you are able to receive anything that it overhears as well as its actual attempts to speak to you. Roll Perception + Animal Ken roll difficulty 6 to interpret images, and difficulty 8 for any sound received.
- 3 You can communicate on all levels of sight and sound, verbal communication is perfect in both directions. Roll Perception + Animal Ken difficulty 4 for all levels of communication.
- 4 Through trust and companionship, total empathic communication is now possible. Roll Perception + Empathy with the difficulty depending on the complexity of the message (not usually more than 7, unless the bird is reciting a Shakespearean sonnet!).

5 As above, but no roll required for communication.

Aide Memorium

'I saw her, I saw her through your eyes. . .'

'You helped me, what you kept up here saved me, . . . Thanks'

-- Eric to Officer Albrecht

(See Changeling : The Dreaming. Realms - Actor + Props for ideas) Note: At all times memories and 'Flashbacks' gained (see chapter 4 : Systems) will be full of pain and bad feelings, so for every one received, a (Willpower-Vengeance) roll must be made to avoid acting out the actual memory received (difficulty is 'Aide Memorium' level + 3). For example, when Eric Draven is receiving memories in his old apartment in the film, he puts his arms out and collapses as he vividly remembers the pain of being shot in the stomach by T-Bird. Also note that not all Flashbacks are of nasty experiences, but if you remember something happy in your past life you are likely to feel mostly sorrow and anger for the happiness that was taken away at your death. Physical contact must be made for it to work (a Dex+Brawl roll is required if the object is actively trying not to be touched).

Level Effect

- 1 You can connect with the essence of an object and read its 'memories,' the connection can only last a couple of seconds and can only be done on level 1 'Aide Memorium' equivalents that are not 'Aide Memorium' of the character. The memories received will always be connected with the Crow player character. The process is always very painful. This power requires the expenditure of 1 Willpower point.
- 2 Only level 2 people that are not 'Aide Memorium' become available to 'read,' at this point you can still only gain 'Flashbacks' from these subjects, and not recall any actual coherent memories. This power requires the expenditure of 1 Willpower point
- 3 As above, for almost half a minute. This time it can be performed on anyone who you have met and level 3 equivalent items. You can now start to pick up actual memories, although they must still connect to your past life in some way. This power requires the expenditure of 1 Willpower point.
- 4 As above, for almost a full minute. This time it can be performed on anyone who you have met who you can call a friend or any item you have owned in the past at any time. Almost full memories are available at this point.
- 5 As above for anytime up to 2 minutes and beyond. Can be performed on anyone you have ever met no matter how well you know them or any object you have seen no matter when that was.

At all levels 'Aide Memorium' can be redirected back to the subject as a method of mental attack, (physical contact and a Manipulation + Empathy roll with a difficulty of the opponent's Willpower score are required). The Flashback is one you must have received during the current story and at the strength equal to your current level. Damage done, (if desired, players choice,) is one level per success, for every

level above three your opponent collapses for an equivalent number of turns (a Willpower roll diff 8 can be made to resist this effect). If the Flashback given is a strong one (level 3+) a Willpower roll must also be made to avoid acting out the Flashback as above. If five successes or more are gained the subject gains a derangement for (11 - Willpower) minutes (Crows' or Storytellers choice).

Cleanse & Sense Toxin (one power)

'Morphine is bad for you.'

-- Eric to Darla

This is quite a simple power that is very rarely used by Crows. It is the power to remove lethal substances from someone's system, anything, from poisons to drugs (even caffeine and nicotine) can be removed, the reason crows have this power is so that they can help others restart their lives. The sense power is quite simply the ability to tell what 'foreign' substances are in someone's system.

System: Crow gets his Cleanse rating in automatic successes in an Intelligence + Medical roll against the difficulty of 6 with a certain number of successes required, both to tell and to heal.

Toxin	Successes Required
Caffeine	2
Nicotine	2
Marijuana	2
Alcohol	3
Depressants	3
Smart Drugs	3
Amphetamines (Speed, PCP's)	4
Hallucinogens (LSD)	4
Cyanide	4
Opiates (Heroin, Morphine)	5
Cocaine and Crack	5
Home Brewed Poisons	2
Wyrms Taint	*

*Storyteller's discretion (4+ recommended)

The Price of Vengeance

'I thought you were, like, invulnerable. . .'

'I was . . . but now I'm not.'

-- Eric and Officer Albrecht

To be this powerful, there has got to be a catch. There are in fact two, Gaia's Price and the Familiar's Price.

The more powerful you become, the more you will attract attention and therefore people are more likely to be able to learn your weaknesses.

Familiar's Price

The Familiar that rests on your shoulder is the main weakness that you have. There are two parts to this weakness. If the Familiar is damaged then you take the same amount of damage which heals at the normal healing rates for a lowly mortal, without being able to remove it using your power of regeneration (Pain). For example, in the film, Grange shoots the bird with a sniper rifle for four levels of damage in the church, the bird soaks one, so takes three levels of damage. This means that Eric can't heal away the first three levels of damage he receives when he gets shot by Top Dollar. That is the reason why he was still able to fight on the roof.

People can also find the link between the Crow and the Familiar, and utilise this knowledge. The difficulty on a Wit+Occult roll to discover the link is 12 minus the Crow's Vengeance score. A total of 8 successes are required to work out the link (or Storyteller's discretion), but both the Crow and the Familiar must be present at the time of any such roll. Minimum of an hour between each roll. Do not forget that the Crow doesn't know the secret either until it's almost too late, but only 5 successes are required by the Crow herself. Taking too many overly cautious measures to hide the link should be penalised harshly by Storytellers! Also bear in mind the fact that these Crows are soooo rare that almost no-one will have seen one twice, so that's a crap excuse, and *no, your character hasn't seen the film!*

Gaia's Price

When the Spirit of Crow bargained for control of your destiny Gaia gave her the warning mentioned in the Wendigo glyphs. This in reality means that you have to keep on the straight and narrow, or does it?

'The mortal lives you recover must only be used for avenging injustices, and for no other reason. Other reasons for return will not be tolerated, and those who violate my will shall find themselves put, not just back from whence they came but to places far more hideous than they could ever imagine. Such is the penalty for betraying Gaia's trust.'

This is written for the benefit of Crows. This means that anything goes, as long as you are pursuing your goal. As soon as the Storyteller thinks you have strayed far enough from your path of Vengeance then he can ask you to make a Vengeance roll, with a difficulty of your current trait score. A failure means that you lose a point of Vengeance, a botch means you lose 50% (!) of your current Vengeance score as a penalty for straying away from the Spirit of Crows' will, and to prove that any dissent will not be tolerated. Nothing is gained for a success.

A Crow finds it difficult to rest, to do anything except to pursue her Vengeance. Indeed, the only places a Crow can find temporary respite from her Vengeance are in those places she knows from her Comfort Background. Here, a Crow can rest and contemplate for a time before returning to her mission.

Chapter 4: Systems

This chapter deals with how crows gain experience, spend experience, use Vengeance experience and other important things.

Experience

All experience is gained under the usual five criteria of 'learning curve,' 'acting,' 'role-playing,' 'heroism,' and your automatic point for bothering to turn up, and then three extras at the end for 'success,' 'wisdom' and 'danger.' The chart below is printed in more-or-less all White Wolf rulebooks but here's mine so you don't have to flick through them the whole time.

Trait	Cost
New Ability	3

New Vengeance Power	10
Willpower	Current Rating
Abilities	Current Rating x 2
Aide Memorium	Current Rating x 3
Attributes	Current Rating x 4
Vengeance	Current Rating x 5

Mortal Reactions

'When someone's dead, they can't come back can they?'
'That's what I thought, you referring to anyone in particular?'
'You'll think I'm nuts.'
'Maybe they'll just have to lock us both up.'
'You've seen him too?'
'I saw . . . somebody.'

-- Sarah and Officer Albrecht

For an unawakened mortal, to see a bullet hole in an opponent's chest just close-up, almost as soon as it is put there, can be quite a harrowing experience, and different people react in different ways. That is where The Shadow Chart comes in, to simulate a feeling anywhere between complete disbelief and abject terror. This table is in no way an absolute reaction table and any penalties are at your discretion. The table works in a similar way to the 'Delirium' chart in Werewolf: The Apocalypse, using Willpower as a benchmark. Also included are examples of different people's reactions from the first film.

The Shadow Chart

Willpower	Reaction	Example
1	Catatonic Fear	'This dude's gonna kill my ass next!' -- Skank
2	Panic	'What the fuck do you want from me? I ain't done nothing!' -- Tin Tin
3 -- 4	Disbelief	'This is the real world; there ain't no coming back!' -- T--Bird
5 -- 6	Terror	'Don't you ever fucking die?!' -- Fun Boy
7 -- 8	Curiosity	'Gabriel, I though you were dead . . . you're not dead, are you?' -- Sarah

- 9 Annoyance/Indifference 'Are you some kind of a Ghost?' -- Albrecht
- 10 No Reaction/Blasphemy 'He's already boring the shit out of me, kill him!' -- Top Dollar

Flashbacks and Memories

These are your means to finding out what happened to you and who happened to you. Basically put, when you come into physical contact with any object or person the Storyteller thinks that you have seen or touched before your 'death' then the Storyteller will describe the feeling and sensation you experience. Flashbacks are grouped into the four categories (levels) of 'Aide Memorium' and the Storyteller will tell the character exactly how much information he learns as it is gained. These Flashbacks are painful and hard for a character to deal with and this needs to be carefully role-played, but this is one of the most rewarding aspects of Crow: the Regret: learning about you death and how to make things right again. In order to gain more than simple memories from a Flashback, the character must be able to focus on, and understand the Flashback. When the character undergoes a Flashback, she may roll her Past Background dice, at a difficulty of 6. Every success grants the character one material fact connected with the target of her Vengeance.

The Familiar

Under most circumstances, the Storyteller will control the Familiar of Crow as an NPC, until such time as the player wishes her to take an active part of the story. For instance, if the Familiar is just following overhead, bestowing her sight on the Crow, then she is under the control of the Storyteller and any dice rolls are made by the Storyteller. But should the player want to make her Familiar do something against its normal nature, then the player must make a Familiar communication roll to make the Familiar respond. For example: for the Familiar to make an attack, or deliberately show herself to the group, then that is the direct responsibility of the player to declare so to the Storyteller and take control of the Familiar.

Locate

This is an extra ability, granted by the Spirit of Crow to help you find anyone anywhere at any time. Using the following modifiers, roll the number of dice equal to your Locate rating against a diff of (6 + modifier)

Target	Modifier
Friend	No Change
Acquaintance	+1 Diff
'Heard of'	+2 Diff
'Never met'	+4 Diff

Using the table below the Storyteller will tell you how close the target is:

Successes	Result
2	City
3	Neighbourhood

- 4 Street Name
- 5 House Number
- 6 Exact Room

Familiar Combat

To fight, the Familiar must first make a Wits+Flight roll (Diff 4) if she wants to fight in the air and then a Dex+Brawl roll (both in the air and on the ground) like any normal creature, stating whether she is attacking with her Beak (Diff 6 in air, Diff 7 on land, STR+1 damage) or Claws (Diff 5 in air, Diff 8 on land, STR+2 damage).

Special Combat Manoeuvre: Eye Pluck

This is used as a last ditch attempt to stop the 'Familiar of Crow' being attacked and killed. The attack is to actually pluck out your opponents eye! The difficulty is 9 on a Dex+Brawl roll, and the manoeuvre does STR+2 aggravated damage. With minimum of 4 successes, at least 2 getting past the soak (not usually any armour on your face, remember!), then the victim's eye is plucked out, and she is blinded in that eye until such time as it can be healed/pumped/regrown etc. (depending on victim)

Healing and Health Levels

Your healing is automatic. No changing that. All creatures heal without even trying. For you, depending on your level of Pain, your healing rate is a minimum of one health level per turn, and, believe me, it can get confusing at times! ('How long is it until I'm active again?' etc.). So I have tried to develop an extended health level chart shown below. It covers the normal seven health levels of damage but has another ten or twenty levels (depending on the type or frame of mind of your Storyteller!) so it can be used to keep track of how far below incapacitated your character becomes. It's quite similar to the original really, but a damned sight easier to keep track of!

Your New Health Levels Chart

Healing	Penalty
Bruised	-0
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	No Action
Unconscious	Possible

Chapter 5: The World of Darkness

Vampires

Crows cannot be embraced due to the fact that they are already as dead as Vampires (and they cannot be made into ghouls either). Their blood is totally insubstantial to a Vampire, with absolutely no blood points gained at all from feeding on them. In fact, judging by how well these Crows can fight, if a Vampire tries to feed on one he would probably lose more blood than he stood to gain!

The Sabbat: Unless the Crow is very (un)lucky she shouldn't have encountered these Vampires before. She will then probably come to the same conclusion that everyone else has, and be hunting these 'leeches' by morning. Sabbat are very likely to be targets because, while the Camarilla clans do not approve of killing, the Sabbat revels in death, so this means more possibilities of enemies coming after you.

The Camarilla: These Kindred could also have a lot to fear from the wrath of a Crow. If a Vampire has a Humanity of 5+ he is not likely to be a target of her wrath at this time.

The Inconnu and True Black Hand: These ancient, subtle Kindred do not generally directly attack mortals. However, their long-laid plans are very important to them, and they will not hesitate to extinguish a "nuisance." In this case, the Crow could find herself involved in some truly horrible events.

Shapeshifters

The Garou: Crows have a token essence of Gaia due to the fact that their return is due to the Spirit of Crow. However, it is carried by their Familiar overhead, so most Garou would probably treat it with the respect another creature of Gaia deserves, but there would be some confusion towards the actual Crow form, since it has no obvious links to Gaia. Therefore, until the Crow explains herself, there may be some minor hostilities, but after that the Garou will just let her go about her business.

The Corax: Being naturally curious, the Corax would usually try and follow this near-Kinfolk stranger as much as possible and so try to determine what her motives are before making judgement. As soon as the connection between the Crow and her Familiar has been ascertained the Corax will be as cordial and helpful as possible, and would probably make good contacts and allies.

Other Shapeshifters and Creatures of Gaia: These would generally treat a Crow with curiosity because they can see that they were once from Gaia. Most would just let the Crow get on with her mission with little or no interference.

The Wyrm

Wyrm Spawn: As soon as the Familiar's link with Gaia is established, these creatures would do absolutely everything in their power to corrupt her instantly, and as soon as this failed, then they would attack her with deadly force.

Black Spiral Dancers are one of the main people that have to worry about Crows, and boy, do they ever have to worry! She'll come after any Black Spirals she sees.

Fomori are in just as much trouble!

Mages

Technocracy Mages: These groups will hunt down and (try to) kill any Crows that they see on sight, purely out of principal. Some parts of the Progenitors or New World Order might attempt to control a Crow in order to experiment on it.

Tradition Mages: In general, Tradition Mages would just hope that they are not the target, and if they aren't then most of them wouldn't care until they found out their Magick can't kill Crows. The exceptions might be Dreamspeakers and Verbena, both of whom have connections to Gaia and would be willing to help a Crow, and Euthanatos, who might see in a servant of the Totem of Death a "kindred spirit."

Changelings

Most would be of no concern to the Crow and pose no danger, but there are some that can be extremely dangerous! But most are not likely to be a threat to mortals, although some of the Redcap psychos or UnSeelie trolls might be an exception!

Wraiths

Most will feel pure a simple hatred for someone who is lucky enough to transcend, especially to the living world, so generally no help from them at all can be expected. A few others will feel sympathy for someone with such a horrific mission. Besides, Wraiths are already dead, so let sleeping spirits lie.

Others

Immortals: This group are not all that likely to meet a Crow, so when they do it will mostly be with indifference. For an Immortal to be hunted he would have to be as evil or worse than the Kurgan, and the Crow would have no more idea that you need to cut the Immortal's head off than anyone else, so it might take a while. . .

Mummies: A Mummy again is not likely to run into a Crow, but, a Mummy, especially a Bane, hunted by a Crow would be the classic irresistible force and immovable object, because neither can ever truly die!

Misc.: If they are the target, then they are dead, if not then they will be treated with indifference until they

either become friend or foe and then will be treated as such.

Unawakened

Mortals will react, depending on The Shadow Chart (see Chapter 4 : Systems), either running and screaming or in curiosity towards a creature that just healed up a bullet wound, less than five seconds after being shot!