

About Backgrounds

Contacts [2]

- One major contact
- One major contact

Kinfolk [1]

2 kinfolks

Resources [1]

Small savings: a small apartment and maybe a motorcycle. If liquidated, you would have about €2,000 in cash. Allowance of €1000 a month.

Rites [1]

Character knows 1 level of rites

Totem [2]

2 levels of dedication to the totem.

Timeline

2004 - Naissance

Née à Munich en Bavière, de Albert Schultz et Monica Stich

2008 - Séparation des Parents

Albert quitte le foyer. Il déménage pour Frankfurt-am-Main

2012 - Premier contact avec l'informatique

Via son "oncle" Theo Dilbert (Kinfolk 1), un cousin d'Albert

2019 - GenCon 2019

Premier voyage en Amérique du Nord avec l'oncle Theodore. Rencontre avec un groupe

d'ingénieurs de la société Mayfield Labs autour d'une partie de D&D 5 maîtrisée par un

certain Curtis, installé à Berlin depuis 2010.

2020 - Changement

Durant les événements de Kaprun impliquant Miranda Kiesling et les enfants réfugiés

2022 - Meetup à Mayfield, 11, 37, américain, diplômé MIT, PhD Machine Learning / Mayfield Labs

Rencontre avec le Ayahuasca Circle, un groupe de gamers européen ayant une implication un peu plus large sur le domaine de la sécurité et des technologies de l'information. Rencontre IRL d'un

2023 - DarkNet Exposure

Rencontre avec le Dr. Schumann, 45, fédérale de Munich: Gerhardt Schumann

(Contact #2, Lieutenant G. Schumann, 45 / EC3/Joint Cybercrime Action Taskforce (Europol) /

2023 - Olga

En charge d'une mission de surveillance de la jeune Olga, désormais dans une famille d'accueil (des Kinfolks). Cette mission de quelques mois pour libérer quelques garous de plus haut rang dans le

2024 - De nos jours

En cours pour la première fois d'une mission.

-

-

About Nature & Demeanor

Gifts of Gaia

- SCENT OF THE TRUE FORM -

-- Philodox gift

The Philodox is able to scent the truth of those she meets, literally sniffing out an individual's true form. A vulture-spirit teaches this Gift.

-- System

The Garou can smell kinfolk or a fellow werewolf automatically; pre-change werewolves smell like kin. In all other cases, the player must roll Perception + Primal-Urge (difficulty 6). One success will identify a normal human or animal; two successes will detect a vampire, changeling, demon, mummy, or Fera; three successes will detect a human-seeming HTT Mark cyborg or similar infiltrator robot; four successes are needed to sniff out a mage, ghoul, or fomor. The imbued register as normal humans to this Gift. Unfamiliar scents aren't automatically recognized: A Philodox that has never encountered any Rokea might not immediately recognize the scent she detects as "wereshark."

About Merits & Flaws

- CONTROL SIMPLE MACHINE -

-- Glass Walkers gift

The Garou may command the spirits of the simplest machines, causing levers to flip, doors to unbolt, pulleys to roll and so on. Any technological spirit can teach this Gift.

-- System

The player spends a Willpower point and rolls Manipulation + Crafts (difficulty 7). The Garou's control lasts until the end of the scene.

- SMELL OF MAN -

-- Hominid gift

To creatures of the wild, man's scent is death. To creatures of the city, it is authority, comfort, easy meals. This Gift, taught by an ancestor-spirit, enhances a werewolf's human scent, infusing it with spiritual power.

-- System

Non-supernatural wild animals lose two dice from their dice pools when interacting with the Garou, save when defending themselves or running away, and will be inclined to flee rather than attack if possible. Domesticated animals recognize the werewolf as a friend, and even trained attack dogs will do no more than wag their tails at the character unless attacked first. This Gift's effects are permanently active.

About Rites

Breath of Gaia (Minor Rite)

During this rite the Garou breathes deeply of Gaia breath (air) 13 times. While so breathing, the Garou clears her mind of all things save her love of Gaia.

-- System

The Garou must perform this rite at least once per day for one full cycle of the moon. So doing enables the Garou to lower by 2 the difficulty level of any one healing or detection roll.

Bone Rhythms (Minor Rite)

Bone Rhythms (Minor Rite)

This rite is performed in homage of the Garou's totem spirit. Each spirit has a different rhythm connected to it, and the Garou taps out this rhythm with special drumsticks to honor her totem. Such "sticks" are traditionally made of bone, but can be fashioned from any material.

Made of
-- System

Any garou who performs this rite three times per day for at least three consecutive days gains an additional die to any roll while in the spirit Realms. Once this die is used, the Garou must rebuild the energies for additional three days before regaining the extra die.

Others

Racoon - Pack Totem

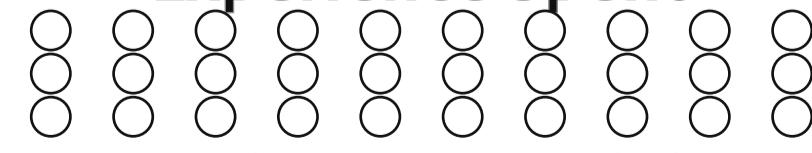
Katouon - Pack Totem
Totem Gifts: WITS +1, Stealth +1, Survival +2

Ban: The followers of racoon must leave tiny shiny objects for racoons to find around the place they dwell.

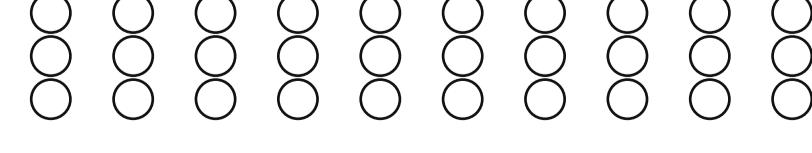
Experience Earned



Experience Spent



Experience Remaining



Challenge:0