

# WEREWOLF

Rage Across the Alps

What a Wonderful  
World of Darkness

2024-2025  
The Weeping Tree

Name **Agatha Lindner**  
Player **Maud**  
Chronicle **Rage Across Bayern**  
Creature **Garou**

Nature  
Demeanor  
Residence  
Pack **Cham**

Age **22**  
Sex **female**  
Concept **Artiste Itinérante**  
Totem

## Physical (4/7)

Strength ●●○○○  
Dexterity ●●●○○  
Stamina ●●○○○

## Social (5/5)

Charisma ●●○○○  
Manipulation ●●●●○  
Appearance ●●○○○

## Mental (7/3)

Perception ●●●○○  
Intelligence ●●○○○  
Wits ●●●●●

## Talents (14/13)

Alertness ●●○○○  
Athletics ●○○○○  
Brawl ●●○○○  
Empathy ●●○○○  
Expression ●○○○○  
Intimidation ○○○○○  
Leadership ●○○○○  
Primal-urge ●○○○○  
Streetwise ○○○○○  
Subterfuge ●●●●●

## Skills (8/9)

Animal ken ●○○○○  
Crafts ○○○○○  
Drive ●●○○○  
Etiquette ○○○○○  
Firearms ○○○○○  
Larceny ○○○○○  
Melee ○○○○○  
Performance ●●○○○  
Stealth ●●○○○  
Survival ●○○○○

## Knowledges (9/5)

Academics ●○○○○  
Computer ○○○○○  
Enigmas ○○○○○  
Investigation ●●○○○  
Law ○○○○○  
Medicine ●○○○○  
Occult ●●○○○  
Rituals ●●○○○  
Science ○○○○○  
Technology ●○○○○

## Backgrounds (5)

Allies ○○○○○  
Ancestors ○○○○○  
Contacts ○○○○○  
Fate ○○○○○  
Fetish ●○○○○  
Kinfolk ●○○○○  
Mentor ●○○○○  
Pure breed ○○○○○  
Resources ●○○○○  
Rites ○○○○○  
Spirit heritage ○○○○○  
Totem ●○○○○

## Gifts (3)

**Smell of Man** ●○○○○  
**Blur of the Milky Eye** ●○○○○  
**Resist Toxin** ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

## Glory

● ○ ○ ○ ○ ○ ○ ○ ○ ○

## Honor

● ○ ○ ○ ○ ○ ○ ○ ○ ○

## Wisdom

● ○ ○ ○ ○ ○ ○ ○ ○ ○

Breed **Homid**  
Auspice **Ragabash**  
Tribe **Fianna**  
Rank ●○○○○  
Rank name **Cliath**

## Merits/Flaws

## Willpower

● ● ● ○ ○ ○ ○ ○ ○ ○

## Rage

● ○ ○ ○ ○ ○ ○ ○ ○ ○

## Gnosis

● ● ○ ○ ○ ○ ○ ○ ○ ○

## Health

Bruised ☐  
Hurt -1 ☐  
Injured -1 ☐  
Wounded -2 ☐  
Mauled -2 ☐  
Crippled -5 ☐  
Incapacitated ☐

## Specialities

Manipulation 4  
Wits 5  
Subterfuge 4

## Action Shortcuts

Perception+Alertness **5**  
Perception+Primal-Urge **4**  
Dexterity+Brawl **5**  
Dexterity+Athletics **4**  
Stamina+Primal-Urge **3**  
Wits+Enigmas **5**  
Intelligence+Occult **4**  
Appearance+Subterfuge **6**  
Manipulation+Subterfuge **8**  
Strength+Athletics **3**  
Charisma+Performance **4**  
Dexterity+Stealth **5**

## Many Forms

Attributes	Str	Dex	Sta	Cha	Man	App
Homid	+0.	+0.	+0.	+0.	+0.	+0.
Glabro	+2.	+0.	+2.	+0.	-1.	-1.
Crinos	+4.	+1.	+3.	+0.	-3.	...
Hispo	+3.	+2.	+3.	+0.	-3.	+0.
Lupus	+1.	+2.	+2.	+0.	-3.	+0.

Challenge:0

About Backgrounds

Fetish [1]

One level 1 fetish.

Kinfolk [1]

2 kinfolks

Mentor [1]

Mentor is an ancilla of little influence or a rank 2 garou.

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.

Totem [1]

2 level of dedication to the totem.

Timeline

About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

**- RESIST TOXIN -**

-- gift

The werewolf's body is hardened against toxins of all sorts. A rat-spirit teaches this Gift.

-- System

The werewolf is permanently immunized to mundane poisons, from arsenic to alcohol, and adds three dice to resist the effects of Wurm-enhanced toxins. This Gift may be turned off and on at will (such as for enjoying alcohol).

**- BLUR OF THE MILKY EYE -**

-- Ragabash gift

The werewolf's form becomes a shimmering, indistinct blur, as though seen through heavy cataracts — even in the midday sun. The Ragabash is not truly invisible, however, and if spotted, this Gift's protection fails until the observer is distracted. A chameleon- or ermine-spirit teaches this Gift.

-- System

The player rolls Manipulation + Stealth (difficulty 8). Each success increases the difficulty of all Perception rolls made to detect him by one for the rest of the scene.

**- SMELL OF MAN -**

-- Homid 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

Others

Experience Earned

Experience Spent

Experience Remaining

Challenge:0