

# WEREWOLF

*Rage Across The Alps*

Name	SELIM FRIEDBERG	Nature		Age	22
Player	Alan	Demeanor		Sex	male
Chronicle	GMU	Residence	Centre Munich	Concept	Young dilettante
Creature	Garou	Pack	Rattenwelpen	Totem	Raccoon

## Physical (7/7)

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

## Social (3/3)

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

## Mental (5/5)

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

## Talents (13/9)

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

## Skills (13/13)

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

## Knowledges (6/5)

Computer	○○○○○
Enigmas	●○○○○
Investigation	●○○○○
Law	●○○○○
Linguistics	●○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	●●○○○
Rituals	○○○○○
Science	○○○○○

## Backgrounds (7)

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

## Gifts (3)

Sense Wurm	●○○○○
Call of the Wyld	●○○○○
Smell of Man	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Glory	●●○○○○○○○○○○
	□□□□□□□□□□
Honor	○○○○○○○○○○○○
	□□□□□□□□□□
Wisdom	●○○○○○○○○○○
	□□□□□□□□□□

Breed	Homid
Auspice	Galliard
Tribe	Silent Strider
Rank	●○○○○

## Merits/Flaws

Willpower	●●●○○○○○○○
	□□□□□□□□□□
Rage	●●●●○○○○○○
	□□□□□□□□□□
Gnosis	●●○○○○○○○○
	□□□□□□□□□□

## Health

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

## Specialities

Dexterity 4	
Stamina 4	

## Action Shortcuts

Perception+Alertness	3
Perception+Primal-Urge	5
Dexterity+Brawl	6
Stamina+Primal-Urge	6
Wits+Enigmas	3
Appearance+Subterfuge	3

## 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

Pure Breed [3]

Other Garou part to allow you passage.

Resources [2]

Middle class: an apartment or condominium. If liquidated, you would have at least €16,000 in cash. Allowance of €2400 a month.

Totem [2]

2 levels of dedication to the totem.

Timeline

2002 - Naissance  
Munich de Shami et Karl Friedberg

2020 - Le Changement  
Suite aux incident de Kaprun impliquant Miranda Kiesling et les enfants réfugiés.

2021 - Arrivée au Sept  
Accueilli au Sept des Cinq Feuilles par des garous enthousiastes.

2023 - Olga  
Chargé d'un 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

2023 - Totem  
septembre de la classe de 10<sup>ème</sup> à Raton-Laveur, après validation de son rite de passage, le

baptême des garous.  
2024 - De nos jours  
Requis par Marian Haddid pour une première mission.  
-  
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About Nature & Demeanor

Gifts of Gaia

- 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.

- CALL OF THE WYLD -

-- Galliard gift

The werewolf may send her howl far beyond the normal range of hearing and imbue it with great emotion, stirring the hearts of fellow Garou and chilling the bones of all others. A wolf-spirit teaches this Gift.

-- System

The player rolls Stamina + Empathy; the number of successes determines how far away the Call can be heard (double the normal range for each success) and how stirring it is to those who hear it. This Gift should be used in conjunction with one of the Garou howls (see p. 58). The Storyteller determines the effects as appropriate to the purpose to which it is put, perhaps awarding a bonus die to revel participants for each two successes, or granting a point of Rage to all listeners for an exceptional battlefield howl.

- SENSE WYRM -

-- Metis/Black Furies gift

The werewolf can sense nearby manifestations of the WyrM. This Gift involves a mystical sense, not a visual or olfactory image, although Garou often describe the WyrM’s spiritual emanations as a stench. This Gift doesn’t necessarily sense dedication to the WyrM, merely contact with its spiritual essence, which can cling to even blameless souls. Sense WyrM requires active concentration; the spiritual sense it provides doesn’t function passively. The Gift may be taught by any Gaian spirit.

-- System

The player rolls Perception + Occult. The difficulty depends on the concentration and strength of the WyrM’s influence: sensing a single fomor in the next room would be difficulty 6, while detecting the stench of a Bane that was in the room an hour ago would be difficulty 7. Vampires register as WyrM-tainted, save those with humanity ratings of 7 or higher.

About Merits & Flaws

About Rites

Others

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

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

Experience Earned

Experience Spent

Experience Remaining

Challenge:0