

Name	Elizabeth Schultz	Nature		Age	21
Player	Maud	Demeanor		Sex	female
Chronicle	TWT	Residence	Munich	Concept	Software Developer
Creature	Garou	Pack	Durch den Regen gebracht	Totem	

Physical (5)

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

Social (3)

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

Mental (7)

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

Talents (9)

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

Skills (6)

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

Knowledges (13)

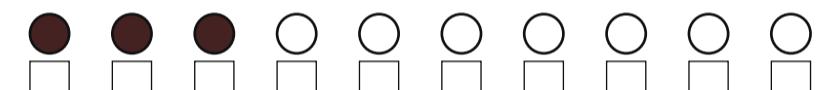
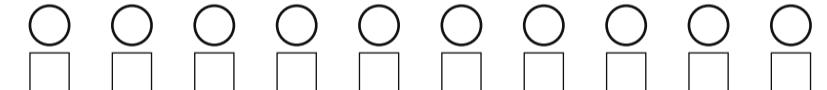
Computer	●●●○○
Enigmas	●●○○○
Investigation	●●○○○
Law	○○○○○
Linguistics	●○○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Rituals	●○○○○
Science	●●○○○

Backgrounds (7)

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

Gifts (3)

Smell of Man	●○○○○
Control Simple Machine	●○○○○
Scent of the True Form	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Glory**Honor****Wisdom****Breed**

Homid

Auspice

Philodox

Tribe

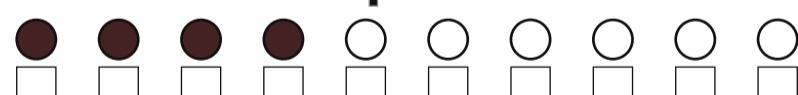
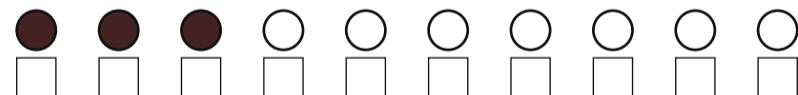
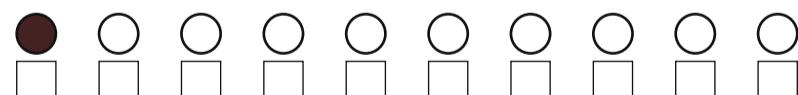
Glass Walker

Rank

●○○○○

Merits/Flaws

Player Freebies	●●○○○
[Locked] Ancestors -F	○○○○○
[Locked] Pure Breed -F	○○○○○
[Locked] Mentor -F	○○○○○

Willpower**Rage****Gnosis****Health**

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

Specialties

Dexterity 4	●●○○○
Perception 4	●●○○○

Action Shortcuts

Perception+Alertness	6
Perception+Primal-Urges	6
Dexterity+Brawl	4
Stamina+Primal-Urges	4
Wits+Enigmas	5
Appearance+Subterfuge	2

Many Forms

Attributes	St. De. St. Ch. Ma. Ap.
Homid	2..4..2..2..2..
Glabro	4..4..4..2..1..1..
Crinos	6..5..5..2..0..0..
Hispo	5..6..5..2..0..2..
Lupus	3..6..4..2..0..2..

About Backgrounds

Contacts [2]

- One major contact
- One major contact

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.

Kinfolk [1]

2 kinfolks

Rites [1]

Character knows 1 level of rites

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-maine

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.
Contact #1: Curtis Mayfield, IT, 37, américain, diplômé MIT, PhD Machine Learning / Mayfield Labs (IT New Tech)

2020 - Changement

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

2022 - Ayahuasca Circle

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 autre membre basé à Munich, Adam Kostrakos (kinfolk 2)

2022 - Dark Net Exposure

Rencontre lors d'un meeting sur le Dark Net à l'Université Fédérale de Munich: Gerardt Schumann (Contact #2, Lieutenant G. Schumann, IT 45 / EC3/Joint Cybercrime Action Taskforce (Europol / J-CAT))

2024 - Nos jours

Storyteller freebies
2 en totem (2 freebies)
1 en craft (2 freebies)
1 en willpower (1 freebie)

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-Urges (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."

- 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 -

-- 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 Merits & Flaws

Challenge:0

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)

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.

-- 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.