

# Rage Across Bayern

### The Weeping Tree (2024-2025)

|           |                    |
|-----------|--------------------|
| Player    | Océane             |
| Chronicle | Rage Across Bayern |
| Creature  | Garou              |

|           |               |
|-----------|---------------|
| Nature    |               |
| Demeanor  |               |
| Residence | Radical Bikes |
| Pack      | Cham          |

|         |           |
|---------|-----------|
| Age     | 22        |
| Sex     | female    |
| Concept | Parfumeur |
| Totem   |           |

## Mental (10/7)

Strength ..... ●●○○○

Dexterity ..... ●●○○○

Stamina ..... ●●○○○

|              |       |
|--------------|-------|
| Charisma     | ●●○○○ |
| Manipulation | ●●●●○ |
| Appearance   | ●●○○○ |

Perception ..... ●●●●●

Intelligence ..... ●●●●○

Wits ..... ●●●●●

Knowledges (16/13)

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


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


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


## Glory


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

[illegible]

  
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Breed .....

Auspice .....

Tribe .....





Rank .....

Rank name .....

Homid

Galliard

Glass Walker

Cliath

## Willpower

Rage

Gnosis

Max Rage Actions ..... ●●○○○  
Body Limit ..... ●●○○○

## Health

|               |    |                          |
|---------------|----|--------------------------|
| Bruised       |    | <input type="checkbox"/> |
| Hurt          | -1 | <input type="checkbox"/> |
| Injured       | -1 | <input type="checkbox"/> |
| Wounded       | -2 | <input type="checkbox"/> |
| Mauled        | -2 | <input type="checkbox"/> |
| Crippled      | -5 | <input type="checkbox"/> |
| Incapacitated |    | <input type="checkbox"/> |

## Action Shortcuts

Manipulation 4 .....

Perception 5 .....

Wits 5 .....

|                       |         |
|-----------------------|---------|
| Appearance+Subterfuge | 2       |
| Charisma+Performance  | 4       |
| Charisma+Subterfuge   | 2       |
| Dexterity+Athletics   | 3       |
| Dexterity+Brawl       | 2       |
| .....                 |         |
| Dexterity+Drive       | 2 (d+1) |
| Dexterity+Firearms    | 2 (d+1) |
| Dexterity+Larceny     | 2 (d+1) |
| Dexterity+Melee       | 2 (d+1) |
| Dexterity+Stealth     | 5       |

|                         |   |
|-------------------------|---|
| Intelligence+Academics  | 4 |
| Intelligence+Medicine   | 6 |
| Intelligence+Rituals    | 4 |
| Manipulation+Empathy    | 5 |
| Manipulation+Subterfuge | 4 |

|                        |         |
|------------------------|---------|
| Perception+Alertness   | 8       |
| Perception+Empathy     | 6       |
| Perception+Primal-Urge | 6       |
| Stamina+Primal-Urge    | 3       |
| Strength+Athletics     | 3       |
| .....                  |         |
| Strength+Brawl         | 2       |
| Wits+Empathy           | 6       |
| Wits+Enigmas           | 8       |
| Wits+Drive             | 5 (d+1) |

### Challenge:1

About Backgrounds

Mentor [2]

Mentor is respected; an elder vampire or a rank 3 garou, for instance.

Resources [2]

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

Rites [1]

Character knows 1 level of rites


Totem [1]

2 level of dedication to the totem.

Timeline

Homid


STR 2  
DEX 2  
STA 2  
CHA 2  
MAN 4  
APP 2



Diff.:6

Glabro

STR 4  
DEX 2  
STA 4  
CHA 2  
MAN 3  
APP 1



Diff.:7

Crinos

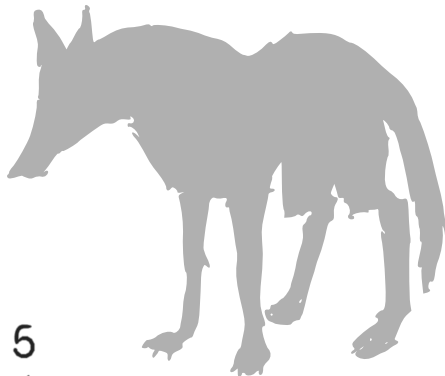
STR 6  
DEX 3  
STA 5  
CHA 2  
MAN 1  
APP 0

  
INCITE DELIRIUM IN HUMANS

Diff.:6

Hispo

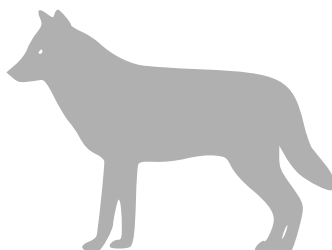
STR 5  
DEX 4  
STA 5  
CHA 2  
MAN 1  
APP 2



Diff.:7

Lupus

STR 3  
DEX 4  
STA 4  
CHA 2  
MAN 1  
APP 2



Diff.:6

Challenge:0



About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- CITY RUNNING - Climb like an Ape

-- Homid gift

Humans are creatures of the city, raising their steel and glass nests high into the sky. This Gift allows a homid to easily scale the concrete canyons and navigate the tangled back alleys and rooftops of the urban landscape. Some lupus derisively refer to this Gift as "Climb Like an Ape." It is taught by an ancestor-spirit or an urban city-spirit.

-- System

The player spends a point of Rage. For the rest of the scene, the character may climb urban features at her full movement speed, and the difficulty of all Athletics rolls to navigate through cities (running down cluttered alleys, climbing the side of buildings, leaping from rooftop to rooftop) is reduced by two.

- PERFECT RECALL -

-- Galliard gift

The werewolf is able to remember and relive any memory with perfect clarity. An elephant-spirit teaches this Gift.

-- System

The player may spend one Gnosis point to perfectly remember any one detail, no matter how small, from any point in her character's entire life.

- PLUG AND PLAY -

-- Glass Walkers gift

All of the Weaver's works are connected through the same web, the same song. The Glass Walkers exploit this truth to draw more power from the modern profusion of technology, making their devices compatible with almost everything. A Net Spider teaches this Gift.

-- System

The player spends one Willpower point. For the next day, any computer the Glass Walker uses — no matter how simple — becomes fully compatible with any other digital device, regardless of obstacles such as different operating systems, lack of physically compatible access ports, or even the complete absence of any means of receiving or interpreting a wireless signal. Generally, Glass Walkers use this Gift to turn their smart phones into omni-compatible access keys to computer networks, security feeds, and even car GPS systems.

Others

About Rites

Rite of Talisman Dedication (Mystic Rite level 1)

This common rite allows a werewolf to bind objects to her body, allowing them to fit her various forms (jeans will grow to accommodate the Crinos form rather than splitting at the seams, for example) and accompany the Garou into the Umbra. Such talismans are most commonly mundane items, for spiritual items such as fetishes and talens remain with the werewolf in all forms and in the Umbra automatically. A werewolf most often performs this rite during the phase of the moon under which she was born. Each auspice has its own peculiar ritual.

-- System

The cost is one Enosis point per object dedicated, and a character may never have more objects bound to himself than his Enosis score. Conceptually linked groups of objects may count as a single object as the storyteller's discretion. For example, as a set of clothing would be considered one object rather than one shirt, one pair of pants, two socks, and so on; or a box of ammunition might be dedicated to the character, rather than requiring one dedication per bullet. Objects will generally resize themselves to accommodate the character's various forms (such as a backpack's straps lengthening to accommodate Crinos form), but may simply meld with the character in forms where they can be of no use — for example, a knife may become a knife-shaped tattoo in Hispo. Others must spend a point of willpower to attempt to steal dedicated objects from the werewolf. [Wits+Rituals]