

What a Wonderful  
World of Darkness

Rage Across Bayern  
Summer Session 2024

NameChristian Lorenz Raisani

PlayerSteph

ChronicleTWT

CreatureGarou

Nature

Demeanor

Residence

PackSalzburg

Age25

Sexmale

ConceptAnimal Care

Totem

Physical (3)

Strength●●○○○

Dexterity●●○○○

Stamina●●○○○

Social (5)

Charisma●●●●○

Manipulation●●○○○

Appearance●●○○○

Mental (8)

Perception●●●●○

Intelligence●●●○○

Wits●●●●○

Talents (9)

Alertness●●●○○

Athletics●●○○○

Brawl●○○○○

Dodge○○○○○

Empathy●●○○○

Expression○○○○○

Intimidation○○○○○

Primal-urge●○○○○

Streetwise○○○○○

Subterfuge○○○○○

Skills (5)

Animal ken●●○○○

Crafts○○○○○

Drive○○○○○

Etiquette○○○○○

Firearms○○○○○

Leadership○○○○○

Melee●○○○○

Performance○○○○○

Stealth●○○○○

Survival●○○○○

Knowledges (13)

Computer○○○○○

Enigmas●●●●○

Investigation●○○○○

Law○○○○○

Linguistics○○○○○

Medicine●●○○○

Occult●●●●○

Politics○○○○○

Rituals●●●●○

Science●○○○○

Backgrounds (5)

Allies○○○○○

Ancestors○○○○○

Contacts○○○○○

Fetish○○○○○

Kinfolk○○○○○

Mentor○○○○○

Pure-breed●●○○○

Resources○○○○○

Rites●●●●○

Totem○○○○○

Gifts (3)

Smell of Man●○○○○

Mother's Touch●○○○○

Iron Resolve●○○○○

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Glory

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Honor

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Wisdom

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BreedHomid

AuspiceRagabash

TribeStargazer

Rank●○○○○

Merits/Flaws

Willpower

● ● ● ● ○ ○ ○ ○ ○ ○

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Rage

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Gnosis

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Health

Bruised□

Hurt-1□

Injured-1□

Wounded-2□

Mauled-2□

Crippled-5□

Incapacitated□

Specialities

Charisma 4

Perception 4

Wits 4

Action Shortcuts

Perception+Alertness7

Perception+Primal-Urge5

Dexterity+Brawl3

Stamina+Primal-Urge3

Wits+Enigmas7

Appearance+Subterfuge2

Many Forms

AttributesSt De St Ch Ma Ap

Homid2. 2. 2. 4. 2. 2.

Glabro4. 2. 4. 4. 1. 1.

Crinos6. 3. 5. 4. 0. 0.

Hispo5. 4. 5. 4. 0. 2.

Lupus3. 4. 4. 4. 0. 2.

Challenge:-11

[Attributes:7/5/3 Abilities:13/9/5 Traits:3 Backgrounds:5 Freebies:15]

WaWWoD Cross+Over Sheet 18.06 ©2023, Pentex Inc.

About Backgrounds

Timeline

About Nature & Demeanor

Gifts of Gaia

About Merits & Flaws

- IRON RESOLVE -

Through the blessings of the spirits, the Stargazer's resolve is tempered like steel, allowing great feats through application of sheer will. An ancestor-spirit teaches this Gift.

-- System --

Once per scene, the Stargazer may spend one Willpower to gain two automatic successes on an action, rather than one.

- MOTHER'S TOUCH -

The Theurge channels spiritual power through her hands, mending the wounds of any other living creature. This Gift may not heal the werewolf herself, spirits, or the undead. A bear- or unicorn-spirit teaches it.

-- System --

The player spends one Gnosis point and rolls Intelligence + Empathy (difficulty is the target's current Rage, or 5 for those with no Rage). Each success heals one level of Lethal, Bashing, or Aggravated damage. The healer may even heal fresh Battle Scars (see p. 259) in this manner, if the Gift is applied during the same scene in which the scar is received and an extra Gnosis point is spent.

- SMELL OF MAN -

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.

