

About Backgrounds

Allies [3]

- One ally of moderate influence and power
- One ally of moderate influence and power
- One ally who's quite influential

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.

Rites [2]

Character knows 2 levels of rites

Totem [2]

2 levels of dedication to the totem.

Timeline

2000 - Naissance

Munich de Laura Mueller et de père inconnu

2020 - Le Changement

Suite aux incident de Kaprun impliquant Miranda Kiesling et les enfants réfugiés.

2021 - Assistance à la police

Rencontre avec Marik Tielmann (Ally 1) lors d'une nuit chargée suite à une attaque à main armée.

Tielmann a été rencontré par Hans à 12 km de l'attaque il était blessé par balle, portait une arme

mais ne laissait en aucun cas entendre qu'il était lié au événements de la soirée. Hans s'est senti

2022 - Assistance au milieu

Rencontre avec Roman Kasparoff (Ally 2). Ce flic polonais doit un dette à Hans qui l'a aidé à obligé de lui porter assistance. Il s'est avéré plus tard que Marik fait parti d'un gang de rechercher des dossiers médicaux incriminant un certain Donovan Thorpe. Comme ce Thorpe était

responsable de quelques problèmes posés à deux ou trois kinfolks du Sept, ça arrangeait bien Hans de le mettre sous les barreaux.

de Munich. La cible était Clarence Scarlatti, un patron de la pègre notoire, mais c'est sa petite tueur à gage qui essaye d'éponger une dette auprès de la maffia de Munich.

2023 - Olga

chargé d'un mission de surveillance de la jeune Olga, désormais dans une famille d'accueil (des fille Clara, 8 ans qui fut touchée. L'intervention de Hans sauva la vie à la gamine. Depuis, le boss kinfolks). Cette mission de quelques mois pour libérer quelques garous de plus haut rang dans le

2024 - De nos jours

Scarlatti s'assure que les besoins de monsieur Mueller soient traités avec efficacité et diligence

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par ses hommes. "Considérez le de la famille."

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About Nature & Demeanor

Gifts of Gaia

- SPIRIT SPEECH -

-- Theurge gift

This Gift bestows understanding of the language of the spirit world, permitting the Garou to clearly understand and speak with any spirit he encounters. The Gift doesn't influence spirits' attitudes toward the Werewolf in any way, nor ensure that they have any desire to communicate with him. Any spirit can teach it.

-- System

Once learned, this Gift allows the Garou to understand the communication of spirits intuitively. Particularly alien spirits may be difficult — or, in the case of many Banes, outright painful — to understand.

About Merits & Flaws

- PERSUASION -

-- Homid gift

This Gift imbues a homid's words with intrinsic credibility and conviction, causing them to ring true to the ear and lay heavy on the heart. An ancestor-spirit teaches this Gift.

-- System

The player rolls Charisma + Subterfuge (difficulty 7). Success lowers the difficulty of all social rolls by one for the rest of the scene, and allows successful rolls to have uncommonly strong impact (such as changing long-held political views, or causing an addict to seriously reconsider the course of his life).

- SENSE MAGIC -

-- Uktenas gift

The Werewolf can sense the pulse and flux of mystic energies, whether the righteous Gifts of the Garou, the arrogant wizardry of mages, the debased powers of vampires, or even the black arts of the Wyrm's minions. A spirit-servant of Uktena teaches this Gift.

-- System

The player rolls Perception + Enigmas. The difficulty is based on the strength and subtlety of the magic. The Uktena cannot tell the exact nature of the magic, although vague clues such as "Gaian," "dreamcraft," or "blood magic" might be granted with three or more successes. The radius is 20 feet per success.

About Rites

Rite of Contrition (Rite Of Accord level 1)

This rite is a form of apology used to prevent the enmity of spirits or Garou whom an individual has annoyed, or to prevent war between septs or tribes. The rite most often involves the enactor dropping to her belly and sliding forward. The ritemaster may also whine and lick his paws or hands. If performed well, however, a simple inclination of the head may suffice. To enact this rite successfully, the Garou must either give a small gift to the offended individual or, in the case of a spirit, possess some aspect of the spirit in question (for example, a clay falcon if the Garou is appealing to the totem spirit Falcon).

-- System

The difficulty level of the rite equals the Rage of the target spirit or werewolf. A single success suffices for a gracious apology, but may not be enough to mend friendships or forgive grievous errors. The more successes, the greater the wrong that can be forgiven. Werewolves who refuse to recognize a Rite of Contrition are looked upon badly by elders. Most spirits will always accept a well-performed rite. This effect lasts until the Garou performs another action that could harm or insult the other.

Hunting Prayer (Minor Rite level 0)

Hunting Prayer (Hunter Rite level 3)

This common rite takes many forms, but it always involves pausing before the start of a hunt to praise Gaia and all her creatures. In addition, the Garou chooses some item to hold her prayers. This item can range from an old belt to a tooth, but the werewolf must have it with her when she hunts. If she loses the item, she must choose another item and start her prayers anew.

players & -- System

If a Garou performs this rite before every hunt for three turnings of the moon, she receives an additional die to all tracking rolls so long as she continues her pre-hunt prayers. If she hunts even once without praying, she must renew her prayers for another three months before again receiving the bonus.

Prayer for the Prev (Minor Rite level 0)

Prayer for the Prey (Minor Rite Level)

A specific form of the Rite of Contrition, this rite involves the werewolf stepping sideways into the Umbra just after making a kill, subsequently thanking the spirit of the prey for giving its own life that the Garou might survive. Performing this rite is a sign of respect to Gaia, her children, and life itself.

-- System

-- System
The character must perform this rite upon every beast of Gaia (not including Wyrm-spawn) he slays for one full turning of the moon. Should this be done, all of her difficulty numbers drop by one when dealing with Nature-spirits. This bonus lasts until she kills without taking time to thank the creature's spirit.

Others

Racoon - Pack Totem

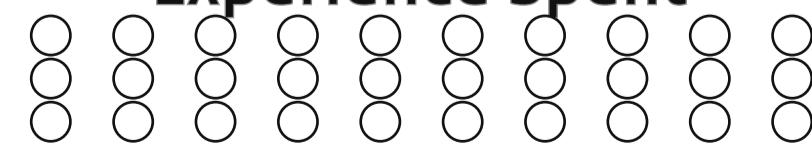
Katouon - Pack Totem
Totem Gifts: WITS +1, Stealth +1, Survival +2

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

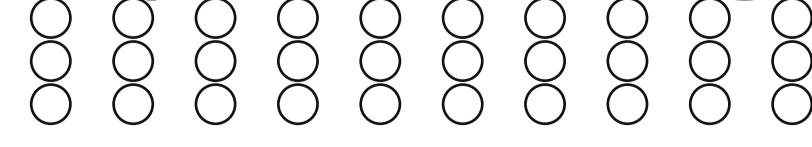
Experience Earned



Experience Spent



Experience Remaining



Challenge:0