

Name	VENDELL BERGMAN	Nature		Age	28
Player	Aymeric	Demeanor		Sex	male
Chronicle	6MU	Residence	Appartement ouest de Munich	Concept	Call Center Operator
Creature	Garou	Pack	Vertraute des Windes	Totem	North Wind

**Physical (5/5)**

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

**Social (7/7)**

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

**Mental (3/3)**

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

**Talents (13/9)**

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

**Skills (7/5)**

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

**Knowledges (15/13)**

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

**Backgrounds (8)**

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

**Gifts (3)**

Persuasion	●○○○○
Sense Wyrn	●○○○○
Truth of Gaia	●○○○○

**Glory**

●	○	○	○	○	○	○	○	○
○	□	□	□	□	□	□	□	□
●	●	●	●	●	○	○	○	○
○	□	□	□	□	□	□	□	□
●	●	●	●	●	○	○	○	○
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●

**Honor**

●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●

**Wisdom**

●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●
○	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●

**Merits/Flaws**

Corporate CEO	●●●●●
Enemy -F	●●●●●

**Willpower**

●	●	●	●	●	○	○	○	○
○	□	□	□	□	□	□	□	□

**Health**

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

**Specialties**

Charisma 4	
Appearance 4	

**Action Shortcuts**

Perception+Alertness	3
Perception+Primal-Urgue	3
Dexterity+Brawl	3
Dexterity+Dodge	3
Dexterity+Athletics	3
Stamina+Primal-Urgue	4
Wits+Enigmas	4
Intelligence+Occult	3
Appearance+Subterfuge	7

**Many Forms**

Attributes	Str	Dex	Sta	Cha	Man	App</

## About Backgrounds

### Allies [1]

- One ally of moderate influence and power

### Contacts [1]

- One major contact

### Kinfolk [1]

2 kinfolks

### 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 [2]

2 levels of dedication to the totem.

## Timeline

### 1996 - Naissance

De Mathilda Tzimas, Expert Comptable et Klaus Bergmann, Menuisier, à Berlin, Brandebourg.

### 2016 - La vie associative

S'engage dans des études de droit et fait du bénévolat dans une association de défense des droits de l'enfance. Travaille en parallèle pour une magistrate rencontrée au hasard des cours de

### 2019 - First Change

Cégitel et son épouse se sont mariés à la fin de l'été 2019 que, bousculé comme un coin, il est attaqué avec une autre bénévole (Irina Chbil, humaine F 21ans Germano/Tunisienne) dans une

- ruelle par des activistes de l'AfD. Vendell est passé à tabac, mais c'est au premier coup donné à

### 2020 - Les suites de l'incident

Vendell ne se souvient pas de comment les choses se sont finies ce soir là. Et étonnamment il n'y a Irina que le déclencheur. Le dernier des trois agresseurs vivant, amputé de son bras gauche à pas eu de suites. Jusqu'à ce qu'il soit contacté deux semaines plus tard par une assistance

sociale, Martina Glik (Kinfolk #1, orig. Children of Gaia, F, 38ans, travailleuse sociale/avocate). 2021 - Quantum Steel Gang: elle est toujours vivante, en Unité Psychiatrique à Munich. Il est juste bon à une association d'aide à l'enfance, Children Hope lance une alerte vis à vis d'une société de

filature et espionnage qui a été démantelée, sauf la partie basse qui a été démantelée par la police économique (qui a été démantelée par la police économique).

2022 - Garous: lieux de l'incident.

Cela ne devait être que pour quelques temps, mais finalement Vendell s'installe définitivement à des Cinq feuilles grâce à elle qui a établi un contact sommaire avec eux. Vendell en profite aussi Munich (trois ans qu'il squatte chez son amie Irina). Les garous du sept lui apprennent la voie du

- Philodox. Le fait que Irina se soit mise en couple récemment facilite les choses pour Vendell qui pour introduire Martina au sept (cette dernière savait qu'elle pouvait résister au délirium, mais 2022 - Olga

Une jeune kinfolk (9 ans alors) est le centre d'intérêt des garous du sept: impossible de savoir si ainsi n'a pas l'impression de la laisser de côté ("tu ne dois pas lui dire ce que tu es"). Irina elle va passer de kinfolk à garou, mais elle semble être sujette à des visions depuis qu'elle a été

ne connaissait rien à sa véritable condition.

trouvée en juillet dans un trafic d'enfants réfugiés isolés (elle a été évacuée de Crimée en 2014 à (Contact 1, milieux des disparitions / fugues). Il passe la plupart de son temps entre son bénévolat 2023 - Une équipe

Rejoint le pack de Deither Hohenwald (Fabien), un Wendigo propriétaire de garage qui a passé l'âge de trois ans, parents morts dans un bombardement). Kinfolk Silver Fang. Elle est placé en son enfance en orphelinat et qui continue à essayer d'aider dans ce milieu. Le Pack a été formé à

- et les activités pour le sept, désormais diplômé de droit.

l'initiative du théurge Christian Lorenz Raisani (Steph), qui semble vraiment en phase avec les famille d'accueil (le père est kinfolk et averti), et monitorée de loin par le pack des Enfants de

esprits, et qui suite à la demande de l'esprit du Vent du Nord s'est associé à Diether et à cet

- Munich depuis (Vidar Grimsdottir en particulier, Tomid Ahroun Male of the Silver Fangs Rang 2). esprit, Boreas.

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## About Nature & Demeanor

## Gifts of Gaia

### - TRUTH OF GAIA -

-- Philodox gift

As judges of the Litany, Philodox may easily separate truth from falsehood. A Gaffling of Falcon teaches this Gift.

-- System

The player rolls Intelligence + Empathy (difficulty equals the subject's Manipulation + Subterfuge). This Gift reveals only which of the words that have been spoken are true and which are false. It doesn't reveal the truth behind a lie unless the speaker utters it. If the speaker is uncertain whether his words are true or false, the Gift identifies them as neither.

## About Merits & Flaws

MERIT (Corporate CEO: ☐ ☐ ☐ ☐ ☐)

Jasper-Vanderen-Bergman Natur und Erbe GmbH

FLAW (Enemy: ☐ ☐ ☐ ☐ ☐)

QuantumSteel GmbH

### - SENSE WYRM -

-- Metis/Black Furies/Stargazers 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.

### - 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).

## About Rites

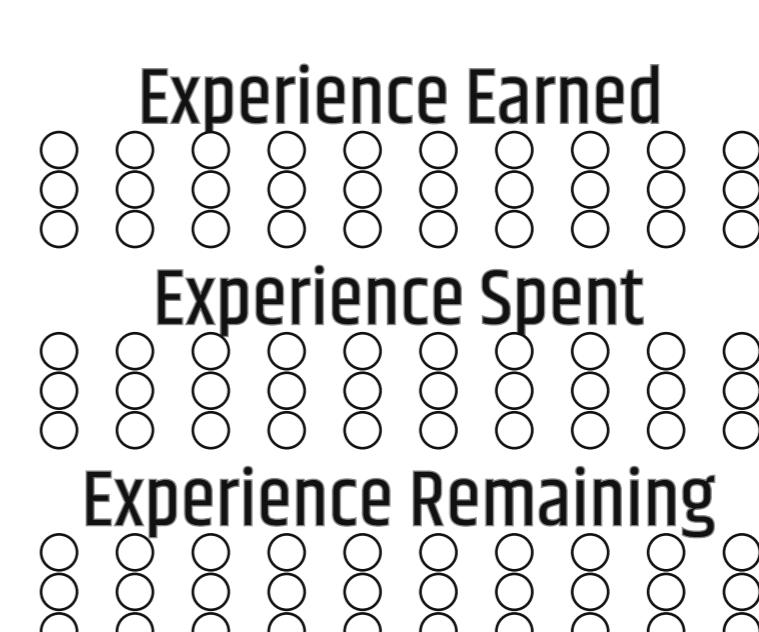
### Baptism of Fire (Mystic Rite level 1)

Most tribes attempt to track down all children born to their kinfolk within one month of the children's birth to see if they "share the blood." Those who are Garou are "baptized" in the light of their auspice moon, beside a rite fire. Such a baptism most commonly involves mingling ashes with a few drops of Garou blood; the mixture is then touched to the child's ears, nose, eyelids, and tongue. In the presence of one of the lesser tribal spirits, known as a Kin-Fetch, the babe is then held up to the moonlight while the baptizing Garou howls Gaia's greeting to the newborn. The ritemaster then has the Kin-Fetch kiss the infant. The spirit's fiery kiss inscribes a spiritual brand upon the babe in the form of the newborn's tribal pictograph. This mark is not visible on the newborn's body; the only mark left is spiritual. It is impossible to remove this spiritual brand. Such a mark can be traced and recognized by all Garou (including the Black Spiral Dancers, who all too often track down cubs of other tribes and capture them in order to create more of their foul number). The participating Kin-Fetch spirit is assigned to watch over the young Garou as she grows to maturity, so that the tribe may always know the child's location and whether she is endangered. When the child is about to undergo the First Change and is ready for the Rite of Passage, the spirit alerts the tribe. Unfortunately, minor spirits are notoriously weak-willed and easily distracted. All too often a Kin-Fetch loses track of its charge or becomes lost itself, leaving the young cub on her own. Such "lost cubs" often become lunatics or recluses, terrified of themselves and unable to understand their powerful primal urges.

-- System

The ritemaster makes a Char+Rituals roll (difficulty 6). Only one success is required, but additional successes improve the chance the kin-fetch will keep track of the child. This rite must be performed at night under the moon in which the child was born. Although this rite is normally performed within the month of the birth, the brand can be inscribed at any time before the cub reaches adolescence and undergoes her First Change.

**Others**



Challenge:10