

# Rage Across Bayern

### The Weeping Tree (2024-2025)

Player .....	Storyteller Character:
Chronicle .....	Rage Across Bayern
Creature .....	Garou

Nature	Conniver
Demeanor	Rogue
Residence	
Pack	

Age	14
Sex	female
Concept	Lycéenne (Hauptschule)
Totem	

## Mental (7/7)

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

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

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

### Knowledges (8/5)

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	●●●○○

Mother's Touch

Persuasion

Lambent Flame

Honor

Wisdom

Breed ..... Homid

Auspice ..... Theurge

Tribe ..... Silver Fang

Rank ..... 1 0 0 0 0

Rank name ..... Cliath

## Health

Impower

Rage

**Gnosis**

Max Rage Actions ..... ●○○○○

Body Limit ..... ●●○○○

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

Appearance 4 .....

Intelligence 4 .....

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

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

Perception+Alertness	5
Perception+Empathy	4
Perception+Primal-Urge	5
Stamina+Primal-Urge	4
Strength+Athletics	3
.....	
Strength+Brawl	3
Wits+Empathy	4
Wits+Enigmas	4
Wits+Drive	3 (d+1)

### Challenge:0

About Backgrounds

Pure Breed [3]

Other Garou part to allow you passage.

Rites [2]

Character knows 2 level of rites

Spirit Heritage [2]


Totem [3]

3 levels of dedication to the totem.

Timeline

Homid


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



Diff.:6

Glabro


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



Diff.:7

Crinos

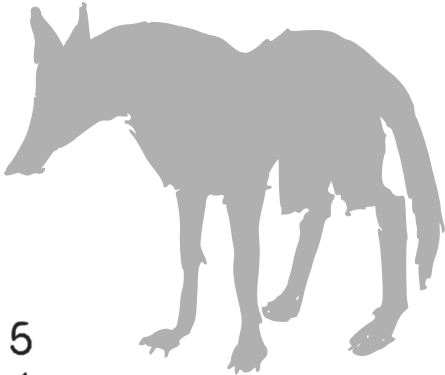
STR 6  
DEX 3  
STA 5  
CHA 3  
MAN 0  
APP 0

  
INCITE DELIRIUM IN HUMANS

Diff.:6

Hispo

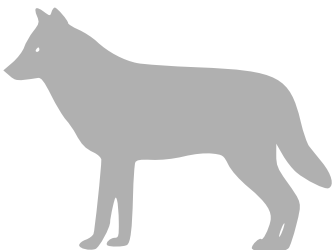
STR 5  
DEX 4  
STA 5  
CHA 3  
MAN 0  
APP 4



Diff.:7

Lupus

STR 3  
DEX 4  
STA 4  
CHA 3  
MAN 0  
APP 4



Diff.:6

Challenge:0

About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- LAMBENT FLAME -

-- Silver Fangs gift

The Garou causes her body to ignite with silver light. A Lune teaches this Gift.

-- System

The player spends one Willpower point to ignite the light. The glare illuminates a 100-foot (30m) area around the Garou for the rest of the scene. All attacks against the Garou take a + 1 difficulty penalty while this Gift persists.

- 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).

- MOTHER'S TOUCH -

-- Theurge/Children of Gaia gift

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.



Others

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.

Rite of Cleansing (Rite Of Accord level 1)

This rite purifies a person, place or object, allowing it to be used without fear of contamination by the Wyrm. To perform this rite the Garou must inscribe a circle on the earth, walking widdershins (counterclockwise) around the afflicted person(s) or object(s) while holding a smoldering branch or torch. She must use a branch (preferably willow or birch) dipped in pure water or snow to asperge the object or person cleansed. As this is done, all Garou present release an eerie, otherworldly howl in an attempt to "frighten away" and thus banish the corrupting influence. Ideally, this rite is performed at dawn, but it can be performed at any time.

-- System

This rite can be cast upon more than one person or object, but the leader must spend one Gnosis point on each extra thing or person in need of cleansing. The difficulty level equals the Gnosis of the spirit that inflicted the contagion (maximum difficulty 10). Only one success is required. If the rite is performed at dawn, the difficulty level of the rite is reduced by one. Note that this rite cannot heal wounds or damage caused by contamination. It only removes any existing contamination. [Cha+Rituals]

Experience Earned

Experience Spent

Experience Remaining

Challenge:0