

Name CHRISTIAN LORENZ RAISANI
 Player Steph
 Chronicle GMU
 Creature Garou

Nature Demeanor
 Residence Banlieue Sud de Munich
 Pack Vertraute des Windes

Age 34
 Sex male
 Concept Animal Care
 Totem North Wind

Physical (3/3)

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

Social (5/5)

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

Mental (8/7)

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

Talents (10/9)

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

Skills (5/5)

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 (9)

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

Gifts (5)

Smell of Man ●○○○○
 Mother's Touch ●○○○○
 Iron Resolve ●○○○○
 Inner Strength ●●○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Glory

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

Honor

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

Wisdom

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

Breed

Homid

Auspice

Theurge

Tribe

Stargazer

Rank

●●○○○

Merits/Flaws

[locked] Allies -F ○○○○○
 [locked] Fetish -F ○○○○○
 [locked] Resources -F ○○○○○

Willpower

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

Rage

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

Gnosis

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

Health

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

Specialties

Charisma 4
 Intelligence 4
 Wits 4

Action Shortcuts

Perception+Alertness 5
 Perception+Primal-Urges 4
 Dexterity+Brawl 2
 Dexterity+Dodge 3
 Dexterity+Athletics 4
 Stamina+Primal-Urges 3
 Wits+Enigmas 7
 Intelligence+Occult 7
 Appearance+Subterfuge 2

Many Forms

Attributes	Str	Dex	Sta	Cha	Man	App
Homid	+0..	+0..	+0..	+0..	+0..	+0..
Glabro	+2..	+0..	+2..	+0..	-1..	-1..
Crinos	+4..	+1..	+3..	+0..	-3..
Hispo	+3..	+2..	+3..	+0..	-3..	+0..
Lupus	+1..	+2..	+2..	+0..	-3..	+0..

About Backgrounds

Mentor [2]

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

Pure Breed [2]

Your distant cousin int he distant past was the sidekick of a great Garou warrior.

Rites [3]

Character knows 3 levels of rites

Totem [2]

2 levels of dedication to the totem.

Timeline

1989 - Naissance

A Karachi, Pakistan, de Ebrah Lorenz-Raisani (née Raisani), Médecin Gastro-entérologue et Peer Lorenz-Raisani (né Lorenz), Médecin Epidémiologiste, dans une famille aisée, heureuse et

1996 - Karachi by Night

~~des événements entourant la répression des pakistanais d'origine indienne et la destitution du premier ministre Benazir Bhutto, des incursions auprès des hôpitaux et dispensaires où travaillent Ebrah et Peer mettent le couple mal à l'aise. Des patients en~~

1999 - Service de Nuit

~~Des fanatiques et/ou terroristes continuent à semer le trouble dans les hôpitaux voisins. Ce n'est pas toujours le cas là où Ebrah et Peer travaillent, ces derniers ayant réussi de façon organisationnelle à~~

~~améliorer la sécurité de l'établissement. Malheureusement, un soir Peer est attaqué par une personne plus inefficace que lui. Ces patients étaient pour la plupart originaires des provinces pauvres de l'Inde. Les époux décident de rester méfiants et de faire profil bas.~~

~~Karachi sont originaires de Lahore d'où vient sa famille. Elle invite Alyana et Bilal à venir manger. Derniers mots en latin ont marqué à jamais les oreilles de Peer. Il se croyait condamné quand~~

2000 - Retour en Europe

~~Peer décide de rentrer au pays pour préparer l'avenir de sa famille. Ebrah le suit. Il le joint aux autres membres de la tribu qui sont également partis pour convaincre Peer de satisfaire son envie de retourner au pays. En janvier 2000, les Lorenz Raisani et l'intervention d'une infirmière indienne Alyana Dutambi... se produit.~~

2016 - Premier Changement

~~Peer fait partie de la tribu de Bilal Ashur. Il a été choisi pour être le bâtonnier de la tribu. Alyana lui avait suggéré de venir à ce moment-là. Sous un magnifique croissant de lune, se promenant dans~~

~~le parc de l'école vétérinaire qu'il aspire à bientôt intégrer, Christian subit son premier maître du Sept des Eaux troubles de Lahore (Bilal Ashur Dutambi, Homid Philodox Stargazer)~~

~~2021 - Premier contact avec un garou européen~~ Les premières sensations, mais le vieux philodox arrive à C'est l'américaine Marian Haddid (Female Homid Philodox Wendigo rang++) qui vient directement vers toi, menée par l'esprit du Vent de l'Ouest, du genre à te faire repas avec les otaries (rang 4) contenir la rage du jeune garou d'un seul regard. Heureux que cet événement ait eu lieu, Bilal lui dans l'eau, elle est arrivé et t'a fait. "Tu es Christian. Tu es comme moi. C'est le Vent de l'Ouest"

2023 - Ceux qui murmurent aux Vents

~~Peer fait partie de la tribu de Bilal Ashur. Il a été choisi pour être le bâtonnier de la tribu. Alyana lui avait suggéré de venir à ce moment-là. Sous un magnifique croissant de lune, se promenant dans le parc de l'école vétérinaire qu'il aspire à bientôt intégrer, Christian subit son premier maître du Sept des Eaux troubles de Lahore (Bilal Ashur Dutambi, Homid Philodox Stargazer)~~

~~avait soufflé qu'un de leur disciple allait prendre enfin forme, à 25 ans. (Mentor 2, à considérer~~

~~t'attendait au Sept des Cinq Feuilles sous la protection d'onde Ours pour que tu mordes un pack~~

~~comme Spirit Heritage sur les esprits élémentaires, avec une préférence pour l'Air) en son honneur. Tu n'est pas très aventureux, mais quand c'est le vent qui demande...~~

About Nature & Demeanor

Gifts of Gaia

- INNER STRENGTH - Singleness of Purpose

-- Stargazers gift

After brief meditation, the Garou may convert her inner anger into iron resolve. Stargazer ancestor-spirits teach this Gift.

-- System

The Garou concentrates for five minutes; the player rolls Wits + Enigmas (difficulty 8). Each success converts one point of Rage into a point of Willpower.

About Merits & Flaws

[LOCKED] ALLIES (0: 0 0 0 0 0)

Allies à 0 à la création du personnage. Contrainte des Stargazers. L'isolement du personnage fonctionne bien avec cette contrainte, dans le sens où il a passé toute sa petite enfance au Pakistan, il a peut être eu moins d'occasion de s'intégrer, et comme il a un métier ou la sociabilité n'est pas mise en avant....

[LOCKED] FETISH (0: 0 0 0 0 0)

Fetish à 0 à la création du personnage. Contrainte des Stargazers. Facile d'entendre que le personnage n'est à la base pas matérialiste, et que c'est dans ses gènes.

[LOCKED] RESOURCES (0: 0 0 0 0 0)

Resources à 0 à la création du personnage. Contrainte des Stargazers. On partira du principe que tu as toujours souhaité être indépendant, tu gagnes ta vie de façon modeste mais tu dépenses facilement pour pas mal de petites choses en supplément du quotidien (aider le sept, acheter de quoi soigner des animaux en sus). C'est une contrainte à la création du personnage, ça peut évoluer ensuite.

- IRON RESOLVE -

-- Stargazers gift

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 -

-- 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.

- SMELL OF MAN -

-- Hominid gift

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.

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 Grinos 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 Gnosis point per object dedicated, and a character may never have more objects bound to himself than his Gnosis score. Conceptually linked groups of objects may count as a single object at 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 Grinos 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]

Others

Rite of the Opened Caern (Caern Rite level 1)

Each caern has a specific power associated with it, generally of a beneficial nature. Thus, there are caerns of Rage, caerns of Gnosis, Strength, Enigmas, and so on. If a character is knowledgeable enough, she may tap into the caern's power and use it herself. Doing so is commonly known as "opening" a caern. Such a feat shouldn't be attempted lightly — Gaia's sacred places don't give up their power easily, and failure to harness such power can seriously harm the Garou. Each caern has its own requirements of the ritemaster. In order to open a caern of Enigmas, a Garou might walk a spiral path while calling out the Greek myth of Persephone; to open a caern of Rage, the Garou might change into Crinos and chant the litany of his ancestors who have fallen in battle against the Wyrm. The key is forging a connection to the particular spirit of the caern.

-- System

To open a caern, the character engages in a resisted, extended test of wits + Rituals (difficulty 7) against the caern's spirit, seeking to gain a number of successes equal to the caern's level. The caern spirit uses the caern's level as its dice pool (difficulty of the ritemaster's Gnosis), seeking to gain (Ritemaster's Willpower) successes. The first party to reach their target number of successes triumphs. If the character wins the test, she can add the caern's rating to her dice pool when performing actions appropriate to the caern's focus. If she loses, she takes lethal damage equal to the number of successes by which the caern beat her; a botch makes this damage aggravated.

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 this 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. [ChatRituals]

