

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)

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

Social (5)

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

Mental (8)

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

Talents (10/9)

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

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 (3)

Smell of man ○○○○○
 Mother's Touch ●○○○○
 Iron Resolve ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

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-Urge 4
 Dexterity+Brawl 2
 Stamina+Primal-Urge 3
 Wits+Enigmas 7
 Appearance+Subterfuge 2

Many Forms

Attributes	St. De. St. Ch. Ma. Ap.
Homid	2.. 2.. 2.. 4.. 2.. 2..
Glabro	4.. 2.. 4.. 4.. 1.. 1..
Crinos	6.. 3.. 5.. 4.. 0.. 0..
Hispo	5.. 4.. 5.. 4.. 0.. 2..
Lupus	3.. 4.. 4.. 4.. 0.. 2..

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

Pendant les événements entourant la répression des pakistanais d'origine indienne et la bienveillante. destitution du premier ministre Benazir Bhutto, des incursions auprès des hopitaux 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 hopitaux voisins. Ce n'est plus possible de se sentir en sécurité dans leur travail, et lorsque la situation devient trop difficile à

améliorer la sécurité de l'établissement. Malheureusement, un soir Peer est attaqué par une

1999 - Rage Across Karachi

et meurt après plusieurs heures d'agonie. Peer est alors hospitalisé dans un état critique, et Alyana et Bilal doivent faire face à la mort de leur mari et père.

Leur fils Christian, alors âgé de 10 ans, est alors placé sous la tutelle de son oncle Alyana et Bilal.

Karachi sont originaires de Lahore d'où vient sa famille. Elle invite Alyana et Bilal à venir manger

provinces pauvres de l'Inde. Les époux décident de rester méfiants et de faire profil bas.

Christian est alors kidnappé et torturé, mais il réussit à échapper à ses geôliers et à retrouver ses parents.

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Le parc de l'école vétérinaire qu'il aspire à bientôt intégrer, Christian subit son premier

mal de tête. Il se rend alors chez son père Bilal Ashur Dutambi, un philosophe et écrivain qui vit dans

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

About Nature & Demeanor

Gifts of Gaia

- IRON RESOLVE -

-- Silver Fangs 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.

About Merits & Flaws

[LOCKED] ALLIES (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: □ □ □ □ □)

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: □ □ □ □ □)

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.

- 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.

Others

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 Crinos 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 Crinos 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]

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 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. [Char+Rituals]