

WEREWOLF

Rage Across the Alps

What a Wonderful
World of Darkness

2024-2025

The Weeping Tree

Name	Wilhelm Steinbauer	Nature	Age	24
Player	Benoit	Demeanor	Sex	male
Chronicle	Rage Across Bayern	Residence	Concept	Cambrioleur Amateur
Creature	Garou	Pack	Totem	

Physical (7/7)		Social (3/5)		Mental (5/3)	
Strength	●●●○○	Charisma	●●○○○	Perception	●●●●○
Dexterity	●●●●○	Manipulation	●●○○○	Intelligence	●●○○○
Stamina	●●●●●	Appearance	●●○○○	Wits	●●○○○

Talents (13/13)		Skills (11/9)		Knowledges (8/5)	
Alertness	●●○○○	Animal ken	○○○○○	Academics	○○○○○
Athletics	○○○○○	Crafts	●●○○○	Computer	○○○○○
Brawl	●●●○○	Drive	●○○○○	Enigmas	○○○○○
Empathy	●●○○○	Etiquette	○○○○○	Investigation	●●○○○
Expression	○○○○○	Firearms	○○○○○	Law	●○○○○
Intimidation	●○○○○	Larceny	●●○○○	Medicine	●●○○○
Leadership	○○○○○	Melee	●●●○○	Occult	○○○○○
Primal-urge	●○○○○	Performance	○○○○○	Rituals	●●●○○
Streetwise	●●●○○	Stealth	●●○○○	Science	○○○○○
Subterfuge	●○○○○	Survival	●○○○○	Technology	○○○○○

Backgrounds (10)		Gifts (3)		Glory	
Allies	○○○○○	Apcraft's Blessing	●○○○○	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	
Ancestors	○○○○○	Resist Pain	●○○○○	● ○ ○ ○ ○ ○ ○ ○ ○ ○	Honor
Contacts	○○○○○	Lightning Reflexes	●○○○○	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Wisdom
Fate	○○○○○		○○○○○		
Fetish	○○○○○		○○○○○		
Kinfolk	●○○○○		○○○○○		
Mentor	●●○○○		○○○○○		
Pure breed	○○○○○		○○○○○		
Resources	○○○○○		○○○○○		
Rites	●●○○○		○○○○○		
Spirit heritage	○○○○○		○○○○○		
Totem	●●●○○		○○○○○		

Merits/Flaws		Willpower		Health	
		● ● ● ○ ○ ○ ○ ○ ○ ○		Bruised	□
		● ● ● ○ ○ ○ ○ ○ ○ ○		Hurt	-1
		● ● ● ○ ○ ○ ○ ○ ○ ○		Injured	-1
		● ● ● ○ ○ ○ ○ ○ ○ ○		Wounded	-2
		● ● ● ○ ○ ○ ○ ○ ○ ○		Mauled	-2
		● ● ● ○ ○ ○ ○ ○ ○ ○		Crippled	-5
		● ● ● ○ ○ ○ ○ ○ ○ ○		Incapacitated	

Specialties		Action Shortcuts		Many Forms	
Stamina 4		Perception+Alertness	6	Attributes	Str Dex Sta Cha Man App
Perception 4		Perception+Primal-Urges	5	Homid	+0.. +0.. +0.. +0.. +0.. +0..
		Dexterity+Brawl	6	Glabro	+2.. +0.. +2.. +0.. -1.. -1..
		Dexterity+Athletics	3	Crinos	+4.. +1.. +3.. +0.. -3..
		Stamina+Primal-Urges	5	Hispo	+3.. +2.. +3.. +0.. -3.. +0..
		Wits+Enigmas	2	Lupus	+1.. +2.. +2.. +0.. -3.. +0..
		Intelligence+Occult	2		
		Appearance+Subterfuge	3		
		Manipulation+Subterfuge	3		
		Strength+Athletics	3		
		Charisma+Performance	2		
		Dexterity+Stealth	5		

Challenge:0

About Backgrounds

Kinfolk [1]

2 kinfolks

Mentor [3]

Mentor is heavily influential, such as a member of the primogen or a rank 4 garou.

Rites [3]

Character knows 3 levels of rites

Totem [3]

3 levels of dedication to the totem.

Timeline

Challenge:0

About Nature & Demeanor

Gifts of Gaia

- LIGHTNING REFLEXES -

-- Gets of Fenris gift

Fenrir are Gaia's ultimate warriors, effortlessly switching from offense to defense as the needs of battle demand. A mongoose-spirit teaches this gift.

-- System

The player reflexively spends one Willpower point. For the next day, the character need neither make a Willpower roll nor spend a Willpower point to abort to a defensive action.

About Merits & Flaws

- RESIST PAIN -

-- Philodox gift

Fortifying herself with purpose and will, the werewolf shuts out the pain of her wounds. A bear- or badger-spirit teaches this gift.

-- System

The player spends one Willpower point; the character ignores all wound penalties for the rest of the scene.

- APECRAFT'S BLESSING -

-- Homid gift

Though many of Gaia's children use tools, none have mastered them so thoroughly as humanity. The homid focuses this mastery into the tools she uses, causing their spirits to awaken and lend her aid. An ancestor-spirit or spirit of a man-made object teaches this gift.

-- System

The werewolf spends a turn concentrating, and then the player rolls Wits + Crafts (difficulty 7). Each success reduces the difficulty by one on the next roll she makes for her character to employ a tool made by human hands. The purpose is irrelevant—this gift is equally efficacious for attempts to repair an engine, drive a car or fire a gun.

About Rites

Moot Rite (Caern level 1)

A moot cannot open until this rite is completed, recharging the caern with Gnosis. The rite always includes a prolonged howl led by a werewolf known as the Master of the Howl. This howl varies by tribe and sept, but always expresses the unique nature of the sept. All werewolves present must form a circle within the caern itself before they commence howling. Numerous variations on the basic requirements exist: The Red Talons often bite their paws and scratch blood into the earth, while Uktene pass their most powerful fetish from one to another as each in turn adds her voice to the howl. However it is done, the howl must echo forth and the eternal circle must form.

-- System

Max Gnosis (diff 7) The rite must be performed at least once per month to keep the caern consecrated. During the course of a moot, the participants must empower the caern with a combined total of five Gnosis points per caern level in order to replenish it fully.

Others

Rite of Wounding (Rite Of Renown level 1)

Rite of Wounding (Rite of Renown Level 1)

This rite celebrates a Garou's first battle wound. Each tribe marks this moment differently, but all honor this sign of courage. Many tribes rub ash into at least part of the wound to form a scar of remembrance. The Get of Fenris always end this rite with a fierce all-night revel filled with drinking and fighting. By contrast, the Children of Gaia end their Rites of Wounding with prayers for peace and understanding among all creatures.

www.praq

— System
only the wounded character and the ritemaster must be present for this rite, although the werewolf's pack and sept are normally present. The wounded character receives two points of Glory if this rite succeeds.

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]

