

About Backgrounds

Contacts [1]

- One major contact

Kinfolk [1]

2 kinfolks

Mentor [3]

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

Resources [1]

Small savings: a small apartment and maybe a motorcycle. If liquidated, you would have about €2,000 in cash. Allowance of €1000 a month.

Rites [2]

Character knows 2 level of rites

Totem [2]

2 levels of dedication to the totem.

Timeline

2001 - Naissance

Munich, Bavière, de Simon et Clara Becker.

2020 - Le Changement

Suite aux incident de Kaprun impliquant Miranda Kiesling et les enfants réfugiés.

2020 - L'accueil du Sept

Accueilli par le Sept des cinq feuilles. Lorelei est prise sous la houlette de Martina Brahms, la

maîtresse du Rite (Mentor 3). Commence alors une période de découverte du mon de garous.

2022 - Retour en équipe

Retrouve ses compagnons de Kaprun pour effectuer quelques reconnaissances et se familiariser

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avec sa nouvelle vie. Trouve un substitut pour pouvoir gérer son ancienne vie professionnelle en la

personne d'Anastasia Grundlisch (Kinfolk #1). Etabli en même temps de bon contacts auprès de la

2023 - Surveillance d'Olga

Pendant quelques temps, assiste d'autre garous à surveiller la jeune Olga, désormais dans une

famille et abusée par les deux parents. Lorelei devient alors la meilleure amie d'Olga et leur relation devient très forte.

2023 - Totem

Assiste au rite de Lorelei et lui accorde son totem, Raton-Laveur, après validation de son rite de passage, le

honneur de griseant: Habeck, passionnée de fleurs / Contact 1)

2024 - De nos jours

Requise par Marian Haddid pour une première mission.

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Challenge:0

About Nature & Demeanor

Gifts of Gaia

- RESIST TOXIN -

-- gift

The Werewolf's body is hardened against toxins of all sorts. A rat-spirit teaches this gift.

-- System

The Werewolf is permanently immunized to mundane poisons, from arsenic to alcohol, and adds three dice to resist the effects of Wyrm-enhanced toxins. This gift may be turned off and on at will (such as for enjoying alcohol).

About Merits & Flaws

- MINDSPEAK -

-- gift

By invoking the power of waking dreams, the Garou can place any chosen characters into silent communion. A Chimerling teaches this gift.

-- System

The player spends one Willpower point per chosen sentient being and makes a Manipulation + Expression roll (difficulty of the victim's Willpower) if any participants are unwilling. All those included in the waking dream may interact normally through the Mindspeak, although they can inflict no damage through it. Their real bodies can still act, although all dice pools decrease by two. The Mindspeak ends when all the participants want it to, or on the turn the Galliard fails the roll against an unwilling member. All beings affected must be within line of sight. The Garou may include her entire pack in the waking dream for only one Willpower point, if she desires.

- 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

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.

-- 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.

Gathering of the Departed (Rite Of Death level 1)

This rite is enacted in honor of the newly dead. A Galliard or a packmate of the departed werewolf usually performs the rite. The specifics of the rite vary dramatically from tribe to tribe. For example, a Fianna ritemaster leads the sept in the telling of tales, both raucous and heroic, about the fallen Garou. In contrast stands the Wendigo's solemn rite in which the ritemaster and all the fallen one's packmates stand on the highest peak available, tails to the wind, and howl out their pride and grief to speed their companion onward to her next life. The exact form of the rite is less important than the acknowledgment it represents.

-- System

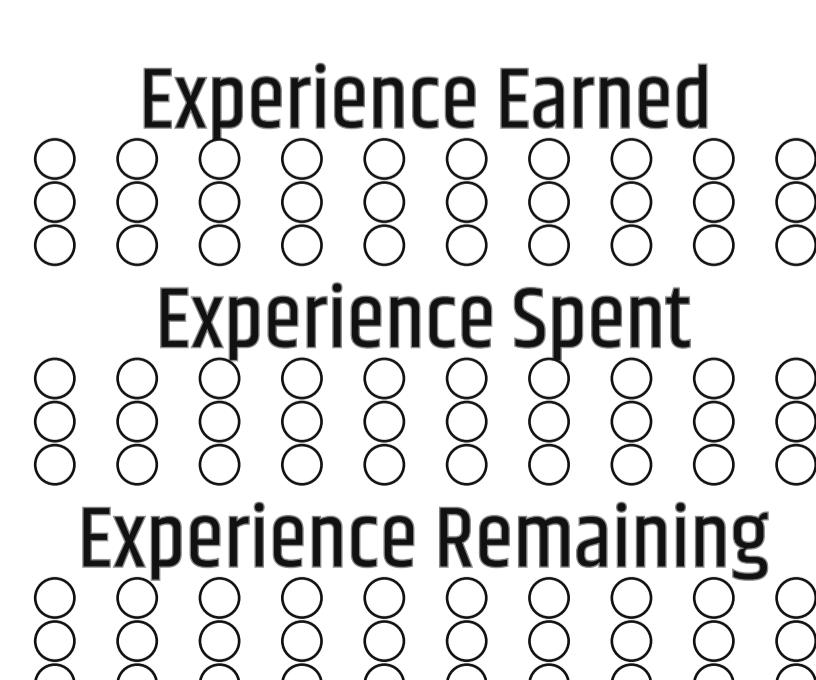
The ritemaster leads the release of the Garou's combined emotions into the spirit world. At the Storyteller's discretion, this rite may make the deceased's spirit easier to contact through the Ancestors Background.

Others

Racoon - Pack Totem

Totem Gifts: WITS +1, Stealth +1, Survival +2

Ban: The followers of racoon must leave tiny shiny objects for racoons to find around the place they dwell.



Challenge:0