

Rage Across Bayern

The Weeping Tree (2024-2025)

Player	Alan
Chronicle	Rage Across Bayern
Creature	Garou

Nature	
Demeanor	
Residence	Radical Bikes
Pack	Cham

Age	22
Sex	male
Concept	Sociopolitics Student
Totem	

Mental (5/3)

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

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

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

Knowledges (13/5)

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	●●●○○

[illegible]

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Honor									
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Wisdom									
	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Breed	Homid
Auspice	Theurge
Tribe	Child of Gaia
Rank	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Rank name	Claiath

Willpower

● ● ● ● ○ ○ ○ ○ ○ ○

Rage

Gnosis

Max Rage Actions ●○○○○

Body Limit ●●○○○

Health

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

Charisma 5 Captivating + Air of Confidence

Appearance+Subterfuge	4
Charisma+Performance	6
Charisma+Subterfuge	7
Dexterity+Athletics	3
Dexterity+Brawl	2
.....	
Dexterity+Drive	3
Dexterity+Firearms	2 (d+1)
Dexterity+Larceny	3
Dexterity+Melee	2 (d+1)
Dexterity+Stealth	3

Intelligence+Academics	S
Intelligence+Medicine	(cannot roll)
Intelligence+Rituals	G
Manipulation+Empathy	S
Manipulation+Subterfuge	S

Perception+Alertness	3
Perception+Empathy	4
Perception+Primal-Urge	3
Stamina+Primal-Urge	3
Strength+Athletics	3
.....	
Strength+Brawl	2
Wits+Empathy	5
Wits+Enigmas	5
Wits+Drive	4

Challenge:0

About Backgrounds

Fetish [2]

One level 2 fetish.

Kinfolk [1]

2 kinfolks

Rites [1]

Character knows 1 level of rites

Spirit Heritage [1]


Totem [3]

3 levels of dedication to the totem.

Timeline

Homid


STR 2
DEX 2
STA 2
CHA 5
MAN 3
APP 2



Diff.:6

Glabro


STR 4
DEX 2
STA 4
CHA 5
MAN 2
APP 1



Diff.:7

Crinos

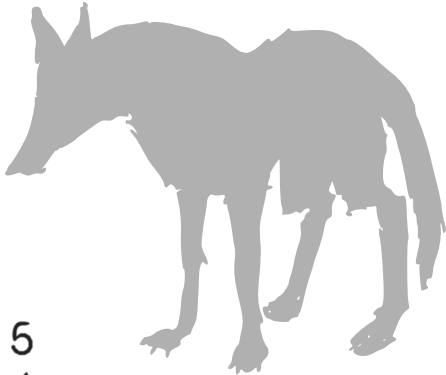
STR 6
DEX 3
STA 5
CHA 5
MAN 0
APP 0


INCITE DELIRIUM IN HUMANS

Diff.:6

Hispo

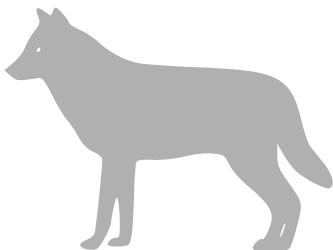
STR 5
DEX 4
STA 5
CHA 5
MAN 0
APP 2



Diff.:7

Lupus

STR 3
DEX 4
STA 4
CHA 5
MAN 0
APP 2



Diff.:6

Challenge:0

About Nature & Demeanor

About Merits & Flaws

Gifts of Gaia

- JAM WEAPON -

-- Children of Gaia gift

The Child may stop any Weaver-born weapons from working within the range of his voice. A dove-spirit teaches this Gift.

-- System

The Garou shouts an ancient word of power and grace and spends a Gnosis point. The player rolls Willpower against a difficulty of highest Willpower of any armed individual within earshot. For each success, all manufactured weapons will not function for one turn. This includes guns, crossbows, flame-throwers, and even knives and swords, which refuse to cut. Natural weapons (such as claws) and natural objects appropriated as weapons (such as rocks or naturally-fallen tree limbs) are unaffected.

- SPIRIT SPEECH -

-- Theurge gift

This Gift bestows understanding of the language of the spirit world, permitting the Garou to clearly understand and speak with any spirit he encounters. The Gift doesn't influence spirits' attitudes toward the werewolf in any way, nor ensure that they have any desire to communicate with him. Any spirit can teach it.

-- System

Once learned, this Gift allows the Garou to understand the communication of spirits intuitively. Particularly alien spirits may be difficult — or, in the case of many Banes, outright painful — to understand.

- 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).

Others

About Rites

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 Wyrn. 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.

Challenge:0