

# Liam-Gaboury-156

## Liam Gaboury

liam.jpg

| Meta                          | Herkunft                    | Spiel                                                     |
|-------------------------------|-----------------------------|-----------------------------------------------------------|
| Name: <b>Liam Gaboury</b>     | Brut: <b>Menschling</b>     | Rudelname: <b>Waschbär und die Schlechten Neuigkeiten</b> |
| Spiely: <b>Jonas</b>          | Vorzeichen: <b>Ragabash</b> | Rudeltotem: <b>Waschbär</b>                               |
| Chronik: <b>Liebefelder +</b> | Stamm: <b>Knochenbeißer</b> | Konzept: <b>Creative Urban Terrorist</b>                  |

### Attribute

| Körperlich                                       | Gesellschaftlich                       | Geistig                              |
|--------------------------------------------------|----------------------------------------|--------------------------------------|
| Körperkraft _____<br>[ ] [ ] [ ] [ ]             | Charisma _____ [ ] [ ] [ ] [ ]         | Wahrnehmung _____ [ ] [ ] [ ] [ ]    |
| Geschick ____ (Flinke Finger)<br>[ ] [ ] [ ] [ ] | Manipulation _____ [ ] [ ] [ ] [ ]     | Intelligenz _____ [ ] [ ] [ ] [ ]    |
| Widerstandsfähigkeit _ (Zäh)<br>[ ] [ ] [ ] [ ]  | Erscheinungsbild _____ [ ] [ ] [ ] [ ] | Geistesschärfe _____ [ ] [ ] [ ] [ ] |

### Fähigkeiten

| Talente                                  | Fertigkeiten                                  | Kenntnisse                             |
|------------------------------------------|-----------------------------------------------|----------------------------------------|
| Aufmerksamkeit _____<br>[ ] [ ] [ ] [ ]  | Diebstahl _____<br>[ ] [ ] [ ] [ ]            | Akademisches Wissen _ [ ] [ ] [ ] [ ]  |
| Ausdruck _____<br>[ ] [ ] [ ] [ ]        | Etikette _____<br>[ ] [ ] [ ] [ ]             | Computer _____ [ ] [ ] [ ] [ ]         |
| Ausflüchte _____<br>[ ] [ ] [ ] [ ]      | Fahren _____<br>[ ] [ ] [ ] [ ]               | Enigmas _____ [ ] [ ] [ ] [ ]          |
| Einschüchtern _____<br>[ ] [ ] [ ] [ ]   | Handwerk _____<br>[ ] [ ] [ ] [ ]             | Gesetzeskenntnis _____ [ ] [ ] [ ] [ ] |
| Empathie _____<br>[ ] [ ] [ ] [ ]        | Heimlichkeit _____<br>[ ] [ ] [ ] [ ]         | Medizin _____ [ ] [ ] [ ] [ ]          |
| Führungsqualitäten _____ [ ] [ ] [ ] [ ] | Nahkampf_ (Improv. Waffen)<br>[ ] [ ] [ ] [ ] | Nachforschungen _____ [ ] [ ] [ ] [ ]  |

| Talente                          | Fertigkeiten                   | Kenntnisse                           |
|----------------------------------|--------------------------------|--------------------------------------|
| Handgemenge _____ <div></div>    | Schusswaffen _____ <div></div> | Naturwissenschaften ____ <div></div> |
| Instinkt _____ <div></div>       | Tierkunde _____ <div></div>    | Okkultes _____ <div></div>           |
| Sportlichkeit _____ <div></div>  | Überleben _____ <div></div>    | Rituale _____ <div></div>            |
| Szenenkenntnis _____ <div></div> | Vortrag _____ <div></div>      | Technologie _____ <div></div>        |

| Beschreibung     | Malus | Art |
|------------------|-------|-----|
| Blaue Flecken    |       |     |
| Verletzt         | -1    |     |
| Schwer verletzt  | -1    |     |
| Verwundet        | -2    |     |
| Schwer Verwundet | -2    |     |
| Verkrüppelt      | -5    |     |
| Außer Gefecht    |       |     |

| Zorn                    | Gnosis                  | Willenskraft            |
|-------------------------|-------------------------|-------------------------|
| <div></div> <div></div> | <div></div> <div></div> | <div></div> <div></div> |
| ⊠⊠⊠⊠⊠ ⊠⊠⊠⊠              | ⊠⊠⊠⊠⊠ ⊠⊠⊠⊠              | ⊠⊠⊠⊠⊠ ⊠⊠⊠⊠              |

changes.png

Ruf

Nächster Rang: Adren (13 permanente Punkte in irgendeiner Kombination)

| Ruhm                    | Ehre                    | Weisheit                | Rang      |
|-------------------------|-------------------------|-------------------------|-----------|
| <div></div> <div></div> | <div></div> <div></div> | <div></div> <div></div> | Pflegling |
| ⊠⊠⊠⊠⊠⊠ ⊠⊠⊠⊠             | ⊠⊠⊠⊠⊠⊠ ⊠⊠⊠⊠             | ⊠⊠⊠⊠⊠ ⊠⊠⊠⊠⊠             |           |

Hintergründe

| Fetisch <div></div> : Magpie's Swag                                                       |
|-------------------------------------------------------------------------------------------|
| (Stufe 1, Gnosis 5) Gym bag of holding (3x Volume, attuned, no weaver items, 3 Nüsse/Tag) |

### Fetisch [ ] : Truth Earring

(Stufe 1, Gnosis 6) Vibriert wenn angelogen, Täuschen durch Sprache ist +3 schwieriger.

### Fetisch [ ] : Dagger of Retribution

(Stufe 2, Gnosis 5) Hässlicher Stahldolch, kann in die Richtung von Diebesgut oder Dieben ziehen.

Angriff: Gesch. + NK (Schw. 4), Schaden: Stärke (T/SH)

### Totem [ ] [ ] [ ]

Waschbär

## Gaben

### Primatendaumen (Menschling, Stufe 1)

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.

*W20 Core: pg. 152*

### Siegel Öffnen (Ragabash, Stufe 1)

The werewolf can open nearly any sort of closed or locked physical device. A raccoon-spirit teaches this Gift.

**System:** The player rolls Gnosis (difficulty of the local Gauntlet rating). If the object is sealed with magic, the player must spend a Gnosis point before making the attempt.

*W20 Core: pg. 161*

### Süßer Honigduft (Knochenbeißer, Stufe 1)

A target the Garou touched at some point during the last hour begins to exude a wonderfully

sweet aroma, and becomes slightly sticky to the touch. All manner of vermin quickly appear and coat the victim. The resulting coat of gnats, flies, bees and beetles crawls, stings, and generally impairs vision and hearing. Insect-spirits teach this Gift.

**System:** The player spends one Gnosis point and rolls Wits + Subterfuge (difficulty 7). The target suffers a -1 penalty to all actions for one hour per success; the smell will not wash off during this time.

*W20 Core: pg. 174*

### **Schätze im Müll (Knochenbeißer, Stufe 1)**

The refuse of humanity provides all the canny Bone Gnawer needs. Through the use of this Gift, any broken object can be temporarily restored to full functionality and usefulness. A raccoon-spirit teaches this Gift.

**System:** The player takes hold of a broken object and rolls Wits + Crafts. The object functions perfectly for one turn per success, and also supplies its own power, fuel, or ammunition — a dull knife cuts, a busted microwave runs (without being plugged into anything), an old rusty Saturday night special fires even without bullets, a junked car starts up and runs. The lifespan of the object's renewed usefulness can be extended to one full day by spending a point of Willpower, but the object requires proper power, fuel, and ammunition in such circumstances.

*W20 Core: pg. 175*

### **Hundetarnung (Knochenbeißer, Stufe 2)**

The Bone Gnawer masks herself so that she blends into the urban landscape, disguising her Lupus form so that it appears as a large dog rather than a wolf. Despite its enormous utility, most other tribes spurn this Gift as degrading to the dignity of the Garou. A dog-spirit teaches this Gift.

**System:** The player rolls Manipulation + Subterfuge (difficulty 7). The disguise lasts for one scene per success.

*W20 Core: pg. 175*

### **Berührung der Mutter (Theurg, Stufe 1)**

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.

*W20 Core: pg. 164*

## Vorzüge

### Natural Channel (3 Punkte)

You find crossing the Gauntlet easier than many of your fellow Garou. The difficulty for stepping sideways is one less for you.

*W20 Core: pg. 483*

### Mechanical Aptitude (1 Punkt)

You are naturally adept with all kinds of mechanical devices (note that this aptitude does not extend to electronic devices, such as computers, or anything that does not work predominantly through moving parts). The difficulties of all dice rolls to understand, repair, or operate any kind of mechanical device are reduced by 2. However, this Merit does not help you drive any sort of vehicle; once you're behind the wheel, you're on your own.

## Schwächen

### Neugierig (2 Punkte)

You find mysteries of any sort irresistible. Whether it's a closed drawer, a whispered conversation, or a mysterious light just beyond the trees, you have to know what is going on at all times. Anytime you are presented with the unknown, make a Wits roll or else you must go investigate. The difficulty varies with the roll involved: 5 for simple things ("What is in that storage unit?") and up to 9 for intense circumstances ("I wonder what those fomori are planning. I'd better go listen in. What could possibly go wrong?")

*W20 Core: pg. 477*

### Ungeduldig (1 Punkt)

You have no patience for standing around and waiting. Now is the time for action. Make a Willpower roll (difficulty 6) any time you try to wait rather than act immediately. Failure means you're off to tackle what's got to be done, on your own if necessary.

W20 Core: pg. 477

### Seitwärts Rutschen (1 Punkt)

You find it difficult to control travel between the physical world and the Umbra, sometimes entering the spirit world when you don't intend to. When stressed and near a reflective surface, you must roll Wits + Occult (difficulty 7) to avoid shifting into the Umbra unintentionally. In order to overcome the Gauntlet, you must still roll your Gnosis, but the difficulty is 1 less than usual. If you deliberately try to step sideways, you do so at the normal difficulty.

W20 Core: pg. 484

### Animal Musk (1 Punkt)

You have the odor of an animal, even in Homid form. Whenever you are indoors or in a crowd of people, you make all Social rolls at a +2 difficulty. Outdoors or in situations where you can distance yourself from humans, your odor is not noticeable. Wolves (and lupus-born Garou) take little notice of this Flaw.

W20 Core: pg. 473

### Intolerant: Polizei (1 Punkt)

You have an irrational dislike of a certain thing: an animal, class of person, situation, or object. You gain a +2 difficulty on all dice rolls involving the focus of your intolerance. The Storyteller is the final arbiter of what you can choose to have an Intolerance of: some dislikes may be too trivial to count (doughnuts or mechanical pencils) while disliking "the Wyrms" is already a common mindset for Garou and hardly counts as a Flaw.

W20 Core: pg. 477

### Hard of Hearing (0 Punkte)

You have problems hearing certain sounds or ranges of sounds, or have some other problem that affects your auditory senses. You have a +2 difficulty to all rolls involving hearing sounds. You do not receive the normal bonus for Perception in Lupus form for auditory checks.

W20 Core: pg. 473

## Erfahrung

- Verfügbar: 0
- Insgesamt: 95

# Persönliches

- Alter: 19
- Größe: 174 (Menschling)
- Gewicht: 70 kg (Menschling)
- Haarfarbe: Straßenköter, meist ungewaschen
- Augenfarbe: Grün
- Ethnie: So weiß wie Toastbrot
- Nationalität: Kanadisch
- Geschlecht: Männlich

## Backstory

Liam ist schon seit ein paar Jahren mehr oder weniger Obdachlos, seine Eltern sind nicht mehr im Bild und er ist durch alle Sicherheitsnetze gefallen. Er hat sich aber an das Leben auf, über, unter und neben der Straße gut gewöhnt. Irgendwann vor ein paar Monaten hat er Bandit, den Waschbären, kennengelernt. Die hängen seitdem meist zu zweit rum.

Er ist nicht sehr gebildet, aber dafür ziemlich clever. Probleme löst er am liebsten kreativ und unorthodox. Das überträgt sich auch in den Kampf. Einfach drauf zu laufen und losprügeln ist selten. Lieber schauen, wie wir aus der Umgebung einen unfairen Vorteil erschaffen.

Seine Zeit auf der Straße und das allgemeine politische Klima haben ihn schon länger stark radikalisiert. Auch wenn er keiner spezifischen Ideologie anhängt, ist er doch stets dafür zu haben, Arschlöchern (ob in Anzug oder Springerstiefeln) eins auszuwischen. Die letzte Große Nummer war ein Anschlag auf eine im Aufbau befindliche Ölpipeline.

## Kampfnarben

- Rechtes Ohr größtenteils abgerissen (unnötigerweise. Danke, Linnea!)
- Silber-Schrot-Narben in den Schienbeinen

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Revision #2

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