

Basic Information Name Irma, Merl Sire Older Vampire Sex Female Clan Malkavian Generation 12 Age 518 Health	
Willpower	
Blood Potency	
Derangement [Narcissistic: Narcissistic Disorders reflect self-centeredness. Narcissistic characters believe that everything revolves around them, seeking to be acknowledged as superior and often disregard the feelings of others.[3]] Physical Attributes Social Attributes Mental Attributes Strength	
Charisma	
Intelligence	
Dexterity	
Manipulation	
Wits	
Stamina	
Composure	
Resolve	
Physical Skills Social Skills Mental Skills Athletics	
Animal Ken	
Academics	
Brawl	
Etiquette	
Awareness	
Craft	
Insight	
Finance	
Drive	
Intimidation	
Investigation	
Melee	
Leadership	
Medicine	
Firearms	
Performance	
Occult	
Larceny	
Persuasion	
Politics	
Stealth	
Streetwise	
Science	
Survival	
Subterfuge	
Technology	
Clan Disciplines Non Clan Disciplines Dominate Hide/Show Skills Fortitude Hide/Show Skills	
Compel	The vampire can issue a short sentence command to the target.
Mesmerize	The vampire can issue a longer, more complicated command to the target.
Unswayable Mind	The vampire can add their Fortitude rating to dice rolls to resist manipulation and coercion.
Obfuscate Hide/Show Skills Protean Hide/Show Skills	
Cloak of Shadows	The vampire can become invisible while standing motionless.
Silence of Death	The vampire can nullify all sound that they make.
Chimerstry	The vampire can create brief, but vivid single-sensory hallucinations. Amalgam: Presence 1. The vampire can reduce their effective mass and density, making themselves almost weightless. This allows them to avoid triggering pressure sensors as well as avoiding major damage from falls, collisions, or being thrown. The power cannot be used for longer leaps, as the vampire's strength is proportionally reduced.
Weight of the Feather	The vampire can will a supernatural red gleam into their eyes, giving them sight even in the total absence of light.
Eyes of the Beast	
Auspex Hide/Show Skills	The vampire can add their Auspex rating to their perception checks. The vampire can detect things that are supernaturally invisible Soothes the psychological turmoil of the vampire's subject. Amalgam: Fortitude 1.
Heightened Senses	
Sense the Unseen	
Obeah	

