

Basic Information Name Albert, Clemens Sire Older Vampire Sex Male Clan Malkavian Generation 12 Age 2011 Health

Willpower

Blood Potency

Derangement [Agoraphobia: Characters with Agoraphobia have an extreme aversion to open spaces or places from which escape is not easily possible. Sometimes Agoraphobia is tied to places where the character fears he will panic.[7]] 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 Celerity Hide/Show Skills

Cloud Memory

Dementation

Slavish Devotion

Domitor's Favor

The Forgetful Mind

Rationalize

Compel

Submerged Directive

Rapid Reflexes

Obfuscate Hide/Show Skills Potence Hide/Show Skills

Silence of Death

Cloak of Shadows

Chimerstry

Unseen Passage

Mask of a Thousand Faces

The vampire can make the target forget the past few minutes.

Amalgam Obfuscate 2. The vampire can trigger psychotic breaks or nervous breakdowns.

The vampire can strengthen the mind of their dominated victims, against interference from other Kindred. Amalgam: Presence 1.

Makes it more difficult for a vampire's Blood Bonded thrall to act against them.

The vampire can rewrite previous memories in the target.

The vampire can make victims of their Dominate powers internalize the commands and not realize they were compelled.

The vampire can issue a short sentence command to the target.

The vampire can use Mesmerize to embed delayed or triggered commands.

The vampire suffers no penalty to dodging gunfire without cover.

The vampire can nullify all sound that they make.

The vampire can become invisible while standing motionless.

The vampire can create brief, but vivid single-sensory hallucinations. Amalgam: Presence 1.

The vampire can move around while staying invisibleâ€.

The vampire can assume the voice and appearance of a generic person who blends in the current setting, i.e. a worker in a factory or a nightwatchman in an office.

Conceal	Amalgam of Auspex 3. The vampire can cloak an inanimate object up to a small building from sight.
Ghost in the Machine	Other Obfuscate powers work on electronic recording devices.
Vanish	Requires Cloak of Shadows. The vampire can activate Cloak of Shadows or Unseen Passage even under direct observation.
Soaring Leap	The Kindred can leap higher and further.
Lethal Body	The Kindred can cause serious physical damage to a mortal, capable of tearing skin and breaking bone.
Auspex Hide/Show Skills Blood_Sorcery Hide/Show Skills	
Sense the Unseen	The vampire can detect things that are supernaturally invisible
Premonition	The vampire can receive visions and hints about what is about to happen.
Heightened Senses	The vampire can add their Auspex rating to their perception checks.
Obeah	Soothes the psychological turmoil of the vampire's subject. Amalgam: Fortitude 1.
Scry the Soul	The vampire can read auras.
Spirit's Touch	The vampire can touch an inanimate object to sense the emotional residue from when the object was last used
Share the Senses	The vampire can sense through the senses of another kindred or mortal.
Shape of the Sanguine Sacrament	Allows the vampire manipulate their (or someone else's) blood, to form intricate images, such as a simple message or a geometrical shape.
Thin_Blood_Alchemy Hide/Show Skills	
Haze	Creates a field of mist
Oblivion Hide/Show Skills	
Ashes to Ashes	The vampire may disintegrate non-Kindred corpses with their vitae, including animated cadavers like those brought to false life with Oblivion.
Protean Hide/Show Skills	
Weight of the Feather	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.

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