

VAMPIRE

Hamburg By Night

What a Wonderful World of Darkness

Reeperbahn (The Northeast Passage)

Anatoli Chemko

Player **Kam**
 Chronicle **Hamburg By Night**
 Creature **Kindred**
 Faction **Camarilla**

Nature **Soldier**
 Demeanor **Loner**
 Position **Age/R(E)**
 Coterie **Sex**
 Territory **Concept**
30/41 (2014 A.D.)
male
Polish Farmer
Nosferatu
Hideous Appearance

Physical (7/7)

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

Social (4/5)

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

Mental (3/3)

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

Talents (13/13)

Alertness **●○○○○**
 Athletics **●●○○○**
 Awareness **●○○○○**
 Brawl **●●○○○**
 Empathy **●○○○○**
 Expression **○○○○○**
 Intimidation **●●●○○**
 Leadership **○○○○○**
 Streetwise **●●○○○**
 Subterfuge **●○○○○**

Skills (10/9)

Animal ken **●○○○○**
 Crafts **●○○○○**
 Drive **○○○○○**
 Etiquette **●○○○○**
 Firearms **○○○○○**
 Larceny **●○○○○**
 Melee **●●○○○**
 Performance **○○○○○**
 Stealth **●●○○○**
 Survival **●●○○○**

Knowledges (6/5)

Academics **●○○○○**
 Computer **○○○○○**
 Finance **○○○○○**
 Investigation **●●○○○**
 Law **○○○○○**
 Medicine **●○○○○**
 Occult **●○○○○**
 Politics **○○○○○**
 Science **●○○○○**
 Technology **○○○○○**

Backgrounds (6)

Allies **○○○○○**
 Contacts **●●○○○**
 Fame **○○○○○**
 Generation **●○○○○**
 Herd **○○○○○**
 Influence **○○○○○**
 Mentor **○○○○○**
 Resources **●○○○○**
 Retainers **●○○○○**
 Status **●○○○○**
○○○○○
○○○○○

Disciplines (6)

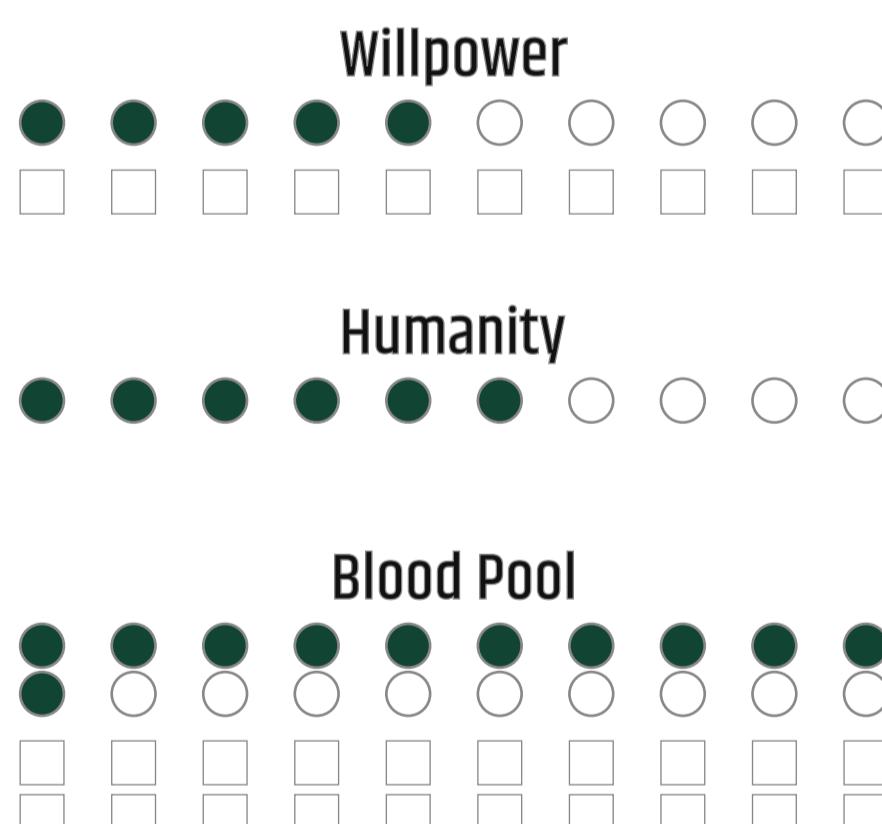
Animalism **●●○○○**
 Obscure **●●○○○**
 Potence **●●○○○**
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Virtues

Conscience **●●○○○**
 Self-Control **●●●●○**
 Courage **●●●●○**
 Generation **12th**
 Sire **Valbusa Lorsky**
 Experience **15**
 Remaining **1**
 Spent **14**

Merits/Flaws

Sabbat Survivor **●○○○○**
 Recruitment Target -F- **●○○○○**



Health

Bruised	<input type="checkbox"/>
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	<input type="checkbox"/>

Specialties

Dexterity 4 **Lightning Reflexes**
 Charisma 4 **Eloquent**

Action Shortcuts

Dexterity+Brawl	6
Dexterity+Melee	6
Dexterity+Athletics	6
Dexterity+Stealth	6
Charisma+Performance	4 (D+1)
Charisma+Intimidation	7
Manipulation+Subterfuge	4
Appearance+Subterfuge	1
Perception+Alertness	3
Perception+Empathy	3
Perception+Athletics	4
Wits+Streetwise	4
Intelligence+Finance	(N/A)
Intelligence+Investigation	4
Strength+Athletics	5

Intelligence+Academics	3
Intelligence+Medicine	3
Intelligence+Politics	(N/A)
Wits+Etiquette	3
Wits+Awareness	3
Wits+Empathy	3
Wits+Politics	(N/A)
Wits+Dexterity	6

Challenge:12

About Backgrounds

•••OOO - Contacts

- One major contact: Nick De Vatos (Ravnos Ghoul Contact Sabbat Activities)
- One major contact: Jacob Zerif (Nosferatu Ghoul Contact Hamburg Subway Security)

•OOOO - Generation

12th generation

•OOOO - Resources

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

•OOOO - Retainers

- 1 retainer: Zeby (german shepherd ghoul)

•OOOO - Status

Neonate

Timeline

2014 - Conversion

Embrassé pendant les périodes de tensions internes de l'ancienne URSS, Chemko avait pressenti qu'il allait un jour pouvoir rendre sa pièce aux oppresseurs des modestes de sa condition, le paysan essayant de survivre de sa terre, le dos brisé par le travail et les enfants affamés par le manque. Les débuts auraient pu être difficile s'il avait eu quelque chose à pleurer de son ancienne vie... il se fit facilement à l'immortalité.

2013 - Rencontres

Au début, c'est Vitali le poète qu'il a rencontré. Un jeune artiste de Varsovie croisant un paysan veuf et esseulé dans un relais routier de la campagne polonaise, loin de tout. Vitali lui a exposé ses points de vue, sa vision du future et tout particulièrement sa condition. Anatoli tomba sous le charme de cet espoir d'être utile et de pouvoir un jour voir les profiteurs et autres rapaces rendre des comptes. Vitali lui présenta alors ses amis, sa coterie. Chemko comprit que c'est la force et la détermination de Valbusa qu'il lui fallait... et après tout, rester parmi les vilains était un souci auquel il s'était fait, il allait donc prendre ça comme un hommage à son passé.

2016-2022 - La Brigade

Les années passèrent et le groupe profita des remous de la région pour établir un havre à l'est de Cracovie. Plusieurs Princes se succédèrent, et la coterie des grandes steppes arriva à asseoir son domaine. Vitali était une devanture parfaite pour traiter avec vampires et mortels, et les 4 autres, gangrels et nosferatus offraient une force de frappe contre les incursions du sabbat en provenance de l'est.

2024 - Le Piège

Mais il y a un an, les choses ont étrangement basculé. L'assaut a été rude, mené par des familles de goules totalement inféodées aux sabbats et assistées d'horreurs issue d'un autre âge, des amas de corps vivants, sculptures horribles et grotesques semant la destruction sur leur passage. La coterie des grandes steppes arriva à vaincre, mais paya le prix le plus fort... seul Chemko échappa à la mort finale. Le mal écarté, le menace pourrait toujours refaire surface, Chemko décida de se rendre à Cracovie pour donner l'alerte. Il n'avait que rarement participé à des missions d'ambassade, et en général en tant qu'escorte. Il ne savait pas trop comment il allait s'y prendre pour présenter la situation. Il n'eut pas besoin d'y réfléchir. Il fut pas reçu par la Princesse Lucinde. Il fut réfoulé à l'entrée de l'Elysée, avec la consigne d'aller se chercher un domaine à défendre ailleur, puisqu'il n'avait pas été capable de défendre celui-là. Il n'en fallu pas plus à Chemko. Il joua des quelques contacts en ville de Vitali pour trouver un Prince digne de ce nom qui aient un minimum un sens des réalités et des priorités. Un nom arriva à ses oreilles. Thomas der Alderman. Thomas, Prince d'Hambourg.

Archetypes

SOLDIER [nature: what you are]

The Soldier is not a blindly loyal follower. While she exists for orders, she does not adhere to them unquestioningly. More independent than a Conformist but too tied into the idea of command to be a Loner, the Soldier applies her own techniques to others' goals. While she may seek command herself someday, her ambitions lie within the established hierarchy and structure. The Soldier has no compunctions about using whatever means necessary to do what needs to be done, so long as the orders to do so came from the right place.

System: Regain a point of Willpower when you achieve your orders' objectives. The more difficult the orders are to fulfill, the better it feels to accomplish them. At Storyteller discretion, pulling off a spectacular success or fulfilling a lengthy mission may well be worth additional Willpower points.

LONER [demeanor: how you behave]

Even in a crowd, the Loner sticks out, because he so obviously does not belong. Others view Loners as pariahs, remote and isolated, but in truth, the Loner prefers his own company to that of others. For whatever reason, the Loner simply despairs others, and this feeling is often reciprocated. Criminals, radicals and free thinkers are all Loner Archetypes.

Merits & Flaws

RECRUITMENT TARGET (Flaw @0000)

Someone in one of your Sect's enemy organizations wants you, and they want you bad. Every effort is being made to recruit you, willing or no, and the press gangs usually show up at the worst possible time.

SABBAT SURVIVOR (Merit @0000)

You've lived through at least one Sabbat attack or attempted recruitment. Your experience helps you anticipate situations where you might potentially be endangered by the Sabbat once again. You are at -1 difficulty on all Perception rolls when it comes to Sabbat-based matters. This Merit is generally taken by groups in conflict with the Sabbat, and comes into play most frequently as a means of avoiding ambushes.

About Disciplines

POTENCE: @@000 -

System: The player rolls all Strength-related tests normally, but then adds an automatic success for each point he has in Potence. Thus, the character succeeds at most Strength feats without needing to make a roll at all. In melee and brawling combat, the automatic successes are applied to the damage roll results.

OBFUSCATE: @@000 - Unseen Presence

System: No roll is necessary to use this power unless the character speaks, attacks or otherwise draws attention to himself. The Storyteller should call for a Wits + Stealth roll under any circumstances that might cause the character to reveal himself. The difficulty of the roll depends on the situation: stepping on a squeaky floorboard might be a 5, while walking through a pool of water may require a 9. Other acts may require a certain number of successes: speaking quietly without giving away one's position, for instance, demands at least three successes.

OBFUSCATE: @0000 - Cloak Of Shadows

System: No roll is required as long as the character fulfills the criteria described above. So long as he remains quiet and motionless, virtually no one but another Kindred with a high Auspex rating will see him.

ANIMALISM: @@000 - Beckoning

System: The player rolls Charisma + Survival (difficulty 6) to determine the response to the character's call: consult the table below. Only animals that can hear the cry will respond. If the Storyteller decides no animals of that type are within earshot, the summons goes unanswered. The call can be as specific as the player desires. A character could call for all bats in the area, for only the male bats nearby, or for only the albino bat with the notched ear he saw the other night.

ANIMALISM: @0000 - Feral Whispers

System: No roll is necessary to talk with an animal, but the character must establish eye contact first. Issuing commands requires a Manipulation + Animal Ken roll. The difficulty depends on the creature:

- Predatory mammals (wolves, cats, insectivorous/vampire bats) are difficulty 6,
- other mammals and predatory birds (rats, owls) are difficulty 7,
- other birds and reptiles (pigeons, snakes) are difficulty 8. This difficulty is reduced by one if the character speaks to the animal in its native tongue, and can be adjusted further by circumstances and roleplaying skill (we highly recommend that all communication between characters and animals be roleplayed). The number of successes the player achieves dictates how strongly the character's command affects the animal.

Others▼ **GHOUL: Zeby***Large Dog (german shepherd)***STR 4 DEX 3 STA 3 PER 3 INT 2 WIT 3****Abilities:** Alertness 3, Athletics 3, Brawl 3, Survival (Tracking) 3, Empathy 2, Intimidation 3, Stealth 2**Willpower:** 5 **Blood Pool:** 2**Health levels:** O OK O -1 O -1 O -2 O -2 O -5 O Inc**Attacks:** Bite 5, Claws 4**Disciplines:** Potence 1, Obfuscate 1▼ **MELEE WEAPON: Polish Walking Axe-Cane****Conceal:** Trenchcoat (looks like a cane), **Damage:** STR+3**Experience**

Earned	15
Remaining	1
Spent	14

Experience Details

- 4 xp(s) to bring willpower from 4 to 5 point(s).
- 0 xp(s) to bring status from 0 to 1 point(s).
- 5 xp(s) to bring disc_in from 1 to 2 point(s).
- 2 xp(s) to bring investigation from 1 to 2 point(s).
- 3 xp(s) to bring larceny from 0 to 1 point(s).