

HAMBURG BY NIGHT

Anatoli Chemko

Player

Kam

12th gen. male Nosferatu of the Camarilla.  
at:70/75 ab:54/54 bk:4/5 tr:35/21 h+w:2

STR 3

CHA 4

PER 2

DEX 4

MAN 3

INT 2

STA 3

APP 0

WIT 2

Bloodpool

○○○○○○○○○○

11

Humanity

●●●●●○○○○

6

Willpower

●●●●●○○○○

5

Conscience

●●○○○

2

Self-Control

●●○○○

4

Courage

●●●○○

4

Contacts

●●○○○

2

Generation

●○○○○

1

Retainers

●○○○○

1

ANIMALISM

●●○○○

2

OBFUSCATE

●○○○○

1

POTENCE

●●○○○

2

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

3

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

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

-1

-1

-2

-2

-5

Emilia Ziemmer

Player

MappleDash

10th gen. female Toreador of the Camarilla.  
at:75/75 ab:54/54 bk:6/5 tr:35/21 h+w:0

STR 2

CHA 3

PER 2

DEX 3

MAN 2

INT 2

STA 3

APP 5

WIT 2

Bloodpool

●●●○○○○○○○

13

Humanity

●●●●●●●○○○

8

Willpower

●●○○○○○○○○○

2

Conscience

●●●●●

5

Self-Control

●●●○○

3

Courage

●●○○○

2

Fame

●●●○○

3

Generation

●●●○○

3

AUSPEX

●●○○○

2

CELERITY

●○○○○

1

PRESENCE

●●○○○

2

Dexterity+Brawl

3

Dexterity+Melee

3 (D+1)

Dexterity+Athletics

4

Dexterity+Stealth

4

Charisma+Performance

7

Charisma+Intimidation

3

Manipulation+Subterfuge

5

Appearance+Subterfuge

8

Perception+Alertness

3

Perception+Empathy

5

Perception+Athletics

3

Wits+Streetwise

4

Intelligence+Finance

(N/A)

Intelligence+Investigation

(N/A)

Strength+Athletics

3

Intelligence+Academics

3

Intelligence+Medicine

(N/A)

Intelligence+Politics

(N/A)

Wits+Etiquette

3

Wits+Awareness

3

Wits+Empathy

5

Wits+Politics

(N/A)

Wits+Dexterity

5

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

-1

-1

-2

-2

-5

Isaac Hieldorf

Player

Owen

11th gen. male Caitiff of the Camarilla.  
at:80/75 ab:58/54 bk:7/5 tr:21/21 h+w:4

STR 2

CHA 3

PER 3

DEX 3

MAN 2

INT 4

STA 2

APP 3

WIT 3

Bloodpool

●●○○○○○○○○○

12

Humanity

●●●●●●●○○○

9

Willpower

●●●○○○○○○○

3

Conscience

●●●●●

5

Self-Control

●●●○○

4

Courage

●○○○○

1

Generation

●●○○○

2

Influence

●●○○○

2

Mentor

●●○○○

2

Resources

●○○○○

1

AUSPEX

●○○○○

1

OBFUSCATE

●○○○○

1

FORTITUDE

●○○○○

1

Dexterity+Brawl

3

Dexterity+Melee

3 (D+1)

Dexterity+Athletics

4

Dexterity+Stealth

4

Charisma+Performance

5

Charisma+Intimidation

3

Manipulation+Subterfuge

4

Appearance+Subterfuge

5

Perception+Alertness

3

Perception+Empathy

5

Perception+Athletics

4

Wits+Streetwise

4

Intelligence+Finance

8

Intelligence+Investigation

6

Strength+Athletics

3

Intelligence+Academics

6

Intelligence+Medicine

(N/A)

Intelligence+Politics

(N/A)

Wits+Etiquette

5

Wits+Awareness

4

Wits+Empathy

5

Wits+Politics

(N/A)

Wits+Dexterity

6

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

-1

-1

-2

-2

-5

Lawrence Clarkson

Player

Jef\_Tenda

9th gen. male Ventrue of the Camarilla.  
at:75/75 ab:54/54 bk:10/5 tr:28/21 h+w:0

STR 2

CHA 2

PER 3

DEX 2

MAN 4

INT 3

STA 2

APP 4

WIT 2

Bloodpool

●●●●○○○○○○○

14

Humanity

●●●●●●●○○○

8

Willpower

●●●●○○○○○○○

4

Conscience

●●●○○

3

Self-Control

●●●●●

5

Courage

●●●○○

4

Generation

●●●○○

4

Herd

●○○○○

1

Resources

●●●●●

5

DOMINATE

●●○○○

2

FORTITUDE

●○○○○

1

PRESENCE

●○○○○

1

Dexterity+Brawl

3

Dexterity+Melee

2 (D+1)

Dexterity+Athletics

3

Dexterity+Stealth

2 (D+1)

Charisma+Performance

3

Charisma+Intimidation

4

Manipulation+Subterfuge

6

Appearance+Subterfuge

6

Perception+Alertness

6

Perception+Empathy

4

Perception+Athletics

4

Wits+Streetwise

2

Intelligence+Finance

4

Intelligence+Investigation

(N/A)

Strength+Athletics

3

Intelligence+Academics

4

Intelligence+Medicine

4

Intelligence+Politics

5

Wits+Etiquette

3

Wits+Awareness

3

Wits+Empathy

3

Wits+Politics

4

Wits+Dexterity

4

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

-1

-1

-2

-2

-5

Tristana Von Bauer

Player

Fleur

12th gen. female Brujah of the Camarilla.  
at:75/75 ab:54/54 bk:6/5 tr:35/21 h+w:0

STR 3

CHA 2

PER 3

DEX 3

MAN 2

INT 2

STA 4

APP 2

WIT 3

Bloodpool

●○○○○○○○○○

11

Humanity

●●●●●●●○○○

7

Willpower

●●●○○○○○○○

3

Conscience

●●●○○

3

Self-Control

●●●○○

4

Courage

●●●○○

3

Contacts

●●●○○

3

Generation

●○○○○

1

Resources

●○○○○

1

Status

●○○○○

1

CELERITY

●●○○○

2

POTENCE

●●○○○

2

PRESENCE

●○○○○

1

Dexterity+Brawl

4

Dexterity+Melee

7

Dexterity+Athletics

6

Dexterity+Stealth

3 (D+1)

Charisma+Performance

2 (D+1)

Charisma+Intimidation

3

Manipulation+Subterfuge

3

Appearance+Subterfuge

3

Perception+Alertness

4

Perception+Empathy

3

Perception+Athletics

6

Wits+Streetwise

4

Intelligence+Finance

(N/A)

Intelligence+Investigation

3

Strength+Athletics

6

Intelligence+Academics

(N/A)

Intelligence+Medicine

3

Intelligence+Politics

(N/A)

Wits+Etiquette

4

Wits+Awareness

3

Wits+Empathy

3

Wits+Politics

(N/A)

Wits+Dexterity

6

Health

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Hurt

Injured

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Mauled

Crippled

Incapacitated

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-2

-5