

VAMPIRE

Hamburg By Night

What a Wonderful World of Darkness

The docks (Hamburg By Night)

Isaac Hieldorf

Player: Owen
 Chronicle: Hamburg By Night
 Creature: Kindred
 Faction: Camarilla

Nature	Idealist	Age/R(E)	28/30 (2023 A.D.)
Demeanor	Survivor	Sex	male
Position		Concept	Corporate Accountant
Coterie	Dockers	Clan	Caitiff
Territory		Weakness	

Physical (4/7)

Strength: ●●○○○
 Dexterity: ●●●○○
 Stamina: ●●○○○

Social (5/5)

Charisma: ●●●○○
 Manipulation: ●●○○○
 Appearance: ●●●○○

Mental (7/3)

Perception: ●●●○○
 Intelligence: ●●●●○
 Wits: ●●●○○

Talents (8/13)

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

Skills (8/9)

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

Knowledges (13/5)

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

Backgrounds (7)

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

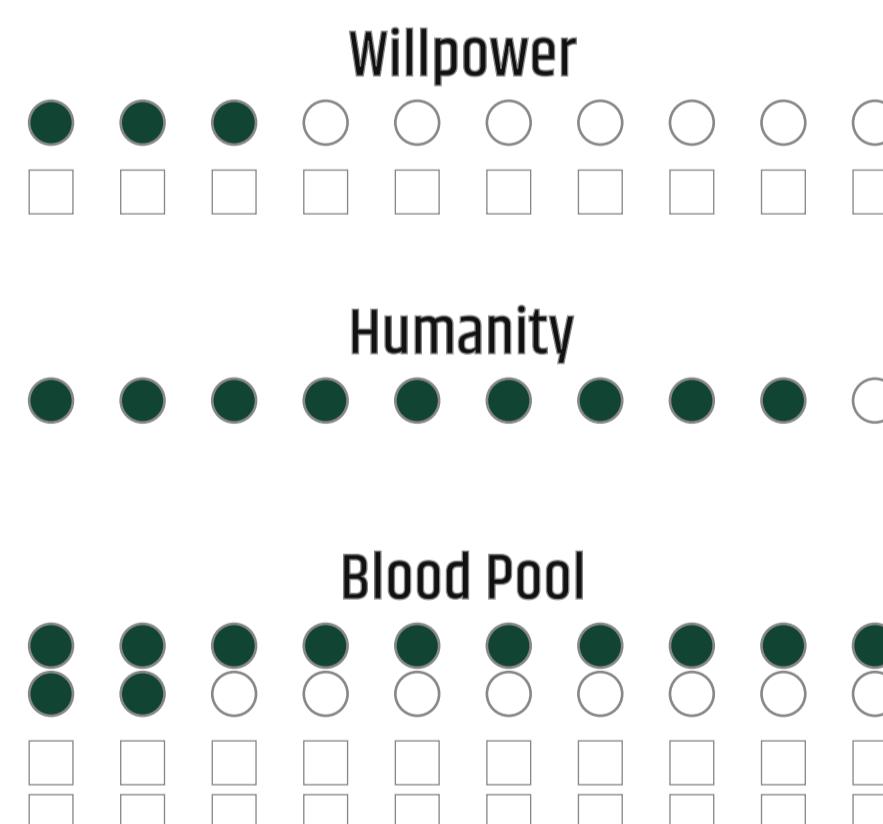
Disciplines (3)

Auspex: ●○○○○
 Obscure: ●○○○○
 Fortitude: ●○○○○
 Willpower: ○○○○○
 Willpower: ○○○○○
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 Willpower: ○○○○○
 Willpower: ○○○○○

Virtues

Conscience: ●●●●●
 Self-Control: ●●●●○
 Courage: ●○○○○
 Generation: 11th
 Sire: ○○○○○
 Experience: 0
 Remaining: 0
 Spent: 0

Merits/Flaws



Health

Bruised	□
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	□

Specialties

Intelligence 4: Analytical
 Finance 4: Corporations

Action Shortcuts

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

Challenge:0

About Backgrounds

Timeline

●●○○○ - Generation
11th generation

●●○○○ - Influence
Well-connected; a force in state politics

●●○○○ - Mentor
Mentor is respected; an elder vampire or a rank 3 garou, for instance.

●○○○○ - 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.



Archetypes

IDEALIST [nature: what you are]

The Idealist believes – truly, madly, deeply – in some higher goal or morality. The object of his idealism may be something as pragmatic as the Camarilla's eventual triumph or as amorphous as the ultimate good, but the belief is there. Idealists are frequently either very new to the Blood or very old, and many seek Golconda as the final expression of their idealism. In the meantime, an Idealist tries to reconcile his beliefs with the demands of vampiric existence, often acting contrary to his self-interest in doing so.

System: Regain a point of Willpower any time an action in pursuit of your ideals furthers your goals and brings your ideal closer to fruition.

SURVIVOR [demeanor: how you behave]

No matter what happens, no matter the odds or opposition, the Survivor always manages to pull through. Whether alone or with a group, the Survivor's utter refusal to accept defeat often makes the difference between success and failure. Survivors are frustrated by others' acceptance of "what fate has in store" or willingness to withstand less than what they can achieve. Outcasts, street folk and idealists may well be Survivor Archetypes.

About Disciplines

FORTITUDE: @0000 -

System: A character's rating in Fortitude adds to his Stamina for the purposes of soaking normal damage (bashing and lethal). A character with this Discipline may also use his dots in Fortitude to soak aggravated damage (Kindred cannot normally soak things like vampire bites, werewolf claws, magical effects, fire, sunlight or massive physical trauma). So a vampire with Fortitude 3 has three dice to soak aggravated damage. See Chapter Six, pp. 208–209, for further details on soaking and damage.

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.

AUSPEX: @0000 - Heightened Senses

System: In certain circumstances, use of this power requires a die roll: for a normal Perception roll (the Storyteller may reduce the difficulty by the character's Auspex rating), to notice a subject using Obfuscate (see p. 166), or to perceive a threat.

Merits & Flaws

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Others

Experience

Earned	0
Remaining	0
Spent	0