

Drama: Pilot Adventure - Halloween

Chronicle: Hamburg By Night
Era: 2023
In-game Start: Mon 2022/10/31 23:00
Population: 147

Description: The halloween incident.

Calendar:

Monday 2022-10-31

The Mall Sc:0067 EVENT		HH2	1h00
The Streets Sc:0068 EVENT		HH2	3h00
Footsteps Sc:0069 EVENT		HH2	5h00

Tuesday 2022-11-01

Wednesday 2022-11-02

The Turk Sc:0070		MIT	2h00
Vallentin Sc:0073		LUN	21h00
The Scholar Sc:0074		MIT	23h00

Thursday 2022-11-03

The Lübecker Court Sc:0072		LUB	21h00
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Friday 2022-11-04

Dramatis Personae

Niels Rueger

Police Detective (Hamburg).
Hamburg
Hamburg Polizei
Concept: Police Detective
Age: 38
Nature (Demeanor): Confident (Competitor)
Freebies: 20
Physical (7): Strength 3, Dexterity 4, Stamina 3
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (6): Perception 3, Intelligence 2, Wits 4
Talents (19): Alertness 2, Athletics 3, Brawl 3, Dodge 2, Empathy 2, Intuition 2, Streetwise 3, Subterfuge 2.
Skills (10): Animal Ken 1, Crafts 1, Drive 4, Etiquette 1, Firearms 2, Survival 1.
Knowledges (10): Investigation 4, Law 2, Occult 2, Politics 1, Science 1.
Backgrounds (10): Allies 1, Career 1, Contacts 3, Family 1, Equipment 2, Resources 2.
Willpower: 7-○○○○○-○○.

Anneke Feltwig

(.).
Age: 25
Nature (Demeanor): ()
Freebies: -93 (10 / 0)
Physical (0): Strength 1, Dexterity 1, Stamina 1
Social (0): Charisma 1, Manipulation 1, Appearance 1
Mental (0): Perception 1, Intelligence 1, Wits 1
Talents (0): .
Skills (0): .
Knowledges (0): .
Willpower: 2-○○.

Rebecca Loomis

(.).
Hamburg Polizei
Age: 25
Nature (Demeanor): ()
Freebies: -93 (10 / 0)
Physical (0): Strength 1, Dexterity 1, Stamina 1
Social (0): Charisma 1, Manipulation 1, Appearance 1
Mental (0): Perception 1, Intelligence 1, Wits 1
Talents (0): .
Skills (0): .
Knowledges (0): .
Willpower: 2-○○.

Georg

Primogen
8th generation Brujah of the Camarilla.
Bergedorfer Circle
Age: 35 (Real: 325, Embrace: 1768)
Nature (Demeanor): Architect (Thrill-seeker)
Freebies: 220
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (5): Charisma 3, Manipulation 2, Appearance 3
Mental (11): Perception 3, Intelligence 5, Wits 6
Talents (27): Alertness 1, Athletics 3, Brawl 2, Dodge 3, Empathy 4, Expression 5, Intimidation 4, Leadership 3, Streetwise 1, Subterfuge 1.
Skills (16): Animal Ken 2, Drive 1, Etiquette 1, Melee 4, Performance 3, Security 1, Stealth 1, Survival 3.
Knowledges (25): Academics 5, Technology 2, Finance 2, Investigation 2, Law 2, Linguistics 2, Medicine 2, Occult 2, Politics 4, Science 2.
Backgrounds (21): Allies 2, Fame 2, Generation 5, Herd 1, Influence 2, Resources 1, Retainers 4, Status 4.
Disciplines: Presence (5), Celerity (4), Potence (4), Auspex (2), Thaumaturgy (2)
Willpower: 4-○○○○
Blood Pool: 15-○○○○○-○○○○○-○○○○○
Conscience:●●●●● **Self-control:**●●●○○ **Courage:**●●●●○.

Frederike

Ancilla
9th generation Brujah of the Camarilla.
Bergedorfer Circle
Age: 24 (Real: 200, Embrace: 1847)
Nature (Demeanor): Show off (Explorer)
Freebies: 180
Physical (8): Strength 4, Dexterity 3, Stamina 4
Social (7): Charisma 4, Manipulation 3, Appearance 3
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (25): Alertness 3, Athletics 3, Brawl 3, Dodge 3, Empathy 1, Expression 1, Intimidation 3, Leadership 2, Streetwise 5, Subterfuge 1.
Skills (20): Animal Ken 1, Crafts 2, Drive 4, Etiquette 2, Firearms 3, Melee 4, Performance 2, Stealth 2.
Knowledges (20): Academics 3, Technology 2, Investigation 3, Law 2, Linguistics 2, Medicine 1, Occult 3, Politics 3, Science 1.
Backgrounds (21): Contacts 4, Fame 1, Generation 4, Herd 2, Influence 2, Mentor 1, Resources 2, Retainers 2, Status 3.
Disciplines: Presence (4), Potence (5), Celerity (4), Fortitude (2)
Willpower: 6-○○○○○-○
Blood Pool: 14-○○○○○-○○○○○-○○○○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Karl

Ancilla
10th generation Brujah of the Camarilla.
Bergedorfer Circle
Age: 25 (Real: 105, Embrace: 1943)
Nature (Demeanor): Show off (Bon Vivant)
Freebies: 100
Physical (7): Strength 4, Dexterity 2, Stamina 4
Social (7): Charisma 3, Manipulation 3, Appearance 4
Mental (7): Perception 3, Intelligence 4, Wits 3
Talents (17): Alertness 2, Athletics 2, Brawl 1, Dodge 2, Empathy 1, Expression 1, Intimidation 1, Leadership 3, Streetwise 4.
Skills (16): Animal Ken 2, Crafts 2, Drive 1, Etiquette 1, Firearms 2, Melee 1, Performance 2, Security 3, Stealth 2.
Knowledges (14): Academics 3, Technology 1, Investigation 2, Law 1, Occult 2, Politics 2, Science 3.
Backgrounds (12): Allies 3, Contacts 1, Fame 1, Generation 3, Herd 2, Influence 1, Status 1.
Disciplines: Potence (3), Celerity (2), Presence (2), Protean (1)
Willpower: 5-○○○○○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Pavel

Ancilla
11th generation Brujah of the Camarilla.
Hammerbrook Anarchs
Age: 26 (Real: 94, Embrace: 1955)
Nature (Demeanor): Caregiver (Avant-garde)
Freebies: 26 (75 / 0)
Physical (6): Strength 3, Dexterity 2, Stamina 4
Social (7): Charisma 2, Manipulation 4, Appearance 4
Mental (4): Perception 2, Intelligence 3, Wits 2
Talents (7): Alertness 2, Empathy 1, Intimidation 2, Leadership 1, Subterfuge 1.
Skills (13): Animal Ken 1, Crafts 2, Drive 3, Etiquette 1, Firearms 3, Melee 2, Performance 1.
Knowledges (11): Academics 1, Technology 3, Investigation 1, Law 1, Linguistics 2, Medicine 1, Science 2.
Backgrounds (7): Allies 1, Contacts 1, Generation 2, Herd 1, Resources 1, Retainers 1.
Disciplines: Presence (3), Potence (2), Celerity (1)
Willpower: 4-○○○○
Blood Pool: 12-○○○○○-○○○○○-○○
Conscience:●●●●○ **Self-control:**●●●○○ **Courage:**●●○○○.

Ernst

Ancilla
9th generation Brujah of the Camarilla.
Hammerbrook Anarchs
Age: 22 (Real: 97, Embrace: 1948)
Nature (Demeanor): Director (Visionary)
Freebies: 25 (100 / 0)
Physical (6): Strength 4, Dexterity 3, Stamina 2
Social (6): Charisma 4, Manipulation 3, Appearance 2
Mental (3): Perception 3, Intelligence 2, Wits 1
Talents (9): Alertness 1, Athletics 1, Brawl 2, Empathy 1, Expression 2, Intimidation 1, Subterfuge 1.
Skills (5): Animal Ken 1, Security 2, Stealth 2.
Knowledges (13): Academics 3, Law 3, Linguistics 2, Medicine 2, Politics 3.
Backgrounds (8): Allies 1, Contacts 2, Generation 4, Retainers 1.
Disciplines: Presence (4), Potence (3), Celerity (1)
Willpower: 5-○○○○○
Blood Pool: 14-○○○○○-○○○○○-○○○○
Conscience:●●○○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Helga

Ancilla
12th generation Brujah of the Camarilla.
Hammerbrook Anarchs
Age: 25 (Real: 99, Embrace: 1949)
Nature (Demeanor): Bon Vivant (Curmudgeon)
Freebies: 24 (75 / 0)
Physical (5): Strength 3, Dexterity 3, Stamina 2
Social (7): Charisma 3, Manipulation 3, Appearance 4
Mental (5): Perception 4, Intelligence 2, Wits 2
Talents (13): Athletics 1, Brawl 1, Dodge 1, Empathy 2, Expression 3, Intimidation 3, Leadership 1, Subterfuge 1.
Skills (10): Animal Ken 1, Drive 2, Etiquette 2, Melee 2, Performance 1, Survival 2.
Knowledges (5): Academics 2, Investigation 1, Law 1, Linguistics 1.
Backgrounds (8): Allies 1, Generation 1, Herd 1, Resources 2, Retainers 1, Status 2.
Disciplines: Presence (4), Potence (1), Celerity (1)
Willpower: 4-○○○○
Blood Pool: 11-○○○○○-○○○○○-○
Conscience:●●●●○ **Self-control:**●●●●○ **Courage:**●●●○○.

Alicia Hardwick

Enforcer
Ghoul of Frederike
Ghoul of Frederike
Bergedorfer Circle
Age: 30 (Real: 18, Embrace: 2035)
Nature (Demeanor): Rebel (Penitent)
Freebies: 23 (1 / 0)
Physical (3): Strength 3, Dexterity 1, Stamina 2
Social (4): Charisma 2, Manipulation 3, Appearance 2
Mental (6): Perception 2, Intelligence 2, Wits 5
Talents (11): Alertness 2, Athletics 1, Brawl 3, Dodge 1, Empathy 1, Intuition 1, Streetwise 1, Subterfuge 1.
Skills (5): Animal Ken 1, Etiquette 1, Leadership 1, Performance 2.
Knowledges (7): Academics 1, Computer 1, Finance 2, Law 1, Occult 1, Science 1.
Backgrounds (7): Bond 1, Contacts 2, Fame 1, Mentor 1, Status 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Mike Johnson

Valet
Ghoul of Frederike
Ghoul of Frederike
Bergedorfer Circle
Age: 17 (Real: 56, Embrace: 1984)
Nature (Demeanor): Curmudgeon (Deviant)
Freebies: 23 (9 / 0)
Physical (3): Strength 4, Dexterity 1, Stamina 1
Social (6): Charisma 4, Manipulation 2, Appearance 3
Mental (4): Perception 3, Intelligence 2, Wits 2
Talents (7): Alertness 1, Athletics 2, Brawl 1, Dodge 1, Intimidation 1, Subterfuge 1.
Skills (11): Crafts 3, Drive 1, Etiquette 1, Firearms 1, Leadership 1, Melee 1, Performance 3.
Knowledges (5): Academics 1, Finance 1, Investigation 1, Law 1, Linguistics 1.
Backgrounds (7): Allies 1, Contacts 1, Influence 1, Mentor 1, Resources 2, Trust 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Iana Owens

Intelligence
Ghoul of Georg
Ghoul of Georg
Bergedorfer Circle
Age: 31 (Real: 299, Embrace: 1755)
Nature (Demeanor): Conniver (Conformist)
Freebies: 23 (57 / 0)
Physical (6): Strength 4, Dexterity 2, Stamina 3
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (5): Alertness 1, Brawl 1, Dodge 1, Intimidation 1, Intuition 1.
Skills (7): Drive 1, Etiquette 1, Firearms 1, Leadership 2, Stealth 2.
Knowledges (11): Academics 2, Computer 3, Investigation 1, Law 1, Medicine 1, Occult 1, Science 2.
Backgrounds (7): Bond 2, Contacts 1, Influence 1, Resources 1, Status 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Female ghoul 1 Georg

Ghoul of Georg
Ghoul of Georg
Bergedorfer Circle
Age: 16 (Real: 53, Embrace: 1986)
Nature (Demeanor): Traditionalist (Child)
Freebies: 23 (8 / 0)
Physical (4): Strength 2, Dexterity 3, Stamina 2
Social (6): Charisma 2, Manipulation 3, Appearance 4
Mental (3): Perception 4, Intelligence 1, Wits 1
Talents (11): Alertness 3, Athletics 1, Brawl 2, Dodge 1, Empathy 1, Expression 1, Intimidation 1, Streetwise 1.
Skills (7): Animal Ken 1, Drive 2, Etiquette 1, Firearms 1, Leadership 1, Performance 1.
Knowledges (5): Finance 1, Medicine 1, Politics 1, Science 2.
Backgrounds (7): Allies 2, Contacts 1, Fame 1, Equipment 1, Mentor 1, Resources 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Female ghoul 2 Georg

Ghoul of Georg
Ghoul of Georg
Bergedorfer Circle
Age: 40 (Real: 172, Embrace: 1891)
Nature (Demeanor): Bon Vivant (Director)
Freebies: 23 (32 / 0)
Physical (3): Strength 1, Dexterity 4, Stamina 1
Social (6): Charisma 3, Manipulation 4, Appearance 2
Mental (4): Perception 3, Intelligence 1, Wits 3
Talents (11): Alertness 1, Athletics 1, Dodge 1, Empathy 1, Expression 3, Intuition 1, Streetwise 1, Subterfuge 2.
Skills (5): Etiquette 2, Firearms 1, Performance 1, Stealth 1.
Knowledges (7): Academics 3, Investigation 3, Science 1.
Backgrounds (7): Bond 1, Mentor 2, Resources 1, Status 1, Trust 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Male ghoul 3 Georg

Ghoul of Georg
Ghoul of Georg
Bergedorfer Circle
Age: 42 (Real: 21, Embrace: 2044)
Nature (Demeanor): Judge (Explorer)
Freebies: 23 (2 / 0)
Physical (6): Strength 2, Dexterity 3, Stamina 4
Social (4): Charisma 2, Manipulation 3, Appearance 2
Mental (3): Perception 3, Intelligence 1, Wits 2
Talents (5): Athletics 1, Dodge 1, Intimidation 1, Intuition 2.
Skills (11): Animal Ken 2, Crafts 2, Drive 1, Leadership 2, Performance 1, Survival 3.
Knowledges (7): Computer 1, Investigation 1, Occult 1, Politics 1, Science 3.
Backgrounds (7): Bond 3, Equipment 1, Influence 1, Mentor 1, Status 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Jennifer Moses

Operative
Ghoul of Kevin
Ghoul of Kevin
Bergedorfer Circle
Age: 18 (Real: 0, Embrace: 2041)
Nature (Demeanor): Survivor (Avant-garde)
Freebies: 23 (-2 / 0)
Physical (4): Strength 2, Dexterity 3, Stamina 2
Social (6): Charisma 3, Manipulation 3, Appearance 3
Mental (3): Perception 2, Intelligence 3, Wits 1
Talents (11): Alertness 2, Empathy 3, Expression 1, Streetwise 3, Subterfuge 2.
Skills (5): Drive 1, Etiquette 1, Firearms 2, Melee 1.
Knowledges (7): Academics 1, Computer 1, Finance 1, Linguistics 1, Occult 1, Politics 1, Science 1.
Backgrounds (7): Contacts 1, Fame 1, Resources 3, Status 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Kristoph Helge

Valet

Ghoul of Ernst

Ghoul of Ernst

Hammerbrook Anarchs

Age: 26 (Real: 80, Embrace: 1969)

Nature (Demeanor): Autocrat (Fanatic)

Freebies: 23 (14 / 0)

Physical (6): Strength 3, Dexterity 4, Stamina 2

Social (3): Charisma 1, Manipulation 2, Appearance 3

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (11): Athletics 1, Brawl 2, Empathy 2, Expression 1, Intimidation 1, Intuition 1, Streetwise 3.

Skills (5): Crafts 1, Drive 1, Etiquette 1, Leadership 1, Performance 1.

Knowledges (7): Academics 1, Computer 1, Law 2, Politics 2, Science 1.

Backgrounds (7): Equipment 1, Influence 2, Resources 1, Status 2, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Reinhardt Schrende

Valet

Ghoul of Helga

Ghoul of Helga

Hammerbrook Anarchs

Age: 28 (Real: 22, Embrace: 2029)

Nature (Demeanor): Conformist (Perfectionist)

Freebies: 23 (2 / 0)

Physical (3): Strength 4, Dexterity 1, Stamina 1

Social (4): Charisma 2, Manipulation 1, Appearance 4

Mental (6): Perception 4, Intelligence 2, Wits 3

Talents (7): Alertness 1, Athletics 1, Brawl 1, Dodge 1, Intimidation 1, Intuition 1, Subterfuge 1.

Skills (5): Animal Ken 1, Drive 1, Etiquette 1, Firearms 1, Performance 1.

Knowledges (11): Academics 2, Finance 2, Investigation 2, Law 1, Linguistics 2, Medicine 1, Politics 1.

Backgrounds (7): Bond 2, Contacts 1, Fame 1, Equipment 2, Resources 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Stan Gurfus

Intelligence

Ghoul of Pavel

Ghoul of Pavel

Hammerbrook Anarchs

Age: 41 (Real: 55, Embrace: 2009)

Nature (Demeanor): Perfectionist (Monster)

Freebies: 23 (9 / 0)

Physical (4): Strength 2, Dexterity 1, Stamina 4

Social (6): Charisma 2, Manipulation 3, Appearance 4

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (5): Brawl 2, Empathy 1, Expression 1, Intuition 1.

Skills (7): Animal Ken 1, Etiquette 1, Performance 2, Stealth 3.

Knowledges (11): Academics 2, Computer 2, Investigation 1, Law 3, Medicine 2, Occult 1.

Backgrounds (7): Bond 1, Contacts 2, Equipment 2, Resources 2.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Hans Kleimann

Neonate

13th generation Brujah of the Camarilla.

Hammerbrook Anarchs

Age: 33 (Real: 76, Embrace: 1980)

Nature (Demeanor): Thrill-seeker (Show off)

Freebies: 12 (55 / 0)

Physical (6): Strength 2, Dexterity 3, Stamina 4

Social (5): Charisma 3, Manipulation 3, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (13): Alertness 1, Athletics 3, Brawl 3, Dodge 1, Empathy 1, Expression 2, Streetwise 1, Subterfuge 1.

Skills (13): Crafts 2, Drive 5, Etiquette 1, Melee 3, Security 1, Stealth 1.

Knowledges (5): Academics 1, Law 2, Linguistics 1, Politics 1.

Backgrounds (10): Allies 2, Contacts 2, Influence 1, Mentor 2, Resources 2, Status 1.

Disciplines: Presence (1), Potence (1), Celerity (3)

Willpower: 4-○○○○○

Blood Pool: 10-○○○○○-○○○○○

Conscience:●●○○○ **Self-control:**●●●○○ **Courage:**●●●○○.

Kevin

Neonate

13th generation Brujah of the Camarilla.

Bergedorfer Circle

Age: 19 (Real: 24, Embrace: 2018)

Nature (Demeanor): Martyr (Martyr)

Freebies: 11 (15 / 0)

Physical (3): Strength 1, Dexterity 3, Stamina 2

Social (5): Charisma 3, Manipulation 2, Appearance 3

Mental (7): Perception 3, Intelligence 3, Wits 4

Talents (12): Athletics 1, Brawl 3, Dodge 3, Intimidation 1, Leadership 1, Subterfuge 3.

Skills (19): Animal Ken 2, Drive 2, Firearms 2, Melee 3, Performance 4, Stealth 3, Survival 3.

Knowledges (5): Technology 2, Law 1, Medicine 1, Politics 1.

Backgrounds (9): Allies 1, Contacts 2, Fame 1, Herd 1, Influence 1, Resources 1, Retainers 1, Status 1.

Disciplines: Potence (1), Celerity (1), Presence (1)

Willpower: 6-○○○○○-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●○○.

Katja

Neonate

12th generation Brujah of the Camarilla.

Bergedorfer Circle

Age: 22 (Real: 44, Embrace: 2001)

Nature (Demeanor): Show off (Martyr)

Freebies: 9 (35 / 0)

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (7): Charisma 4, Manipulation 2, Appearance 4

Mental (6): Perception 2, Intelligence 3, Wits 4

Talents (9): Alertness 1, Athletics 1, Brawl 3, Expression 1, Intimidation 1, Leadership 1, Subterfuge 1.

Skills (13): Animal Ken 1, Crafts 2, Drive 2, Firearms 3, Melee 3, Stealth 1, Survival 1.

Knowledges (5): Academics 2, Investigation 1, Law 1, Politics 1.

Backgrounds (6): Contacts 1, Generation 1, Herd 1, Influence 1, Status 2.

Disciplines: Presence (3), Celerity (1), Potence (1)

Willpower: 5-○○○○○

Blood Pool: 11-○○○○○-○○○○○-○

Conscience:●●●●○ **Self-control:**●●●○○ **Courage:**●●●●○.

Leupold

6th generation Gangrel of the Camarilla.
Bremen Primogen
Age: 19 (Real: 827, Embrace: 1215)
Nature (Demeanor): Predator (Bureaucrat)
Freebies: 320 (520 / 0)
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (6): Charisma 3, Manipulation 4, Appearance 2
Mental (12): Perception 6, Intelligence 3, Wits 6
Talents (32): Alertness 5, Athletics 3, Brawl 5, Dodge 5, Empathy 2, Expression 2, Intimidation 5, Leadership 2, Streetwise 2, Subterfuge 1.
Skills (23): Animal Ken 7, Etiquette 3, Performance 2, Security 1, Stealth 5, Survival 5.
Knowledges (16): Investigation 1, Linguistics 4, Medicine 4, Occult 4, Politics 1, Science 2.
Backgrounds (19): Contacts 1, Generation 7, Herd 3, Influence 2, Resources 1, Status 5.
Disciplines: Animalism (6), Obfuscate (4), Fortitude (5), Protean (7), Celerity (3), Potence (4)
Willpower: 6-○○○○○-○
Blood Pool:
30-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○
Conscience:●●○○○ **Self-control:**●●●○○ **Courage:**●●●●● .

Paulo

Ancilla
11th generation Gangrel of the Camarilla.
Hammerbrook Anarchs
Age: 20 (Real: 134, Embrace: 1909)
Nature (Demeanor): Perfectionist (Gallant)
Freebies: 120
Physical (9): Strength 4, Dexterity 4, Stamina 4
Social (5): Charisma 3, Manipulation 2, Appearance 3
Mental (7): Perception 4, Intelligence 3, Wits 3
Talents (17): Alertness 2, Athletics 2, Brawl 4, Dodge 3, Empathy 1, Expression 1, Intimidation 3, Streetwise 1.
Skills (12): Animal Ken 4, Crafts 3, Stealth 2, Survival 3.
Knowledges (5): Academics 1, Investigation 1, Medicine 1, Occult 1, Politics 1.
Backgrounds (9): Allies 1, Generation 2, Herd 1, Retainers 2, Status 3.
Disciplines: Animalism (5)), Fortitude (5), Protean (5)
Willpower: 5-○○○○○
Blood Pool: 12-○○○○○-○○○○○-○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Ethan

Neonate
12th generation Gangrel of the Camarilla.
Age: 26 (Real: 89, Embrace: 1960)
Nature (Demeanor): Rogue (Bureaucrat)
Freebies: 75
Physical (8): Strength 3, Dexterity 5, Stamina 3
Social (8): Charisma 5, Manipulation 3, Appearance 3
Mental (4): Perception 2, Intelligence 2, Wits 3
Talents (8): Alertness 1, Brawl 2, Dodge 1, Empathy 1, Leadership 1, Streetwise 1, Subterfuge 1.
Skills (14): Animal Ken 4, Crafts 2, Melee 1, Security 1, Stealth 2, Survival 4.
Knowledges (9): Academics 1, Finance 1, Investigation 1, Linguistics 3, Occult 1, Politics 1, Science 1.
Backgrounds (6): Generation 1, Herd 1, Mentor 1, Resources 1, Retainers 1, Status 1.
Disciplines: Protean (5), Animalism (4), Fortitude (2)
Willpower: 4-○○○○○
Blood Pool: 11-○○○○○-○○○○○-○
Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●●○.

Jim Peterson

Enforcer
Ghoul of Paula
Ghoul of Paula
Hammerbrook Anarchs
Age: 34 (Real: 0, Embrace: 2057)
Nature (Demeanor): Show off (Avant-garde)
Freebies: 23 (-2 / 0)
Physical (4): Strength 2, Dexterity 3, Stamina 2
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (6): Perception 2, Intelligence 4, Wits 3
Talents (5): Alertness 2, Empathy 1, Intuition 1, Streetwise 1.
Skills (11): Animal Ken 1, Drive 1, Etiquette 2, Firearms 2, Melee 2, Performance 1, Stealth 1, Survival 1.
Knowledges (7): Academics 2, Finance 1, Law 1, Medicine 2, Politics 1.
Backgrounds (7): Bond 2, Resources 2, Status 1, Trust 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Eden Luinni

Enforcer
Ghoul of Paula
Ghoul of Paula
Hammerbrook Anarchs
Age: 40 (Real: 0, Embrace: 2063)
Nature (Demeanor): Reluctant (Show off)
Freebies: 23 (-2 / 0)
Physical (3): Strength 1, Dexterity 2, Stamina 3
Social (6): Charisma 1, Manipulation 1, Appearance 7
Mental (4): Perception 4, Intelligence 2, Wits 1
Talents (11): Alertness 1, Brawl 1, Dodge 1, Empathy 2, Expression 1, Intuition 1, Streetwise 2, Subterfuge 2.
Skills (5): Drive 1, Etiquette 2, Firearms 1, Stealth 1.
Knowledges (7): Finance 1, Investigation 2, Law 1, Linguistics 2, Science 1.
Backgrounds (7): Bond 1, Fame 1, Equipment 1, Influence 2, Mentor 1, Status 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Ella

Primogen

8th generation Malkavian of the Camarilla.

The Night Unlife

Age: 23 (Real: 293, Embrace: 1753)

Nature (Demeanor): Rebel (Rogue)

Freebies: 220

Physical (7): Strength 4, Dexterity 4, Stamina 2

Social (9): Charisma 4, Manipulation 4, Appearance 4

Mental (6): Perception 4, Intelligence 2, Wits 3

Talents (25): Alertness 3, Athletics 3, Brawl 1, Dodge 1, Empathy 4, Expression 2, Leadership 4, Streetwise 3, Subterfuge 4.

Skills (16): Animal Ken 1, Crafts 1, Drive 1, Etiquette 3, Firearms 2, Performance 3, Security 1, Stealth 3, Survival 1.

Knowledges (21): Academics 3, Technology 1, Finance 1, Investigation 2, Law 1, Linguistics 2, Medicine 5, Occult 2, Politics 2, Science 2.

Backgrounds (28): Allies 2, Contacts 2, Fame 1, Generation 5, Herd 2, Influence 5, Resources 5, Retainers 3, Status 3.

Disciplines: Auspex (5), Obfuscate (5), Dominate (2), Dementation (5), Celerity (1)

Willpower: 4-○○○○

Blood Pool: 15-○○○○○-○○○○○-○○○○○

Conscience:●●●●○ **Self-control:**●●●○○ **Courage:**●●●●○.

Sveltana

Ancilla

11th generation Malkavian of the Camarilla.

Hamburg Chantry

Age: 26 (Real: 98, Embrace: 1951)

Nature (Demeanor): Competitor (Caregiver)

Freebies: 75

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (8): Charisma 3, Manipulation 3, Appearance 5

Mental (5): Perception 2, Intelligence 2, Wits 4

Talents (16): Alertness 4, Athletics 2, Dodge 3, Empathy 1, Expression 2, Streetwise 2, Subterfuge 2.

Skills (17): Animal Ken 1, Crafts 2, Drive 2, Etiquette 2, Performance 3, Security 1, Stealth 4, Survival 2.

Knowledges (14): Academics 1, Technology 1, Investigation 3, Linguistics 2, Medicine 1, Occult 4, Politics 1, Science 1.

Backgrounds (11): Allies 1, Contacts 1, Fame 1, Generation 2, Mentor 1, Resources 2, Status 3.

Disciplines: Auspex (5), Dementation (1), Thaumaturgy (2), Obfuscate (3)

Willpower: 1-○

Blood Pool: 12-○○○○○-○○○○○-○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Aimée Pfeiser

Intelligence

Ghoul of Ella

Ghoul of Ella

The Night Unlife

Concept: Psychologist

Age: 20 (Real: 256, Embrace: 1787)

Nature (Demeanor): Conformist (Confident)

Freebies: 49

Physical (5): Strength 2, Dexterity 3, Stamina 3

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (10): Empathy 1, Expression 2, Intimidation 1, Intuition 2, Streetwise 2, Subterfuge 2.

Skills (5): Animal Ken 2, Leadership 1, Melee 2.

Knowledges (13): Academics 2, Computer 1, Finance 2, Investigation 2, Medicine 4, Science 2.

Backgrounds (9): Allies 1, Bond 1, Contacts 1, Equipment 2, Influence 1, Status 1, Trust 2.

Disciplines: Potence (1), Auspex (1)

Willpower: 5-○○○○○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Nadia Kirshen

Valet

Ghoul of Ella

Ghoul of Ella

The Night Unlife

Age: 32 (Real: 185, Embrace: 1870)

Nature (Demeanor): Pedagogue (Gallant)

Freebies: 35

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (5): Alertness 1, Brawl 1, Dodge 1, Intuition 1, Streetwise 1.

Skills (12): Crafts 1, Drive 5, Etiquette 2, Firearms 2, Performance 1, Stealth 1.

Knowledges (11): Academics 2, Computer 1, Finance 1, Law 1, Linguistics 1, Occult 3, Science 2.

Backgrounds (7): Allies 1, Equipment 1, Mentor 1, Resources 2, Trust 2.

Disciplines: Potence (1)

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Christian

Neonate

9th generation Malkavian of the Camarilla.

The Night Unlife

Age: 28 (Real: 40, Embrace: 2011)

Nature (Demeanor): Critic (Perfectionist)

Freebies: 25

Physical (5): Strength 3, Dexterity 2, Stamina 3

Social (5): Charisma 2, Manipulation 4, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (6): Alertness 1, Expression 1, Intimidation 2, Streetwise 1, Subterfuge 1.

Skills (11): Animal Ken 2, Drive 1, Firearms 1, Melee 3, Performance 2, Security 1, Stealth 1.

Knowledges (13): Academics 1, Finance 2, Investigation 2, Linguistics 2, Medicine 2, Occult 2, Science 2.

Backgrounds (16): Contacts 2, Fame 2, Generation 4, Influence 2, Resources 2, Retainers 1, Status 3.

Disciplines: Auspex (1), Dementation (3), Obfuscate (3)

Willpower: 3-○○○

Blood Pool: 14-○○○○○-○○○○○-○○○

Conscience:●●●●● **Self-control:**●●○○○ **Courage:**●●●○○.

Roxanne Beauville

Enforcer

Ghoul of Christian

Ghoul of Christian

The Night Unlife

Age: 28 (Real: 0, Embrace: 2051)

Nature (Demeanor): Critic (Loner)

Freebies: 23 (-2 / 0)

Physical (3): Strength 3, Dexterity 2, Stamina 1

Social (6): Charisma 3, Manipulation 2, Appearance 4

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (7): Athletics 1, Brawl 3, Dodge 2, Subterfuge 1.

Skills (5): Animal Ken 1, Firearms 1, Leadership 1, Performance 1, Survival 1.

Knowledges (11): Academics 2, Computer 3, Finance 1, Law 1, Linguistics 1, Occult 1, Science 2.

Backgrounds (7): Bond 2, Contacts 1, Fame 1, Resources 3.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Hans Ruben

Enforcer

Ghoul of Ella

Ghoul of Ella

The Night Unlife

Age: 36 (Real: 192, Embrace: 1867)

Nature (Demeanor): Trickster (Avant-garde)

Freebies: 23 (36 / 0)

Physical (3): Strength 2, Dexterity 3, Stamina 1

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (6): Perception 1, Intelligence 3, Wits 5

Talents (5): Dodge 1, Intimidation 2, Streetwise 1, Subterfuge 1.

Skills (11): Animal Ken 1, Drive 2, Etiquette 3, Firearms 1, Leadership 1, Melee 2, Survival 1.

Knowledges (7): Academics 2, Investigation 1, Linguistics 1, Medicine 2, Science 1.

Backgrounds (7): Allies 1, Contacts 1, Equipment 2, Mentor 1, Resources 2.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Jo Weis

Valet

Ghoul of Silke

Ghoul of Silke

The Night Unlife

Age: 19 (Real: 0, Embrace: 2042)

Nature (Demeanor): Bureaucrat (Bravo)

Freebies: 23 (-2 / 0)

Physical (4): Strength 1, Dexterity 2, Stamina 4

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (3): Perception 3, Intelligence 1, Wits 2

Talents (5): Dodge 1, Empathy 2, Streetwise 1, Subterfuge 1.

Skills (11): Animal Ken 1, Etiquette 1, Firearms 2, Leadership 1, Melee 2, Stealth 2, Survival 2.

Knowledges (7): Academics 3, Finance 1, Investigation 1, Linguistics 2.

Backgrounds (7): Allies 1, Fame 1, Equipment 1, Influence 1, Mentor 1, Resources 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Betsi Kleigmann

Intelligence

Ghoul of Silke

Ghoul of Silke

The Night Unlife

Age: 26 (Real: 0, Embrace: 2049)

Nature (Demeanor): Thrill-seeker (Confident)

Freebies: 23 (-2 / 0)

Physical (6): Strength 6, Dexterity 2, Stamina 1

Social (4): Charisma 3, Manipulation 1, Appearance 3

Mental (3): Perception 2, Intelligence 3, Wits 1

Talents (11): Athletics 2, Brawl 2, Empathy 3, Expression 1, Intimidation 1, Intuition 1, Streetwise 1.

Skills (5): Animal Ken 2, Performance 1, Survival 2.

Knowledges (7): Computer 2, Linguistics 1, Medicine 2, Occult 2.

Backgrounds (7): Bond 1, Equipment 1, Mentor 1, Resources 3, Status 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Silke

Neonate

12th generation Malkavian of the Camarilla.
The Night Unlife

Concept: Junkie

Age: 31 (Real: 35, Embrace: 2019)

Nature (Demeanor): Builder (Martyr)

Freebies: 15

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (7): Charisma 3, Manipulation 3, Appearance 4

Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (8): Alertness 1, Brawl 1, Empathy 3, Expression 1, Intimidation 1, Streetwise 1.

Skills (10): Animal Ken 2, Crafts 1, Etiquette 2, Melee 1, Stealth 2, Survival 2.

Knowledges (13): Technology 2, Investigation 2, Law 1, Linguistics 2, Medicine 1, Occult 1, Politics 2, Science 2.

Backgrounds (6): Generation 1, Mentor 1, Resources 1, Retainers 2, Status 1.

Disciplines: Obfuscate (2), Auspex (2), Dementation (2)

Willpower: 4-○○○○

Blood Pool: 11-○○○○○-○○○○○-○

Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●●○.

Heinrich

Primogen

6th generation Nosferatu of the Camarilla.
Lüneburg

Age: 24 (Real: 804, Embrace: 1243)

Nature (Demeanor): Monster (Survivor)

Freebies: 470

Physical (16): Strength 7, Dexterity 6, Stamina 6

Social (5): Charisma 5, Manipulation 3, Appearance 0

Mental (13): Perception 6, Intelligence 4, Wits 6

Talents (39): Alertness 7, Athletics 4, Brawl 4, Dodge 4, Empathy 1, Expression 1, Intimidation 7, Leadership 4, Streetwise 4, Subterfuge 3.

Skills (32): Animal Ken 7, Crafts 3, Etiquette 2, Performance 4, Security 3, Stealth 7, Survival 6.

Knowledges (22): Academics 4, Investigation 4, Law 3, Linguistics 5, Occult 4, Politics 1, Science 1.

Backgrounds (28): Allies 4, Contacts 4, Fame 2, Generation 7, Herd 3, Resources 3, Status 5.

Disciplines: Animalism (7), Obfuscate (7), Potence (7), Protean (5), Celerity (5), Fortitude (5), Auspex (2)

Willpower: 8-○○○○○-○○○

Blood Pool:

30-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○

Conscience:●○○○○ **Self-control:**●○○○○ **Courage:**●●●●● ●●●.

Vallentin

Elder

7th generation Nosferatu of the Camarilla.
Lüneburg

Age: 25 (Real: 590, Embrace: 1458)

Nature (Demeanor): Bon Vivant (Perfectionist)

Freebies: 360

Physical (10): Strength 5, Dexterity 4, Stamina 4

Social (5): Charisma 5, Manipulation 3, Appearance 0

Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (40): Alertness 4, Athletics 4, Brawl 6, Dodge 6, Empathy 4, Expression 1, Intimidation 4, Leadership 3, Streetwise 5, Subterfuge 3.

Skills (31): Animal Ken 4, Crafts 4, Drive 3, Etiquette 3, Melee 3, Performance 2, Security 4, Stealth 6, Survival 2.

Knowledges (29): Academics 2, Technology 3, Finance 2, Investigation 4, Law 2, Linguistics 2, Medicine 2, Occult 6, Politics 4, Science 2.

Backgrounds (25): Contacts 4, Generation 6, Herd 3, Influence 2, Mentor 1, Resources 2, Retainers 3, Status 4.

Disciplines: Potence (6), Animalism (6), Obfuscate (6), Protean (4), Celerity (3), Auspex (2), Fortitude (2)

Willpower: 5-○○○○○

Blood Pool: 20-○○○○○-○○○○○-○○○○○-○○○○○

Conscience:●●○○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Lüdre

Intelligence

Ghoul of Vallentin
Ghoul of Vallentin
Lüneburg

Age: 30 (Real: 540, Embrace: 1513)

Nature (Demeanor): Caregiver (Reluctant)

Freebies: 106

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (4): Charisma 3, Manipulation 3, Appearance 1

Mental (8): Perception 4, Intelligence 3, Wits 4

Talents (15): Alertness 3, Brawl 1, Dodge 4, Empathy 1, Intimidation 2, Intuition 1, Streetwise 2, Subterfuge 1.

Skills (16): Animal Ken 3, Crafts 1, Drive 2, Etiquette 1, Leadership 1, Melee 3, Stealth 3, Survival 2.

Knowledges (13): Academics 2, Computer 1, Finance 2, Investigation 3, Linguistics 2, Medicine 2, Politics 1.

Backgrounds (12): Allies 2, Bond 1, Contacts 2, Equipment 2, Resources 3, Trust 2.

Disciplines: Potence (2), Obfuscate (1)

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Achim

Ancilla
9th generation Nosferatu of the Camarilla.
The Lübecker Court
Age: 33 (Real: 120, Embrace: 1936)
Nature (Demeanor): Child (Loner)
Freebies: 100
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (4): Charisma 4, Manipulation 3, Appearance 0
Mental (7): Perception 4, Intelligence 4, Wits 2
Talents (15): Alertness 3, Athletics 2, Brawl 2, Dodge 1, Empathy 1, Leadership 3, Streetwise 1, Subterfuge 2.
Skills (10): Crafts 1, Etiquette 1, Firearms 2, Melee 1, Performance 1, Security 1, Stealth 2, Survival 1.
Knowledges (5): Academics 1, Investigation 1, Medicine 1, Occult 1, Science 1.
Backgrounds (13): Allies 2, Generation 4, Influence 2, Mentor 3, Status 2.
Disciplines: Animalism (5), Potence (5), Obfuscate (4), Dominate (2)
Willpower: 4-○○○○○
Blood Pool: 14-○○○○○-○○○○○-○○○○○
Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●●○.

Wilhelm

Ancilla
11th generation Nosferatu of the Camarilla.
U-Bahn Gang
Age: 36 (Real: 186, Embrace: 1873)
Nature (Demeanor): Martyr (Masochist)
Freebies: 87 (160 / 0)
Physical (7): Strength 3, Dexterity 3, Stamina 4
Social (4): Charisma 4, Manipulation 3, Appearance 0
Mental (4): Perception 2, Intelligence 2, Wits 3
Talents (17): Alertness 2, Athletics 3, Brawl 2, Dodge 3, Intimidation 3, Streetwise 3, Subterfuge 1.
Skills (16): Animal Ken 1, Drive 1, Firearms 2, Melee 3, Performance 2, Security 2, Stealth 3, Survival 2.
Knowledges (16): Academics 1, Technology 4, Investigation 4, Linguistics 2, Medicine 1, Occult 3, Science 1.
Backgrounds (12): Allies 1, Contacts 4, Generation 2, Influence 1, Resources 1, Status 3.
Disciplines: Potence (2), Animalism (3), Obfuscate (4), Protean (1)
Willpower: 5-○○○○○
Blood Pool: 12-○○○○○-○○○○○-○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●○○.

Kai

Ancilla
10th generation Nosferatu of the Camarilla (The Night Unlife).
The Night Unlife
U-Bahn Gang
Age: 24 (Real: 148, Embrace: 1899)
Nature (Demeanor): Jester (Rogue)
Freebies: 56 (120 / 0)
Physical (7): Strength 3, Dexterity 4, Stamina 3
Social (3): Charisma 3, Manipulation 3, Appearance 0
Mental (4): Perception 2, Intelligence 3, Wits 2
Talents (9): Alertness 1, Athletics 1, Brawl 1, Dodge 2, Expression 1, Leadership 1, Streetwise 2.
Skills (15): Animal Ken 2, Crafts 1, Firearms 1, Melee 1, Performance 2, Security 2, Stealth 4, Survival 2.
Knowledges (15): Academics 2, Technology 2, Finance 2, Investigation 2, Law 1, Linguistics 1, Medicine 2, Occult 1, Politics 2.
Backgrounds (11): Contacts 2, Generation 3, Herd 1, Resources 1, Retainers 2, Status 2.
Disciplines: Obfuscate (4), Animalism (2), Potence (3)
Willpower: 6-○○○○○-○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●○○.

Dolf Maüer

Enforcer
Ghoul of Nicodimius
Ghoul of Nicodimius
Bremen Primogen
Age: 37 (Real: 660, Embrace: 1400)
Nature (Demeanor): Bureaucrat (Bravo)
Freebies: 23 (130 / 0)
Physical (3): Strength 3, Dexterity 1, Stamina 2
Social (4): Charisma 3, Manipulation 1, Appearance 3
Mental (6): Perception 2, Intelligence 3, Wits 4
Talents (11): Alertness 1, Brawl 2, Expression 1, Intimidation 3, Intuition 1, Streetwise 1, Subterfuge 2.
Skills (7): Drive 1, Etiquette 2, Leadership 2, Performance 1, Survival 1.
Knowledges (5): Computer 1, Law 1, Medicine 2, Occult 1.
Backgrounds (7): Allies 1, Bond 1, Equipment 2, Influence 1, Status 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Eveline

Valet
Ghoul of Vallentin
Ghoul of Vallentin
Lüneburg
Age: 17 (Real: 33, Embrace: 2007)
Nature (Demeanor): Follower (Reluctant)
Freebies: 23 (4 / 0)
Physical (4): Strength 3, Dexterity 1, Stamina 3
Social (6): Charisma 2, Manipulation 3, Appearance 4
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (5): Alertness 1, Empathy 2, Expression 1, Subterfuge 1.
Skills (11): Animal Ken 1, Crafts 1, Drive 2, Etiquette 1, Firearms 2, Leadership 2, Performance 1, Stealth 1.
Knowledges (7): Finance 1, Investigation 3, Linguistics 1, Occult 1, Science 1.
Backgrounds (7): Bond 1, Contacts 2, Fame 1, Mentor 1, Resources 1, Status 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Wolfgang Ziemmer

Intelligence
Ghoul of Vallentin
Ghoul of Vallentin
Lüneburg
Age: 35 (Real: 420, Embrace: 1638)
Nature (Demeanor): Caregiver (Visionary)
Freebies: 23 (82 / 0)
Physical (6): Strength 1, Dexterity 4, Stamina 4
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (4): Perception 2, Intelligence 2, Wits 3
Talents (5): Alertness 1, Dodge 2, Intuition 2.
Skills (11): Crafts 1, Drive 2, Etiquette 3, Firearms 1, Leadership 1, Performance 1, Survival 2.
Knowledges (7): Academics 1, Finance 3, Investigation 1, Medicine 1, Politics 1.
Backgrounds (7): Allies 2, Bond 1, Fame 1, Status 1, Trust 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Suzana Hauër

Valet
Ghoul of Kai
Ghoul of Kai
U-Bahn Gang
Age: 24 (Real: 38, Embrace: 2009)
Nature (Demeanor): Deviant (Child)
Freebies: 23 (5 / 0)
Physical (4): Strength 4, Dexterity 1, Stamina 2
Social (3): Charisma 2, Manipulation 3, Appearance 1
Mental (6): Perception 2, Intelligence 5, Wits 2
Talents (7): Alertness 2, Empathy 1, Intuition 2, Streetwise 2.
Skills (5): Animal Ken 1, Crafts 1, Leadership 1, Performance 1, Survival 1.
Knowledges (11): Academics 2, Computer 2, Finance 2, Law 1, Occult 2, Politics 1, Science 1.
Backgrounds (7): Bond 2, Equipment 1, Influence 3, Status 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Michaelo Brook

Enforcer
Ghoul of Kai
Ghoul of Kai
U-Bahn Gang
Age: 18 (Real: 52, Embrace: 1989)
Nature (Demeanor): Bon Vivant (Director)
Freebies: 23 (8 / 0)
Physical (4): Strength 3, Dexterity 2, Stamina 2
Social (6): Charisma 1, Manipulation 3, Appearance 5
Mental (3): Perception 3, Intelligence 2, Wits 1
Talents (7): Brawl 1, Dodge 1, Empathy 3, Intuition 1, Subterfuge 1.
Skills (11): Animal Ken 1, Etiquette 3, Firearms 2, Leadership 2, Melee 1, Performance 1, Stealth 1.
Knowledges (5): Academics 2, Investigation 1, Medicine 1, Science 1.
Backgrounds (7): Allies 1, Bond 1, Contacts 2, Equipment 2, Resources 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Octavius Drekker

Enforcer
Ghoul of Klara
Ghoul of Klara
U-Bahn Gang
Age: 17 (Real: 0, Embrace: 2040)
Nature (Demeanor): Fanatic (Confident)
Freebies: 23 (-2 / 0)
Physical (6): Strength 4, Dexterity 3, Stamina 2
Social (4): Charisma 2, Manipulation 3, Appearance 2
Mental (3): Perception 1, Intelligence 2, Wits 3
Talents (5): Athletics 1, Expression 1, Intimidation 1, Streetwise 2.
Skills (11): Crafts 2, Firearms 2, Leadership 2, Melee 3, Performance 1, Survival 1.
Knowledges (7): Academics 2, Law 2, Linguistics 1, Science 2.
Backgrounds (7): Bond 1, Fame 1, Mentor 2, Resources 2, Trust 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Klara

Neonate
10th generation Nosferatu of the Camarilla.
U-Bahn Gang
Age: 30 (Real: 60, Embrace: 1993)
Nature (Demeanor): Builder (Gallant)
Freebies: 10 (45 / 0)
Physical (8): Strength 4, Dexterity 4, Stamina 3
Social (4): Charisma 4, Manipulation 3, Appearance 0
Mental (5): Perception 2, Intelligence 2, Wits 4
Talents (13): Alertness 2, Athletics 2, Brawl 3, Dodge 2, Empathy 2, Streetwise 1, Subterfuge 1.
Skills (9): Animal Ken 2, Crafts 1, Etiquette 1, Melee 2, Stealth 2, Survival 1.
Knowledges (5): Technology 1, Linguistics 1, Medicine 2, Science 1.
Backgrounds (10): Allies 2, Contacts 1, Generation 3, Herd 1, Resources 1, Retainers 1, Status 1.
Disciplines: Obfuscate (3), Animalism (1)
Willpower: 5-○○○○○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●●●● **Self-control:**●●○○○ **Courage:**●●●●○ .

Nicodimius

6th generation Nosferatu of the Camarilla.

Bremen Primogen

Age: 35 (Real: 735, Embrace: 1323)

Nature (Demeanor): Perfectionist (Trickster)

Freebies: -53 (470 / 0)

Physical (7): Strength 4, Dexterity 3, Stamina 3

Social (5): Charisma 4, Manipulation 2, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (13): Alertness 1, Athletics 2, Brawl 1, Dodge 1, Empathy 3, Expression 2, Leadership 2, Streetwise 1.

Skills (5): Melee 1, Stealth 3, Survival 1.

Knowledges (9): Academics 2, Technology 1, Finance 2, Investigation 2, Law 1, Politics 1.

Backgrounds (12): Fame 1, Generation 7, Resources 3, Retainers 1.

Willpower: 1-0

Blood Pool:

30-00000-00000-00000-00000-00000-00000

Conscience:00000 Self-control:00000 Courage:00000 .

Anna the Elder

Primogen

6th generation Toreador of the Camarilla.

The Lübecker Court

Age: 23 (Real: 580, Embrace: 1466)

Nature (Demeanor): Martyr (Traditionalist)

Freebies: 360

Physical (5): Strength 2, Dexterity 3, Stamina 3

Social (13): Charisma 5, Manipulation 4, Appearance 7

Mental (9): Perception 3, Intelligence 4, Wits 5

Talents (34): Alertness 2, Athletics 3, Brawl 1, Dodge 2, Empathy 5, Expression 6, Intimidation 2, Leadership 6, Streetwise 1, Subterfuge 6.

Skills (29): Animal Ken 1, Crafts 5, Drive 1, Etiquette 7, Melee 2, Performance 6, Security 2, Stealth 3, Survival 2.

Knowledges (26): Academics 6, Technology 3, Finance 1, Law 2, Linguistics 3, Medicine 1, Occult 4, Politics 5, Science 1.

Backgrounds (29): Allies 4, Fame 2, Generation 7, Herd 2, Influence 3, Resources 4, Retainers 3, Status 4.

Disciplines: Presence (7), Auspex (5), Celerity (7), Fortitude (2), Potence (2), Obfuscate (3)

Willpower: 7-00000-00

Blood Pool:

30-00000-00000-00000-00000-00000-00000-00000

Conscience:00000 Self-control:00000 Courage:00000.

Lukas

Elder

7th generation Toreador of the Camarilla.

The Lübecker Court

Age: 29 (Real: 435, Embrace: 1617)

Nature (Demeanor): Bureaucrat (Rogue)

Freebies: 280

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (12): Charisma 6, Manipulation 4, Appearance 5

Mental (8): Perception 4, Intelligence 4, Wits 3

Talents (24): Alertness 3, Athletics 5, Brawl 2, Dodge 2, Empathy 3, Expression 4, Leadership 2, Streetwise 1, Subterfuge 2.

Skills (23): Animal Ken 2, Crafts 5, Drive 1, Etiquette 4, Firearms 2, Melee 3, Performance 4, Stealth 1, Survival 1.

Knowledges (24): Academics 1, Technology 5, Finance 1, Investigation 2, Law 1, Linguistics 3, Medicine 2, Occult 5, Politics 3, Science 1.

Backgrounds (24): Allies 1, Contacts 1, Fame 5, Generation 6, Herd 2, Influence 2, Resources 2, Retainers 2, Status 3.

Disciplines: Auspex (5), Celerity (6), Presence (5), Thaumaturgy (3), Potence (2)

Willpower: 5-00000

Blood Pool: 20-00000-00000-00000-00000-00000

Conscience:00000 Self-control:00000 Courage:00000.

Katharina

Elder

8th generation Toreador of the Camarilla.

The Artists

Age: 22 (Real: 330, Embrace: 1715)

Nature (Demeanor): Avant-garde (Visionary)

Freebies: 240

Physical (7): Strength 3, Dexterity 4, Stamina 3

Social (14): Charisma 6, Manipulation 5, Appearance 6

Mental (7): Perception 3, Intelligence 3, Wits 4

Talents (24): Alertness 5, Athletics 4, Brawl 2, Dodge 5, Empathy 1, Expression 2, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 2.

Skills (16): Crafts 2, Drive 2, Etiquette 2, Firearms 1, Melee 3, Performance 5, Security 1.

Knowledges (16): Academics 5, Finance 1, Investigation 1, Law 3, Linguistics 3, Medicine 1, Occult 1, Politics 1.

Backgrounds (24): Contacts 2, Fame 1, Generation 5, Herd 2, Influence 3, Resources 3, Retainers 4, Status 4.

Disciplines: Presence (5), Celerity (5), Auspex (4), Dominate (3), Potence (2)

Willpower: 3-000

Blood Pool: 15-00000-00000-00000

Conscience:00000 Self-control:00000 Courage:00000.

Leyns

6th generation Toreador of the Camarilla.
Bremen Primogen
Age: 16 (Real: 720, Embrace: 1319)
Nature (Demeanor): Predator (Explorer)
Freebies: 219 (470 / 0)
Physical (5): Strength 3, Dexterity 2, Stamina 3
Social (13): Charisma 5, Manipulation 4, Appearance 7
Mental (7): Perception 2, Intelligence 3, Wits 5
Talents (9): Alertness 4, Dodge 1, Empathy 1, Leadership 2, Subterfuge 1.
Skills (18): Animal Ken 2, Crafts 2, Etiquette 5, Firearms 2, Melee 3, Performance 3, Stealth 1.
Knowledges (15): Academics 4, Technology 1, Finance 2, Investigation 1, Linguistics 3, Medicine 1, Politics 1, Science 2.
Backgrounds (27): Allies 2, Fame 1, Generation 7, Herd 2, Mentor 1, Resources 5, Retainers 4, Status 5.
Disciplines: Presence (7), Auspex (7), Celerity (6)
Willpower: 5-○○○○○
Blood Pool:
30-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○
Conscience:●●●●● **Self-control:**●●●●○ **Courage:**●●●○○.

Thorsten Haulhem

Elder
9th generation Toreador of the Camarilla.
The Artists
Age: 25 (Real: 221, Embrace: 1827)
Nature (Demeanor): Rebel (Traditionalist)
Freebies: 180
Physical (7): Strength 3, Dexterity 3, Stamina 4
Social (8): Charisma 5, Manipulation 2, Appearance 4
Mental (7): Perception 3, Intelligence 3, Wits 4
Talents (22): Alertness 2, Athletics 2, Brawl 1, Dodge 2, Empathy 5, Expression 5, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 2.
Skills (19): Animal Ken 1, Crafts 1, Etiquette 2, Firearms 2, Melee 2, Performance 4, Security 3, Survival 4.
Knowledges (15): Academics 2, Finance 2, Investigation 2, Law 2, Linguistics 1, Medicine 4, Politics 1, Science 1.
Backgrounds (20): Allies 5, Generation 4, Herd 2, Influence 1, Resources 3, Retainers 2, Status 3.
Disciplines: Presence (3), Celerity (3), Auspex (4), Dementation (1), Potence (1), Dominate (3)
Willpower: 5-○○○○○
Blood Pool: 14-○○○○○-○○○○○-○○○○○
Conscience:●●●●○ **Self-control:**●●●○○ **Courage:**●●●○○.

Sigmund

Ancilla
9th generation Toreador of the Camarilla.
The Artists
Age: 22 (Real: 187, Embrace: 1858)
Nature (Demeanor): Jester (Celebrant)
Freebies: 160
Physical (7): Strength 4, Dexterity 3, Stamina 3
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (7): Perception 3, Intelligence 5, Wits 2
Talents (22): Alertness 1, Brawl 4, Dodge 4, Empathy 1, Intimidation 4, Leadership 3, Streetwise 4, Subterfuge 1.
Skills (21): Animal Ken 1, Crafts 1, Drive 2, Etiquette 2, Firearms 4, Melee 4, Performance 1, Security 4, Stealth 1, Survival 1.
Knowledges (15): Academics 1, Technology 2, Investigation 4, Law 1, Medicine 1, Occult 2, Politics 3, Science 1.
Backgrounds (21): Allies 1, Fame 1, Generation 4, Herd 1, Influence 2, Mentor 3, Resources 3, Retainers 3, Status 3.
Disciplines: Celerity (5), Presence (3), Auspex (4), Potence (2)
Willpower: 7-○○○○○-○○
Blood Pool: 14-○○○○○-○○○○○-○○○○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Michaela

Ancilla
11th generation Toreador of the Camarilla.
The Artists
Age: 24 (Real: 153, Embrace: 1894)
Nature (Demeanor): Fanatic (Competitor)
Freebies: 140
Physical (3): Strength 2, Dexterity 2, Stamina 2
Social (8): Charisma 5, Manipulation 2, Appearance 4
Mental (8): Perception 4, Intelligence 3, Wits 4
Talents (15): Alertness 4, Athletics 2, Brawl 3, Empathy 2, Leadership 1, Streetwise 1, Subterfuge 2.
Skills (16): Animal Ken 1, Crafts 2, Etiquette 4, Firearms 4, Melee 1, Performance 1, Stealth 2, Survival 1.
Knowledges (15): Academics 2, Technology 1, Finance 3, Investigation 1, Law 3, Linguistics 2, Medicine 1, Occult 1, Science 1.
Backgrounds (16): Contacts 1, Generation 2, Herd 3, Influence 3, Mentor 2, Resources 1, Retainers 2, Status 2.
Disciplines: Presence (5), Auspex (5), Celerity (3), Animalism (2)
Willpower: 5-○○○○○
Blood Pool: 12-○○○○○-○○○○○-○○○○○
Conscience:●●●●○ **Self-control:**●●○○○ **Courage:**●●●●●.

Matthias

Ancilla
10th generation Toreador of the Camarilla.
The Artists
Age: 23 (Real: 168, Embrace: 1878)
Nature (Demeanor): Penitent (Visionary)
Freebies: 140
Physical (8): Strength 3, Dexterity 4, Stamina 4
Social (8): Charisma 3, Manipulation 4, Appearance 4
Mental (7): Perception 3, Intelligence 3, Wits 4
Talents (18): Alertness 2, Athletics 3, Brawl 1, Dodge 2, Empathy 5, Expression 1, Leadership 3, Subterfuge 1.
Skills (16): Animal Ken 2, Crafts 5, Etiquette 1, Melee 3, Performance 5.
Knowledges (9): Academics 1, Finance 3, Law 2, Linguistics 2, Science 1.
Backgrounds (19): Allies 1, Contacts 2, Fame 3, Generation 3, Herd 2, Influence 2, Resources 2, Retainers 2, Status 2.
Disciplines: Auspex (5), Presence (2), Celerity (5)
Willpower: 4-○○○○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●●●● **Self-control:**●●●●○ **Courage:**●●●●○.

Sophie

Ancilla
10th generation Toreador of the Camarilla.
The Artists
Age: 33 (Real: 147, Embrace: 1909)
Nature (Demeanor): Bon Vivant (Deviant)
Freebies: 120
Physical (5): Strength 3, Dexterity 3, Stamina 2
Social (7): Charisma 3, Manipulation 3, Appearance 4
Mental (4): Perception 3, Intelligence 2, Wits 2
Talents (14): Alertness 1, Athletics 1, Empathy 1, Expression 3, Intimidation 2, Leadership 1, Subterfuge 5.
Skills (20): Animal Ken 2, Crafts 2, Drive 4, Etiquette 1, Firearms 2, Performance 4, Security 2, Stealth 2, Survival 1.
Knowledges (17): Academics 2, Technology 1, Finance 1, Investigation 3, Law 2, Linguistics 1, Occult 1, Politics 3, Science 3.
Backgrounds (17): Contacts 5, Generation 3, Herd 2, Resources 3, Retainers 1, Status 3.
Disciplines: Presence (5), Auspex (3), Celery (3), Potence (2)
Willpower: 3-○○○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●○○.

Gertrud

Ancilla
10th generation Toreador of the Camarilla.
The Night Unlife
Age: 35 (Real: 156, Embrace: 1902)
Nature (Demeanor): Reluctant (Competitor)
Freebies: 120
Physical (5): Strength 4, Dexterity 2, Stamina 2
Social (8): Charisma 3, Manipulation 3, Appearance 5
Mental (7): Perception 2, Intelligence 4, Wits 4
Talents (19): Alertness 1, Athletics 2, Brawl 2, Dodge 2, Empathy 3, Expression 2, Intimidation 1, Streetwise 1, Subterfuge 5.
Skills (13): Animal Ken 1, Crafts 3, Etiquette 2, Melee 1, Performance 3, Security 1, Stealth 1, Survival 1.
Knowledges (12): Law 3, Linguistics 3, Occult 3, Science 3.
Backgrounds (14): Allies 1, Fame 1, Generation 3, Influence 1, Mentor 1, Resources 3, Retainers 1, Status 3.
Disciplines: Auspex (4), Celerity (4), Presence (4)
Willpower: 5-○○○○○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●●●○ **Self-control:**●●●○○ **Courage:**●●●●○.

Roul Zucker

Valet
Ghoul of Anna the Elder
Ghoul of Anna the Elder
The Lübecker Court
Age: 24 (Real: 530, Embrace: 1517)
Nature (Demeanor): Masochist (Conniver)
Freebies: 104
Physical (6): Strength 2, Dexterity 4, Stamina 3
Social (5): Charisma 3, Manipulation 2, Appearance 3
Mental (6): Perception 2, Intelligence 3, Wits 4
Talents (15): Alertness 2, Athletics 1, Brawl 1, Dodge 2, Empathy 2, Expression 3, Intimidation 1, Intuition 1, Subterfuge 2.
Skills (7): Drive 3, Etiquette 1, Leadership 2, Stealth 1.
Knowledges (14): Academics 3, Computer 2, Finance 2, Investigation 1, Law 1, Linguistics 3, Politics 1, Science 1.
Backgrounds (14): Allies 2, Bond 4, Contacts 2, Influence 1, Resources 2, Trust 3.
Disciplines: Potence (1), Celerity (3)
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Klaus Oberkampf

Enforcer

Ghoul of Katharina

Ghoul of Katharina

The Artists

Age: 36 (Real: 247, Embrace: 1812)

Nature (Demeanor): Conniver (Bravo)

Freebies: 57 (47 / 0)

Physical (8): Strength 4, Dexterity 3, Stamina 4

Social (4): Charisma 3, Manipulation 1, Appearance 3

Mental (4): Perception 2, Intelligence 4, Wits 1

Talents (14): Alertness 2, Athletics 2, Brawl 3, Dodge 3, Empathy 1, Expression 3.

Skills (7): Etiquette 3, Melee 3, Survival 1.

Knowledges (5): Academics 1, Finance 1, Linguistics 1, Medicine 1, Occult 1.

Backgrounds (6): Bond 2, Equipment 2, Trust 2.

Disciplines: Potence (1), Celerity (1)

Willpower: 4-○○○○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Julius

Neonate

11th generation Toreador of the Camarilla (Lübecker Court).

Lübecker Court

The Lübecker Court

Age: 21 (Real: 35, Embrace: 2009)

Nature (Demeanor): Curmudgeon (Bon Vivant)

Freebies: 25

Physical (6): Strength 4, Dexterity 2, Stamina 3

Social (4): Charisma 2, Manipulation 2, Appearance 3

Mental (7): Perception 4, Intelligence 2, Wits 4

Talents (14): Alertness 1, Athletics 3, Brawl 2, Empathy 1, Expression 1, Leadership 2, Streetwise 2, Subterfuge 2.

Skills (7): Drive 1, Etiquette 1, Firearms 1, Melee 1, Performance 2, Survival 1.

Knowledges (11): Technology 2, Investigation 2, Law 1, Linguistics 2, Medicine 2, Politics 1, Science 1.

Backgrounds (9): Allies 1, Contacts 1, Fame 1, Generation 2, Influence 1, Mentor 1, Resources 1, Status 1.

Disciplines: Presence (2), Celerity (3)

Willpower: 4-○○○○

Blood Pool: 12-○○○○○-○○○○○-○

Conscience:●●●○○ Self-control:●●●●○ Courage:●●●○○.

Geneviève Mérand

Operative

Ghoul of Leyns

Ghoul of Leyns

Bremen Primogen

Age: 39 (Real: 395, Embrace: 1667)

Nature (Demeanor): Trickster (Bureaucrat)

Freebies: 23 (77 / 0)

Physical (6): Strength 4, Dexterity 1, Stamina 4

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (7): Brawl 2, Intimidation 2, Intuition 1, Streetwise 2.

Skills (5): Etiquette 2, Performance 1, Stealth 1, Survival 1.

Knowledges (11): Academics 2, Finance 2, Investigation 3, Linguistics 1, Occult 1, Politics 1, Science 1.

Backgrounds (7): Bond 1, Equipment 2, Mentor 2, Resources 2.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Eva Kursleya

Valet

Ghoul of Leyns

Ghoul of Leyns

Bremen Primogen

Age: 43 (Real: 259, Embrace: 1807)

Nature (Demeanor): Conformist (Confident)

Freebies: 23 (49 / 0)

Physical (3): Strength 1, Dexterity 2, Stamina 3

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (6): Perception 4, Intelligence 3, Wits 2

Talents (5): Alertness 1, Brawl 1, Dodge 1, Empathy 2.

Skills (7): Crafts 1, Etiquette 2, Firearms 2, Performance 2.

Knowledges (11): Academics 1, Computer 1, Finance 3, Investigation 1, Linguistics 2, Politics 1, Science 2.

Backgrounds (7): Allies 1, Bond 2, Contacts 2, Fame 1, Mentor 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Josette Lepré

Enforcer

Ghoul of Leyns

Ghoul of Leyns

Bremen Primogen

Age: 42 (Real: 238, Embrace: 1827)

Nature (Demeanor): Monster (Visionary)

Freebies: 23 (45 / 0)

Physical (4): Strength 1, Dexterity 3, Stamina 3

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (6): Perception 3, Intelligence 2, Wits 4

Talents (7): Brawl 1, Empathy 2, Intimidation 2, Streetwise 1, Subterfuge 1.

Skills (5): Drive 2, Etiquette 1, Leadership 1, Melee 1.

Knowledges (11): Academics 3, Computer 1, Finance 1, Investigation 2, Linguistics 1, Medicine 1, Occult 1, Science 1.

Backgrounds (7): Allies 1, Bond 2, Equipment 1, Influence 2, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Mariah Castillo

Valet

Ghoul of Leyns

Ghoul of Leyns

Bremen Primogen

Age: 44 (Real: 23, Embrace: 2044)

Nature (Demeanor): Show off (Show off)

Freebies: 23 (2 / 0)

Physical (6): Strength 4, Dexterity 3, Stamina 2

Social (3): Charisma 2, Manipulation 1, Appearance 3

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (7): Alertness 1, Athletics 1, Dodge 1, Empathy 1, Expression 1, Streetwise 1, Subterfuge 1.

Skills (11): Drive 1, Etiquette 1, Firearms 1, Leadership 1, Melee 1, Performance 3, Stealth 2, Survival 1.

Knowledges (5): Academics 1, Computer 1, Investigation 2, Medicine 1.

Backgrounds (7): Bond 1, Contacts 1, Influence 1, Mentor 2, Status 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Leslie Washington

Enforcer

Ghoul of Katharina

Ghoul of Katharina

The Artists

Age: 21 (Real: 23, Embrace: 2021)

Nature (Demeanor): Trickster (Thrill-seeker)

Freebies: 23 (2 / 0)

Physical (4): Strength 1, Dexterity 3, Stamina 3

Social (6): Charisma 4, Manipulation 1, Appearance 4

Mental (3): Perception 1, Intelligence 2, Wits 3

Talents (11): Alertness 1, Brawl 2, Dodge 2, Empathy 1, Intimidation 2, Intuition 2, Subterfuge 1.

Skills (5): Animal Ken 1, Firearms 1, Leadership 1, Stealth 1, Survival 1.

Knowledges (7): Academics 1, Finance 1, Investigation 1, Linguistics 1, Occult 2, Politics 1.

Backgrounds (7): Fame 1, Equipment 1, Mentor 2, Resources 2, Status 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Simon Martel

Intelligence

Ghoul of Katharina

Ghoul of Katharina

The Artists

Age: 40 (Real: 74, Embrace: 1989)

Nature (Demeanor): Avant-garde (Jester)

Freebies: 23 (12 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (11): Alertness 3, Athletics 1, Empathy 2, Expression 1, Intimidation 3, Subterfuge 1.

Skills (5): Drive 1, Etiquette 1, Leadership 1, Performance 1, Stealth 1.

Knowledges (7): Academics 1, Investigation 1, Law 2, Occult 1, Science 2.

Backgrounds (7): Allies 2, Bond 1, Contacts 2, Equipment 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Ude Lempwiz

Enforcer

Ghoul of Katharina

Ghoul of Katharina

The Artists

Age: 37 (Real: 109, Embrace: 1951)

Nature (Demeanor): Conformist (Bureaucrat)

Freebies: 23 (19 / 0)

Physical (6): Strength 2, Dexterity 4, Stamina 3

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (3): Perception 2, Intelligence 3, Wits 1

Talents (5): Alertness 1, Intimidation 1, Intuition 1, Subterfuge 2.

Skills (7): Animal Ken 3, Leadership 2, Melee 1, Stealth 1.

Knowledges (11): Academics 2, Computer 1, Finance 2, Investigation 1, Linguistics 3, Politics 2.

Backgrounds (7): Bond 1, Contacts 2, Status 1, Trust 3.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Françoise Rouvraix

Operative

Ghoul of Sophie

Ghoul of Sophie

The Artists

Age: 28 (Real: 113, Embrace: 1938)

Nature (Demeanor): Caregiver (Follower)

Freebies: 23 (20 / 0)

Physical (3): Strength 3, Dexterity 1, Stamina 2

Social (4): Charisma 1, Manipulation 3, Appearance 3

Mental (6): Perception 1, Intelligence 3, Wits 5

Talents (11): Athletics 1, Dodge 1, Empathy 1, Expression 3, Intimidation 1, Intuition 2, Streetwise 1, Subterfuge 1.

Skills (5): Firearms 1, Leadership 1, Melee 2, Stealth 1.

Knowledges (7): Academics 1, Finance 1, Law 2, Linguistics 1, Occult 1, Politics 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 1, Equipment 2, Mentor 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Fiodor Grama

Valet

Ghoul of Thorsten Haulhem

Ghoul of Thorsten Haulhem

The Artists

Age: 26 (Real: 184, Embrace: 1865)

Nature (Demeanor): Hedonist (Martyr)

Freebies: 23 (34 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (6): Charisma 1, Manipulation 6, Appearance 2

Mental (3): Perception 4, Intelligence 1, Wits 1

Talents (11): Brawl 1, Empathy 1, Expression 1, Intimidation 3, Intuition 2, Streetwise 3.

Skills (5): Drive 1, Firearms 1, Leadership 1, Stealth 1, Survival 1.

Knowledges (7): Finance 1, Investigation 2, Linguistics 1, Medicine 1, Occult 1, Science 1.

Backgrounds (7): Allies 1, Bond 1, Fame 2, Influence 1, Mentor 1, Resources 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Marius Spozzi

Enforcer

Ghoul of Thorsten Haulhem

Ghoul of Thorsten Haulhem

The Artists

Age: 33 (Real: 148, Embrace: 1908)

Nature (Demeanor): Conformist (Director)

Freebies: 23 (27 / 0)

Physical (3): Strength 1, Dexterity 3, Stamina 2

Social (4): Charisma 3, Manipulation 1, Appearance 3

Mental (6): Perception 1, Intelligence 5, Wits 3

Talents (5): Athletics 2, Empathy 1, Expression 1, Intimidation 1.

Skills (7): Animal Ken 1, Etiquette 1, Firearms 1, Leadership 3, Survival 1.

Knowledges (11): Academics 2, Computer 1, Law 1, Linguistics 3, Occult 3, Politics 1.

Backgrounds (7): Allies 1, Contacts 1, Fame 1, Equipment 1, Influence 1, Status 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Jonah Klemsen

Valet

Ghoul of Anna the Elder

Ghoul of Anna the Elder

The Lübecker Court

Age: 43 (Real: 485, Embrace: 1581)

Nature (Demeanor): Bureaucrat (Thrill-seeker)

Freebies: 23 (95 / 0)

Physical (4): Strength 1, Dexterity 4, Stamina 2

Social (6): Charisma 1, Manipulation 4, Appearance 4

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (11): Athletics 3, Brawl 1, Expression 1, Streetwise 3, Subterfuge 3.

Skills (5): Crafts 2, Leadership 1, Melee 2.

Knowledges (7): Academics 1, Law 1, Linguistics 2, Medicine 2, Occult 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 2, Equipment 1, Resources 1, Status 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Natalia Uderhoff

Enforcer

Ghoul of Anna the Elder

Ghoul of Anna the Elder

The Lübecker Court

Age: 16 (Real: 266, Embrace: 1773)

Nature (Demeanor): Builder (Builder)

Freebies: 23 (51 / 0)

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (4): Charisma 4, Manipulation 1, Appearance 2

Mental (6): Perception 2, Intelligence 3, Wits 4

Talents (7): Alertness 1, Athletics 1, Brawl 1, Expression 2, Intuition 1, Subterfuge 1.

Skills (5): Crafts 1, Drive 1, Etiquette 1, Melee 1, Stealth 1.

Knowledges (11): Academics 1, Computer 2, Finance 1, Law 2, Linguistics 2, Medicine 1, Occult 2.

Backgrounds (7): Allies 2, Bond 1, Fame 1, Resources 3.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Sins

Enforcer

Ghoul of Lukas

Ghoul of Lukas

The Lübecker Court

Age: 19 (Real: 356, Embrace: 1686)

Nature (Demeanor): Autocrat (Martyr)

Freebies: 23 (69 / 0)

Physical (3): Strength 1, Dexterity 1, Stamina 4

Social (4): Charisma 1, Manipulation 3, Appearance 3

Mental (6): Perception 1, Intelligence 3, Wits 5

Talents (7): Athletics 1, Empathy 1, Expression 1, Intimidation 3, Subterfuge 1.

Skills (11): Animal Ken 1, Crafts 2, Drive 2, Leadership 1, Melee 1, Performance 2, Stealth 1, Survival 1.

Knowledges (5): Academics 1, Computer 1, Investigation 1, Politics 2.

Backgrounds (7): Allies 2, Bond 1, Equipment 1, Mentor 1, Status 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Jacob Mauër

Valet

Ghoul of Lukas

Ghoul of Lukas

The Lübecker Court

Age: 25 (Real: 62, Embrace: 1986)

Nature (Demeanor): Traditionalist (Competitor)

Freebies: 23 (10 / 0)

Physical (4): Strength 2, Dexterity 1, Stamina 4

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (6): Perception 5, Intelligence 1, Wits 3

Talents (5): Alertness 2, Dodge 1, Expression 1, Intimidation 1.

Skills (11): Animal Ken 2, Crafts 1, Firearms 1, Leadership 1, Melee 1, Performance 2, Stealth 3.

Knowledges (7): Computer 1, Finance 1, Law 1, Linguistics 2, Occult 1, Science 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 1, Mentor 1, Resources 1, Status 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Franz Edelmann

Valet

Ghoul of Gertrud

Ghoul of Gertrud

The Night Unlife

Age: 37 (Real: 28, Embrace: 2032)

Nature (Demeanor): Curmudgeon (Perfectionist)

Freebies: 23 (3 / 0)

Physical (6): Strength 2, Dexterity 3, Stamina 4

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (11): Athletics 3, Brawl 1, Dodge 2, Empathy 1, Intimidation 1, Intuition 2, Subterfuge 1.

Skills (5): Crafts 2, Firearms 1, Performance 1, Survival 1.

Knowledges (7): Academics 2, Finance 1, Investigation 1, Law 1, Occult 2.

Backgrounds (7): Bond 3, Contacts 1, Fame 1, Status 2.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .

Selim

Primogen
7th generation Tremere of the Camarilla (Hamburg Chantry).
Hamburg Chantry
Hamburg Chantry
Age: 36 (Real: 350, Embrace: 2023)
Nature (Demeanor): Critic (Visionary)
Freebies: 240
Physical (6): Strength 3, Dexterity 4, Stamina 2
Social (8): Charisma 4, Manipulation 4, Appearance 3
Mental (8): Perception 3, Intelligence 5, Wits 3
Talents (25): Alertness 2, Athletics 2, Brawl 2, Dodge 1, Empathy 2, Expression 4, Intimidation 3, Leadership 5, Streetwise 2, Subterfuge 2.
Skills (17): Animal Ken 1, Crafts 4, Etiquette 4, Melee 2, Performance 3, Security 1, Stealth 1, Survival 1.
Knowledges (33): Academics 4, Technology 3, Finance 2, Investigation 1, Law 2, Linguistics 3, Medicine 2, Occult 6, Politics 5, Science 5.
Backgrounds (22): Allies 1, Generation 6, Herd 2, Influence 2, Mentor 1, Resources 4, Retainers 2, Status 4.
Disciplines: Auspex (4), Dominate (5), Thaumaturgy (6), Obfuscate (3)
Willpower: 4-○○○○
Blood Pool: 20-○○○○○-○○○○○-○○○○○-○○○○○
Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Ibrahim

Elder
8th generation Tremere of the Camarilla (Hamburg Chantry).
Hamburg Chantry
Hamburg Chantry
Age: 26 (Real: 230, Embrace: 2023)
Nature (Demeanor): Child (Explorer)
Freebies: 200
Physical (8): Strength 4, Dexterity 4, Stamina 3
Social (7): Charisma 3, Manipulation 4, Appearance 3
Mental (7): Perception 3, Intelligence 4, Wits 3
Talents (24): Alertness 3, Athletics 2, Brawl 3, Dodge 3, Empathy 1, Expression 3, Intimidation 2, Leadership 4, Streetwise 2, Subterfuge 1.
Skills (15): Animal Ken 1, Crafts 2, Etiquette 2, Firearms 2, Melee 2, Security 2, Stealth 2, Survival 2.
Knowledges (22): Academics 2, Technology 2, Finance 2, Investigation 1, Law 1, Linguistics 3, Medicine 2, Occult 4, Politics 2, Science 3.
Backgrounds (24): Allies 4, Contacts 3, Fame 1, Generation 5, Herd 3, Mentor 1, Resources 3, Retainers 1, Status 3.
Disciplines: Auspex (3), Dominate (3), Thaumaturgy (6), Potence (2), Celerity (2)
Willpower: 5-○○○○○
Blood Pool: 15-○○○○○-○○○○○-○○○○○
Conscience:●●○○○ **Self-control:**●●●●○ **Courage:**●●●●● .

Gulçon

Ancilla
9th generation Tremere of the Camarilla (Hamburg Chantry).
Hamburg Chantry
Hamburg Chantry
Age: 25 (Real: 147, Embrace: 1901)
Nature (Demeanor): Alpha (Architect)
Freebies: 57 (120 / 0)
Physical (6): Strength 3, Dexterity 4, Stamina 2
Social (6): Charisma 2, Manipulation 2, Appearance 5
Mental (4): Perception 2, Intelligence 4, Wits 1
Talents (10): Alertness 2, Athletics 1, Dodge 2, Empathy 2, Expression 1, Leadership 1, Subterfuge 1.
Skills (5): Drive 1, Melee 1, Security 2, Stealth 1.
Knowledges (17): Academics 2, Technology 2, Finance 1, Investigation 1, Linguistics 1, Medicine 2, Occult 3, Politics 2, Science 3.
Backgrounds (12): Allies 1, Contacts 1, Generation 4, Herd 1, Resources 2, Retainers 1, Status 2.
Disciplines: Dominate (4), Thaumaturgy (4), Auspex (2)
Willpower: 6-○○○○○-○
Blood Pool: 14-○○○○○-○○○○○-○○○○○
Conscience:●●○○○ **Self-control:**●●●●○ **Courage:**●●○○○.

Mustafa

Ancilla
10th generation Tremere of the Camarilla (Hamburg Chantry).
Hamburg Chantry
Hamburg Chantry
Age: 30 (Real: 99, Embrace: 1954)
Nature (Demeanor): Architect (Conformist)
Freebies: 28 (75 / 0)
Physical (7): Strength 2, Dexterity 3, Stamina 5
Social (4): Charisma 3, Manipulation 2, Appearance 2
Mental (5): Perception 2, Intelligence 3, Wits 3
Talents (13): Alertness 2, Athletics 1, Brawl 1, Dodge 2, Expression 2, Leadership 1, Streetwise 3, Subterfuge 1.
Skills (12): Animal Ken 2, Drive 1, Etiquette 1, Firearms 1, Performance 4, Security 2, Stealth 1.
Knowledges (11): Academics 2, Technology 1, Investigation 1, Law 2, Linguistics 2, Medicine 1, Science 2.
Backgrounds (11): Fame 1, Generation 3, Influence 1, Mentor 1, Resources 1, Retainers 1, Status 3.
Disciplines: Auspex (1), Dominate (1), Thaumaturgy (3)
Willpower: 3-○○○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●●●● **Self-control:**●●○○○ **Courage:**●●●○○.

Cem

Ancilla

10th generation Tremere of the Camarilla (Hamburg Chantry).
Hamburg Chantry
Hamburg Chantry
Age: 31 (Real: 124, Embrace: 1930)
Nature (Demeanor): Bravo (Perfectionist)
Freebies: 25 (100 / 0)
Physical (5): Strength 3, Dexterity 2, Stamina 3
Social (7): Charisma 2, Manipulation 4, Appearance 4
Mental (5): Perception 2, Intelligence 4, Wits 2
Talents (5): Athletics 2, Brawl 1, Streetwise 1, Subterfuge 1.
Skills (9): Animal Ken 2, Crafts 1, Security 3, Stealth 1, Survival 2.
Knowledges (14): Academics 2, Technology 2, Investigation 1, Law 1, Linguistics 1, Medicine 3, Occult 2, Science 2.
Backgrounds (5): Contacts 1, Generation 3, Retainers 1.
Disciplines: Auspex (1), Dominate (3), Thaumaturgy (3)
Willpower: 4-○○○○○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:●●○○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Anatoli Ashur

Intelligence

Ghoul of Cem
Ghoul of Cem
Hamburg Chantry
Age: 15 (Real: 0, Embrace: 2038)
Nature (Demeanor): Judge (Penitent)
Freebies: 23 (-2 / 0)
Physical (3): Strength 3, Dexterity 2, Stamina 1
Social (6): Charisma 3, Manipulation 4, Appearance 2
Mental (4): Perception 2, Intelligence 3, Wits 2
Talents (11): Alertness 2, Athletics 1, Brawl 2, Dodge 1, Empathy 1, Intimidation 1, Streetwise 2, Subterfuge 1.
Skills (5): Drive 1, Etiquette 1, Firearms 3.
Knowledges (7): Finance 2, Investigation 2, Medicine 2, Occult 1.
Backgrounds (7): Allies 1, Bond 2, Fame 1, Equipment 1, Status 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Amir Razla

Enforcer

Ghoul of Gulçan
Ghoul of Gulçan
Hamburg Chantry
Age: 18 (Real: 120, Embrace: 1921)
Nature (Demeanor): Reluctant (Masochist)
Freebies: 23 (22 / 0)
Physical (3): Strength 1, Dexterity 3, Stamina 2
Social (4): Charisma 4, Manipulation 2, Appearance 1
Mental (6): Perception 2, Intelligence 1, Wits 6
Talents (5): Dodge 1, Empathy 1, Expression 1, Intuition 1, Subterfuge 1.
Skills (11): Animal Ken 2, Crafts 1, Drive 1, Etiquette 2, Leadership 2, Melee 1, Stealth 2.
Knowledges (7): Finance 2, Medicine 1, Occult 1, Politics 1, Science 2.
Backgrounds (7): Bond 1, Contacts 2, Mentor 3, Resources 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Lucy Schneider

Enforcer

Ghoul of Murad
Ghoul of Murad
Hamburg Chantry
Age: 23 (Real: 0, Embrace: 2046)
Nature (Demeanor): Bon Vivant (Survivor)
Freebies: 23 (-2 / 0)
Physical (3): Strength 3, Dexterity 1, Stamina 2
Social (4): Charisma 1, Manipulation 2, Appearance 4
Mental (6): Perception 4, Intelligence 1, Wits 4
Talents (7): Athletics 2, Dodge 1, Expression 1, Intimidation 2, Streetwise 1.
Skills (11): Animal Ken 2, Crafts 1, Drive 1, Etiquette 1, Firearms 1, Leadership 2, Melee 2, Survival 1.
Knowledges (5): Investigation 1, Law 1, Linguistics 2, Science 1.
Backgrounds (7): Allies 1, Bond 1, Contacts 2, Status 2, Trust 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Halio Hadif

Valet

Ghoul of Mustafa
Ghoul of Mustafa
Hamburg Chantry
Age: 32 (Real: 0, Embrace: 2055)
Nature (Demeanor): Jester (Trickster)
Freebies: 23 (-2 / 0)
Physical (3): Strength 2, Dexterity 1, Stamina 3
Social (4): Charisma 1, Manipulation 3, Appearance 3
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (7): Athletics 1, Brawl 2, Empathy 1, Intimidation 1, Intuition 1, Subterfuge 1.
Skills (11): Animal Ken 2, Crafts 2, Etiquette 2, Firearms 1, Leadership 3, Melee 1.
Knowledges (5): Investigation 1, Occult 1, Politics 1, Science 2.
Backgrounds (7): Fame 1, Equipment 2, Influence 2, Mentor 1, Resources 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Martha Danierof

Leisure

Ghoul of Selim
Ghoul of Selim
Hamburg Chantry
Age: 40 (Real: 99, Embrace: 1964)
Nature (Demeanor): Survivor (Caregiver)
Freebies: 23 (17 / 0)
Physical (4): Strength 3, Dexterity 2, Stamina 2
Social (3): Charisma 2, Manipulation 1, Appearance 3
Mental (6): Perception 4, Intelligence 4, Wits 1
Talents (7): Athletics 2, Dodge 1, Intuition 1, Streetwise 2, Subterfuge 1.
Skills (11): Animal Ken 2, Etiquette 1, Firearms 1, Melee 1, Stealth 3, Survival 3.
Knowledges (5): Academics 1, Finance 3, Politics 1.
Backgrounds (7): Equipment 1, Influence 1, Mentor 1, Resources 1, Status 1, Trust 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

<div>Grigori Alpo</div> <div><div>Intelligence</div><div><i>Ghoul of Selim</i> <i>Ghoul of Selim</i> <i>Hamburg Chantry</i></div><div>Age: 35 (Real: 288, Embrace: 1770)</div><div>Nature (Demeanor): Avant-garde (Perfectionist)</div><div>Freebies: 23 (55 / 0)</div><div>Physical (4): Strength 1, Dexterity 3, Stamina 3</div><div>Social (6): Charisma 3, Manipulation 1, Appearance 5</div><div>Mental (3): Perception 2, Intelligence 3, Wits 1</div><div>Talents (7): Athletics 1, Dodge 1, Intimidation 1, Intuition 2, Streetwise 1, Subterfuge 1.</div><div>Skills (11): Crafts 3, Drive 1, Etiquette 1, Firearms 3, Melee 1, Stealth 1, Survival 1.</div><div>Knowledge (5): Academics 1, Medicine 2, Occult 2.</div><div>Backgrounds (7): Bond 1, Contacts 1, Influence 2, Mentor 1, Resources 1, Status 1.</div><div>Willpower: 1-○</div><div>Blood Pool: 10-○○○○○-○○○○○</div><div>Conscience:○○○○○ Self-control:○○○○○ Courage:○○○○○ .</div></div>	<div>Jasmin</div> <div><div>Neonate</div><div><i>11th generation Tremere of the Camarilla (Hamburg Chantry).</i> <i>Hamburg Chantry</i> <i>Hamburg Chantry</i></div><div>Age: 23 (Real: 44, Embrace: 2002)</div><div>Nature (Demeanor): Critic (Conformist)</div><div>Freebies: 11 (35 / 0)</div><div>Physical (7): Strength 5, Dexterity 2, Stamina 3</div><div>Social (5): Charisma 3, Manipulation 3, Appearance 2</div><div>Mental (3): Perception 2, Intelligence 2, Wits 2</div><div>Talents (9): Alertness 1, Empathy 2, Expression 1, Intimidation 3, Leadership 2.</div><div>Skills (13): Animal Ken 2, Drive 3, Etiquette 2, Melee 2, Security 1, Stealth 3.</div><div>Knowledge (5): Linguistics 1, Occult 3, Science 1.</div><div>Backgrounds (7): Allies 1, Fame 1, Generation 2, Influence 1, Mentor 1, Status 1.</div><div>Disciplines: Auspex (2), Dominate (1), Thaumaturgy (3)</div><div>Willpower: 5-○○○○○</div><div>Blood Pool: 12-○○○○○-○○○○○-○</div><div>Conscience:●●●●● Self-control:●●●○○ Courage:●●○○○.</div></div>
<div>Murad</div> <div><div>Neonate</div><div><i>12th generation Tremere of the Camarilla (Hamburg Chantry).</i> <i>Hamburg Chantry</i> <i>Hamburg Chantry</i></div><div>Age: 17 (Real: 59, Embrace: 1981)</div><div>Nature (Demeanor): Visionary (Survivor)</div><div>Freebies: 11 (55 / 0)</div><div>Physical (5): Strength 2, Dexterity 1, Stamina 5</div><div>Social (7): Charisma 4, Manipulation 4, Appearance 2</div><div>Mental (3): Perception 2, Intelligence 2, Wits 2</div><div>Talents (9): Alertness 2, Athletics 1, Brawl 1, Dodge 3, Expression 2.</div><div>Skills (5): Drive 1, Etiquette 1, Performance 2, Survival 1.</div><div>Knowledge (17): Academics 1, Technology 3, Finance 2, Investigation 1, Law 1, Linguistics 3, Medicine 3, Occult 1, Politics 1, Science 1.</div><div>Backgrounds (9): Contacts 2, Generation 1, Herd 1, Resources 2, Retainers 1, Status 2.</div><div>Disciplines: Auspex (1), Dominate (1), Thaumaturgy (3)</div><div>Willpower: 3-○○○</div><div>Blood Pool: 11-○○○○○-○○○○○-○</div><div>Conscience:●●●○○ Self-control:●●●●○ Courage:●●●○○.</div></div>	<div>Thomas</div> <div><div>Aldermann</div><div><i>7th generation Ventrué of the Camarilla.</i> <i>The Aldermann</i></div><div>Age: 35 (Real: 455, Embrace: 1603)</div><div>Nature (Demeanor): Survivor (Caregiver)</div><div>Freebies: 280</div><div>Physical (9): Strength 3, Dexterity 3, Stamina 6</div><div>Social (7): Charisma 3, Manipulation 3, Appearance 4</div><div>Mental (3): Perception 2, Intelligence 2, Wits 2</div><div>Talents (20): Alertness 2, Athletics 2, Brawl 2, Dodge 4, Empathy 3, Expression 2, Leadership 1, Streetwise 2, Subterfuge 2.</div><div>Skills (24): Crafts 1, Drive 1, Etiquette 4, Firearms 1, Melee 3, Performance 2, Security 5, Stealth 3, Survival 4.</div><div>Knowledge (29): Academics 4, Technology 3, Finance 5, Investigation 1, Law 5, Linguistics 3, Medicine 3, Occult 2, Politics 2, Science 1.</div><div>Backgrounds (33): Allies 1, Contacts 3, Generation 6, Herd 4, Influence 4, Resources 6, Retainers 4, Status 5.</div><div>Disciplines: Dominate (6), Presence (6), Fortitude (5), Auspex (3), Celerity (3), Animalism (2)</div><div>Willpower: 4-○○○○</div><div>Blood Pool: 20-○○○○○-○○○○○-○○○○○-○○○○○</div><div>Conscience:●●●●○ Self-control:●●●○○ Courage:●●●○○.</div></div>

Fiona

Primogen
8th generation Ventrue of the Camarilla.
The Ventrue Primogen
Age: 20 (Real: 380, Embrace: 1663)
Nature (Demeanor): Explorer (Critic)
Freebies: 260
Physical (7): Strength 3, Dexterity 4, Stamina 3
Social (10): Charisma 4, Manipulation 6, Appearance 3
Mental (5): Perception 2, Intelligence 3, Wits 3
Talents (28): Alertness 3, Athletics 2, Brawl 1, Dodge 1, Empathy 3, Expression 4, Intimidation 3, Leadership 5, Streetwise 2, Subterfuge 4.
Skills (21): Animal Ken 1, Crafts 2, Drive 2, Etiquette 4, Firearms 3, Melee 2, Performance 3, Security 2, Stealth 1, Survival 1.
Knowledges (25): Academics 3, Technology 1, Finance 4, Investigation 2, Law 3, Linguistics 3, Medicine 2, Occult 1, Politics 5, Science 1.
Backgrounds (30): Allies 2, Contacts 2, Fame 2, Generation 5, Herd 3, Influence 3, Mentor 1, Resources 5, Retainers 3, Status 4.
Disciplines: Dominate (5), Presence (5), Fortitude (5), Celerity (3), Potence (2)
Willpower: 4-○○○○
Blood Pool: 15-○○○○○-○○○○○-○○○○○
Conscience:●●○○○ **Self-control:**●●●●● **Courage:**●●●●○.

Konrad of Hamburg

Sheriff
8th generation Ventrue of the Camarilla.
The Aldermann
Age: 31 (Real: 351, Embrace: 1734)
Nature (Demeanor): Survivor (Jester)
Freebies: 240
Physical (11): Strength 4, Dexterity 4, Stamina 6
Social (6): Charisma 3, Manipulation 3, Appearance 3
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (21): Alertness 3, Athletics 3, Brawl 3, Dodge 4, Expression 2, Intimidation 3, Leadership 1, Streetwise 2.
Skills (26): Crafts 2, Drive 2, Etiquette 3, Melee 6, Performance 2, Security 4, Stealth 4, Survival 3.
Knowledges (16): Technology 1, Finance 1, Investigation 1, Law 3, Linguistics 2, Medicine 2, Occult 3, Politics 3.
Backgrounds (16): Generation 5, Herd 1, Influence 2, Resources 3, Retainers 1, Status 4.
Disciplines: Fortitude (4), Presence (4), Dominate (5), Potence (5), Celerity (3)
Willpower: 5-○○○○○
Blood Pool: 15-○○○○○-○○○○○-○○○○○
Conscience:●●○○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Alfred

Elder
8th generation Ventrue of the Camarilla.
The Aldermann
Age: 24 (Real: 349, Embrace: 1698)
Nature (Demeanor): Reluctant (Pedagogue)
Freebies: 240
Physical (9): Strength 4, Dexterity 4, Stamina 4
Social (9): Charisma 3, Manipulation 5, Appearance 4
Mental (6): Perception 2, Intelligence 5, Wits 2
Talents (21): Alertness 1, Athletics 4, Brawl 1, Dodge 1, Empathy 2, Expression 3, Intimidation 2, Leadership 2, Streetwise 1, Subterfuge 4.
Skills (23): Animal Ken 2, Crafts 2, Etiquette 4, Firearms 3, Melee 3, Performance 3, Security 3, Stealth 1, Survival 2.
Knowledges (28): Academics 5, Technology 1, Finance 3, Law 3, Linguistics 4, Medicine 3, Occult 2, Politics 4, Science 3.
Backgrounds (27): Allies 1, Contacts 1, Generation 5, Herd 2, Influence 3, Resources 6, Retainers 5, Status 4.
Disciplines: Dominate (5), Presence (4), Fortitude (3), Potence (3), Celerity (2)
Willpower: 2-○○
Blood Pool: 15-○○○○○-○○○○○-○○○○○
Conscience:●●●●○ **Self-control:**●●●●○ **Courage:**●●○○○.

Louise

Elder
9th generation Ventrue of the Camarilla.
The Aldermann
Age: 19 (Real: 310, Embrace: 1732)
Nature (Demeanor): Martyr (Follower)
Freebies: 220
Physical (7): Strength 3, Dexterity 4, Stamina 3
Social (10): Charisma 4, Manipulation 5, Appearance 4
Mental (9): Perception 4, Intelligence 3, Wits 5
Talents (15): Alertness 2, Brawl 1, Dodge 3, Empathy 2, Expression 2, Intimidation 2, Leadership 1, Subterfuge 2.
Skills (18): Animal Ken 1, Crafts 3, Drive 1, Etiquette 3, Firearms 2, Melee 2, Performance 1, Security 3, Stealth 1, Survival 1.
Knowledges (21): Academics 2, Technology 1, Finance 3, Investigation 1, Law 4, Linguistics 3, Medicine 1, Occult 1, Politics 4, Science 1.
Backgrounds (24): Allies 2, Generation 4, Herd 2, Influence 4, Resources 5, Retainers 4, Status 3.
Disciplines: Dominate (5), Presence (5), Fortitude (4), Potence (2), Celerity (2)
Willpower: 5-○○○○○
Blood Pool: 14-○○○○○-○○○○○-○○○○○
Conscience:●●●●○ **Self-control:**●●○○○ **Courage:**●●●●○.

Theodor

Elder

9th generation Ventrue of the Camarilla.

The Ventrue Primogen

Age: 30 (Real: 258, Embrace: 1795)

Nature (Demeanor): Pedagogue (Trickster)

Freebies: 200

Physical (6): Strength 3, Dexterity 4, Stamina 2

Social (10): Charisma 5, Manipulation 5, Appearance 3

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (19): Alertness 3, Athletics 3, Dodge 2, Empathy 2, Expression 2, Intimidation 2, Leadership 3, Subterfuge 2.

Skills (22): Animal Ken 3, Crafts 4, Drive 1, Etiquette 4, Firearms 2, Melee 1, Performance 2, Security 5.

Knowledges (18): Academics 3, Technology 3, Finance 2, Law 2, Linguistics 3, Medicine 1, Occult 1, Politics 2, Science 1.

Backgrounds (27): Allies 4, Contacts 4, Generation 4, Herd 2, Influence 2, Resources 4, Retainers 4, Status 3.

Disciplines: Dominate (4), Presence (4), Fortitude (4), Potence (2), Celerity (2)

Willpower: 4-○○○○

Blood Pool: 14-○○○○○-○○○○○-○○○

Conscience:●●●●○ **Self-control:**●●●●○ **Courage:**●●●○○.

Benedict

Elder

8th generation Ventrue of the Camarilla.

Prague Diplomacy

Age: 22 (Real: 388, Embrace: 1657)

Nature (Demeanor): Autocrat (Director)

Freebies: 190 (260 / 0)

Physical (8): Strength 4, Dexterity 2, Stamina 5

Social (5): Charisma 3, Manipulation 3, Appearance 2

Mental (7): Perception 3, Intelligence 4, Wits 3

Talents (20): Alertness 1, Athletics 2, Brawl 1, Dodge 3, Empathy 2, Expression 2, Intimidation 2, Leadership 3, Streetwise 1, Subterfuge 3.

Skills (19): Crafts 1, Drive 3, Etiquette 4, Melee 4, Performance 2, Security 2, Survival 3.

Knowledges (19): Academics 4, Technology 2, Finance 1, Investigation 2, Law 3, Linguistics 3, Politics 4.

Backgrounds (16): Contacts 1, Generation 5, Herd 1, Influence 1, Resources 4, Retainers 2, Status 2.

Disciplines: Dominate (5), Presence (5), Fortitude (5), Obtenebration (2)

Willpower: 6-○○○○○-○

Blood Pool: 15-○○○○○-○○○○○-○○○○○

Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●●●.

Heike

Ancilla

9th generation Ventrue of the Camarilla.

The Ventrue Primogen

Age: 26 (Real: 176, Embrace: 1873)

Nature (Demeanor): Conniver (Pedagogue)

Freebies: 160

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (8): Charisma 3, Manipulation 3, Appearance 5

Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (23): Alertness 2, Athletics 3, Brawl 3, Dodge 3, Empathy 1, Expression 3, Intimidation 3, Leadership 2, Streetwise 2, Subterfuge 1.

Skills (20): Animal Ken 3, Drive 3, Etiquette 1, Firearms 2, Melee 2, Performance 5, Security 2, Stealth 1, Survival 1.

Knowledges (22): Academics 1, Technology 3, Finance 5, Law 3, Linguistics 2, Medicine 2, Occult 2, Politics 2, Science 2.

Backgrounds (19): Allies 1, Contacts 1, Generation 4, Herd 1, Influence 3, Resources 4, Retainers 2, Status 3.

Disciplines: Presence (4), Dominate (5), Fortitude (2), Potence (1)

Willpower: 3-○○○

Blood Pool: 14-○○○○○-○○○○○-○○○

Conscience:●●●●○ **Self-control:**●●●●○ **Courage:**●●●○○.

Hermann

Ancilla

10th generation Ventrue of the Camarilla.

The Ventrue Primogen

Age: 30 (Real: 138, Embrace: 1915)

Nature (Demeanor): Judge (Conniver)

Freebies: 120

Physical (9): Strength 4, Dexterity 4, Stamina 4

Social (6): Charisma 3, Manipulation 4, Appearance 2

Mental (6): Perception 2, Intelligence 3, Wits 4

Talents (15): Athletics 1, Brawl 1, Dodge 2, Expression 4, Intimidation 1, Leadership 2, Streetwise 2, Subterfuge 2.

Skills (20): Animal Ken 2, Crafts 2, Etiquette 3, Melee 4, Performance 4, Security 2, Stealth 3.

Knowledges (9): Technology 1, Finance 2, Investigation 2, Law 1, Linguistics 1, Politics 2.

Backgrounds (20): Allies 3, Contacts 3, Generation 3, Herd 2, Influence 1, Resources 4, Retainers 1, Status 3.

Disciplines: Dominate (3), Presence (2), Fortitude (3), Potence (3)

Willpower: 4-○○○○

Blood Pool: 13-○○○○○-○○○○○-○○○

Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●●○.

Otis

Ancilla
10th generation Ventrue of the Camarilla.
The Ventrue Primogen
Age: 26 (Real: 120, Embrace: 1929)
Nature (Demeanor): Conniver (Rebel)
Freebies: 100
Physical (3): Strength 2, Dexterity 2, Stamina 2
Social (6): Charisma 4, Manipulation 2, Appearance 3
Mental (8): Perception 3, Intelligence 4, Wits 4
Talents (23): Alertness 2, Athletics 4, Brawl 1, Dodge 2, Expression 3, Intimidation 3, Leadership 2, Streetwise 3, Subterfuge 3.
Skills (13): Drive 2, Etiquette 2, Firearms 1, Melee 2, Performance 1, Security 1, Stealth 3, Survival 1.
Knowledges (7): Academics 3, Finance 1, Investigation 1, Linguistics 1, Medicine 1.
Backgrounds (19): Allies 1, Contacts 2, Generation 3, Herd 2, Influence 2, Resources 3, Retainers 3, Status 3.
Disciplines: Dominate (3), Presence (3), Fortitude (3), Celerity (2)
Willpower: 3-○○○○
Blood Pool: 13-○○○○○○-○○○○○○-○○○
Conscience:●●●●○ **Self-control:**●●●●○ **Courage:**●●●○○.

Albrecht

11th generation Ventrue of the Camarilla.
The Ventrue Primogen
Age: 21 (Real: 96, Embrace: 1948)
Nature (Demeanor): Jester (Show off)
Freebies: 100
Physical (5): Strength 3, Dexterity 2, Stamina 3
Social (6): Charisma 2, Manipulation 3, Appearance 4
Mental (8): Perception 4, Intelligence 4, Wits 3
Talents (13): Alertness 2, Athletics 3, Dodge 1, Empathy 1, Expression 1, Intimidation 2, Leadership 1, Streetwise 1, Subterfuge 1.
Skills (14): Animal Ken 4, Drive 2, Etiquette 1, Stealth 3, Survival 4.
Knowledges (18): Academics 3, Finance 2, Law 1, Linguistics 2, Medicine 2, Occult 3, Politics 3, Science 2.
Backgrounds (12): Contacts 1, Fame 1, Generation 2, Herd 1, Resources 3, Retainers 2, Status 2.
Disciplines: Dominate (3), Presence (2), Fortitude (2), Animalism (3)
Willpower: 5-○○○○○
Blood Pool: 12-○○○○○○-○○○○○○-○○
Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●●●.

Lucius Altona

Operative
Ghoul of Thomas
Ghoul of Thomas
The Aldermann
Age: 34 (Real: 432, Embrace: 1625)
Nature (Demeanor): Penitent (Predator)
Freebies: 84
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (4): Charisma 2, Manipulation 3, Appearance 2
Mental (7): Perception 4, Intelligence 2, Wits 4
Talents (11): Alertness 2, Athletics 1, Dodge 1, Expression 1, Intuition 2, Streetwise 2, Subterfuge 2.
Skills (13): Animal Ken 1, Drive 2, Etiquette 2, Firearms 1, Melee 2, Stealth 2, Survival 3.
Knowledges (8): Academics 1, Computer 1, Linguistics 2, Occult 2, Politics 1, Science 1.
Backgrounds (9): Bond 1, Equipment 2, Mentor 2, Resources 2, Trust 2.
Disciplines: Potence (2), Fortitude (1)
Willpower: 5-○○○○○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Dmitri Zarmov

Enforcer
Ghoul of Fiona
Ghoul of Fiona
The Ventrue Primogen
Age: 25 (Real: 331, Embrace: 1717)
Nature (Demeanor): Martyr (Caregiver)
Freebies: 67 (64 / 0)
Physical (9): Strength 4, Dexterity 4, Stamina 4
Social (6): Charisma 3, Manipulation 3, Appearance 3
Mental (3): Perception 3, Intelligence 2, Wits 1
Talents (14): Alertness 2, Athletics 1, Brawl 3, Dodge 3, Expression 1, Intimidation 1, Intuition 1, Streetwise 1, Subterfuge 1.
Skills (8): Crafts 1, Drive 1, Etiquette 2, Firearms 1, Melee 1, Performance 2.
Knowledges (7): Academics 3, Computer 1, Investigation 1, Linguistics 1, Medicine 1.
Backgrounds (7): Allies 1, Bond 2, Contacts 1, Fame 1, Influence 1, Mentor 1.
Disciplines: Potence (1)
Willpower: 4-○○○○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Jens

Neonate
12th generation Ventrue of the Camarilla.
The Artists
Age: 19 (Real: 72, Embrace: 1970)
Nature (Demeanor): Competitor (Bureaucrat)
Freebies: 65
Physical (5): Strength 2, Dexterity 3, Stamina 3
Social (7): Charisma 2, Manipulation 4, Appearance 4
Mental (6): Perception 4, Intelligence 3, Wits 2
Talents (17): Alertness 2, Athletics 2, Brawl 1, Dodge 1, Empathy 1, Expression 3, Leadership 2, Streetwise 2, Subterfuge 3.
Skills (7): Animal Ken 1, Crafts 1, Etiquette 2, Firearms 1, Security 2.
Knowledges (21): Academics 2, Technology 3, Finance 4, Investigation 2, Law 1, Linguistics 3, Medicine 1, Occult 2, Politics 1, Science 2.
Backgrounds (11): Allies 1, Contacts 1, Generation 1, Herd 1, Mentor 1, Resources 4, Retainers 1, Status 1.
Disciplines: Dominate (3), Presence (2), Fortitude (1)
Willpower: 4-○○○○○
Blood Pool: 11-○○○○○-○○○○○-○
Conscience:●●●○○ **Self-control:**●●●○○ **Courage:**●●●●○.

Emily Darnau

Leisure
Ghoul of Thomas
Ghoul of Thomas
The Aldermann
Age: 28 (Real: 308, Embrace: 1743)
Nature (Demeanor): Jester (Alpha)
Freebies: 59
Physical (4): Strength 3, Dexterity 2, Stamina 2
Social (6): Charisma 3, Manipulation 2, Appearance 4
Mental (3): Perception 1, Intelligence 2, Wits 3
Talents (20): Alertness 2, Athletics 2, Brawl 1, Dodge 1, Empathy 4, Expression 2, Intimidation 2, Intuition 2, Subterfuge 4.
Skills (6): Animal Ken 1, Etiquette 2, Performance 2, Stealth 1.
Knowledges (8): Academics 2, Computer 2, Finance 1, Law 1, Linguistics 1, Medicine 1.
Backgrounds (14): Allies 3, Bond 2, Fame 2, Influence 2, Resources 2, Trust 3.
Disciplines: Potence (1)
Willpower: 4-○○○○○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Oskar the Giant

Enforcer
Ghoul of Konrad of Hamburg
Ghoul of Konrad of Hamburg
The Aldermann
Age: 42 (Real: 277, Embrace: 1788)
Nature (Demeanor): Perfectionist (Architect)
Freebies: 53
Physical (6): Strength 4, Dexterity 2, Stamina 3
Social (3): Charisma 3, Manipulation 1, Appearance 2
Mental (4): Perception 3, Intelligence 1, Wits 3
Talents (11): Alertness 1, Athletics 2, Brawl 2, Dodge 2, Intimidation 2, Streetwise 2.
Skills (9): Animal Ken 1, Drive 1, Etiquette 1, Firearms 1, Leadership 1, Melee 2, Survival 2.
Knowledges (11): Computer 1, Finance 1, Investigation 1, Law 1, Linguistics 2, Occult 1, Politics 2, Science 2.
Backgrounds (7): Allies 1, Bond 1, Contacts 2, Fame 1, Equipment 1, Mentor 1.
Disciplines: Fortitude (1), Potence (1)
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Caroline Dramond

Enforcer
Ghoul of Benedict
Ghoul of Benedict
Prague Diplomacy
Age: 26 (Real: 203, Embrace: 1846)
Nature (Demeanor): Jester (Traditionalist)
Freebies: 38
Physical (5): Strength 3, Dexterity 2, Stamina 3
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (8): Athletics 1, Brawl 1, Dodge 2, Intimidation 2, Intuition 2.
Skills (13): Animal Ken 1, Crafts 1, Etiquette 2, Firearms 4, Melee 3, Performance 2.
Knowledges (5): Academics 2, Investigation 1, Linguistics 1, Politics 1.
Backgrounds (4): Fame 2, Equipment 2.
Disciplines: Potence (1)
Willpower: 5-○○○○○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

Dorian Wazel

Valet
Ghoul of Thomas
Ghoul of Thomas
The Aldermann
Age: 22 (Real: 157, Embrace: 1888)
Nature (Demeanor): Masochist (Bureaucrat)
Freebies: 29
Physical (4): Strength 2, Dexterity 2, Stamina 3
Social (3): Charisma 1, Manipulation 2, Appearance 3
Mental (6): Perception 3, Intelligence 4, Wits 2
Talents (5): Alertness 1, Athletics 1, Dodge 1, Empathy 1, Streetwise 1.
Skills (7): Animal Ken 1, Firearms 1, Performance 3, Stealth 2.
Knowledges (11): Academics 3, Finance 2, Linguistics 3, Medicine 1, Science 2.
Backgrounds (6): Contacts 1, Equipment 2, Resources 2, Trust 1.
Disciplines: Potence (1)
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Albrecht Haüfermann

Operative
Ghoul of Benedict
Ghoul of Benedict
Prague Diplomacy
Age: 15 (Real: 348, Embrace: 1690)
Nature (Demeanor): Celebrant (Builder)
Freebies: 23 (67 / 0)
Physical (6): Strength 2, Dexterity 6, Stamina 1
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (4): Perception 2, Intelligence 3, Wits 2
Talents (11): Alertness 1, Brawl 1, Dodge 1, Empathy 1, Expression 2, Intimidation 3, Intuition 1, Streetwise 1.
Skills (7): Animal Ken 1, Crafts 3, Drive 1, Leadership 1, Melee 1.
Knowledges (5): Finance 2, Investigation 1, Politics 2.
Backgrounds (7): Allies 2, Bond 1, Contacts 2, Influence 1, Trust 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Hortense Helgbert

Enforcer
Ghoul of Alfred
Ghoul of Alfred
The Aldermann
Age: 32 (Real: 211, Embrace: 1844)
Nature (Demeanor): Deviant (Avant-garde)
Freebies: 23 (40 / 0)
Physical (6): Strength 4, Dexterity 2, Stamina 3
Social (4): Charisma 3, Manipulation 3, Appearance 1
Mental (3): Perception 1, Intelligence 3, Wits 2
Talents (7): Empathy 2, Intimidation 2, Intuition 2, Subterfuge 1.
Skills (11): Crafts 1, Drive 1, Etiquette 1, Firearms 2, Leadership 1, Stealth 3, Survival 2.
Knowledges (5): Law 2, Linguistics 2, Medicine 1.
Backgrounds (7): Allies 2, Bond 1, Influence 1, Mentor 1, Resources 1, Status 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Jürgen Drexler

Valet
Ghoul of Alfred
Ghoul of Alfred
The Aldermann
Age: 37 (Real: 321, Embrace: 1739)
Nature (Demeanor): Gallant (Martyr)
Freebies: 23 (62 / 0)
Physical (6): Strength 4, Dexterity 2, Stamina 3
Social (4): Charisma 5, Manipulation 1, Appearance 1
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (11): Alertness 1, Athletics 1, Brawl 3, Empathy 1, Expression 2, Intuition 1, Streetwise 1, Subterfuge 1.
Skills (5): Animal Ken 1, Crafts 1, Leadership 1, Performance 1, Stealth 1.
Knowledges (7): Computer 1, Finance 2, Investigation 1, Occult 1, Politics 2.
Backgrounds (7): Allies 2, Contacts 1, Equipment 1, Influence 1, Mentor 1, Status 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Fedor Dvorin

Valet
Ghoul of Alfred
Ghoul of Alfred
The Aldermann
Age: 24 (Real: 268, Embrace: 1779)
Nature (Demeanor): Survivor (Trickster)
Freebies: 23 (51 / 0)
Physical (6): Strength 2, Dexterity 3, Stamina 4
Social (4): Charisma 2, Manipulation 3, Appearance 2
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (7): Alertness 1, Athletics 1, Brawl 1, Intuition 1, Streetwise 1, Subterfuge 2.
Skills (11): Animal Ken 1, Drive 3, Firearms 2, Performance 3, Stealth 2.
Knowledges (5): Academics 1, Finance 3, Investigation 1.
Backgrounds (7): Bond 1, Equipment 3, Resources 1, Status 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Anita Wolfram

Enforcer
Ghoul of Alfred
Ghoul of Alfred
The Aldermann
Age: 40 (Real: 148, Embrace: 1915)
Nature (Demeanor): Reluctant (Caregiver)
Freebies: 23 (27 / 0)
Physical (3): Strength 2, Dexterity 1, Stamina 3
Social (4): Charisma 3, Manipulation 3, Appearance 1
Mental (6): Perception 4, Intelligence 4, Wits 1
Talents (11): Alertness 2, Athletics 3, Dodge 1, Expression 1, Intimidation 1, Streetwise 2, Subterfuge 1.
Skills (7): Crafts 1, Etiquette 1, Firearms 1, Leadership 2, Melee 1, Performance 1.
Knowledges (5): Finance 1, Investigation 1, Medicine 1, Politics 1, Science 1.
Backgrounds (7): Bond 1, Mentor 1, Resources 3, Status 1, Trust 1.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Armand Letellier

Operative

Ghoul of Alfred

Ghoul of Alfred

The Aldermann

Age: 25 (Real: 47, Embrace: 2001)

Nature (Demeanor): Autocrat (Predator)

Freebies: 23 (7 / 0)

Physical (3): Strength 3, Dexterity 1, Stamina 2

Social (6): Charisma 3, Manipulation 2, Appearance 4

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (5): Dodge 1, Empathy 1, Intimidation 1, Intuition 1, Subterfuge 1.

Skills (7): Animal Ken 1, Crafts 1, Drive 1, Etiquette 1, Stealth 1, Survival 2.

Knowledges (11): Academics 1, Finance 1, Investigation 1, Law 1,

Linguistics 1, Medicine 1, Politics 3, Science 2.

Backgrounds (7): Allies 1, Bond 1, Contacts 2, Mentor 2, Resources 1.

Willpower: 1-0

Blood Pool: 10-000000-00000

Conscience:00000 Self-control:00000 Courage:00000 .

Clara Striekmann

Enforcer

Ghoul of Louise

Ghoul of Louise

The Aldermann

Age: 31 (Real: 136, Embrace: 1918)

Nature (Demeanor): Rogue (Reluctant)

Freebies: 23 (25 / 0)

Physical (6): Strength 5, Dexterity 3, Stamina 1

Social (4): Charisma 2, Manipulation 4, Appearance 1

Mental (3): Perception 2, Intelligence 3, Wits 1

Talents (5): Brawl 1, Empathy 1, Intimidation 1, Intuition 1, Streetwise 1.

Skills (7): Animal Ken 1, Crafts 1, Drive 2, Firearms 1, Leadership 1, Survival 1.

Knowledges (11): Academics 2, Computer 2, Investigation 1, Law 1, Medicine 3, Occult 1, Politics 1.

Backgrounds (7): Allies 1, Bond 1, Fame 1, Mentor 1, Resources 1, Status 1, Trust 1.

Willpower: 1-0

Blood Pool: 10-000000-00000

Conscience:00000 Self-control:00000 Courage:00000 .

Jonas Hemstein

Operative

Ghoul of Louise

Ghoul of Louise

The Aldermann

Age: 20 (Real: 93, Embrace: 1950)

Nature (Demeanor): Architect (Follower)

Freebies: 23 (16 / 0)

Physical (3): Strength 3, Dexterity 2, Stamina 1

Social (4): Charisma 1, Manipulation 1, Appearance 5

Mental (6): Perception 3, Intelligence 2, Wits 4

Talents (7): Alertness 2, Brawl 1, Empathy 1, Expression 3.

Skills (5): Drive 2, Etiquette 1, Melee 2.

Knowledges (11): Academics 2, Computer 2, Finance 3, Law 1, Linguistics 1, Occult 2.

Backgrounds (7): Contacts 2, Equipment 1, Mentor 1, Status 3.

Willpower: 1-0

Blood Pool: 10-000000-00000

Conscience:00000 Self-control:00000 Courage:00000 .

Giacomo Ponti

Valet

Ghoul of Louise

Ghoul of Louise

The Aldermann

Age: 30 (Real: 180, Embrace: 1873)

Nature (Demeanor): Masochist (Martyr)

Freebies: 23 (34 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (4): Perception 2, Intelligence 2, Wits 3

Talents (5): Dodge 1, Expression 1, Intimidation 1, Intuition 2.

Skills (7): Animal Ken 1, Drive 2, Etiquette 1, Melee 1, Stealth 2.

Knowledges (11): Academics 1, Computer 1, Investigation 2, Law 2, Medicine 1, Occult 1, Politics 2, Science 1.

Backgrounds (7): Bond 1, Contacts 1, Influence 2, Mentor 2, Trust 1.

Willpower: 1-0

Blood Pool: 10-000000-00000

Conscience:00000 Self-control:00000 Courage:00000 .

Trevor McBollan

Leisure

Ghoul of Louise

Ghoul of Louise

The Aldermann

Age: 17 (Real: 101, Embrace: 1939)

Nature (Demeanor): Thrill-seeker (Judge)

Freebies: 23 (18 / 0)

Physical (4): Strength 1, Dexterity 3, Stamina 3

Social (6): Charisma 3, Manipulation 4, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 2, Athletics 2, Dodge 1, Empathy 1, Expression 1, Intimidation 2, Intuition 1, Streetwise 1.

Skills (5): Animal Ken 1, Crafts 1, Melee 1, Performance 2.

Knowledges (7): Academics 1, Investigation 3, Law 1, Medicine 1, Politics 1.

Backgrounds (7): Contacts 1, Fame 1, Influence 3, Status 1, Trust 1.

Willpower: 1-0

Blood Pool: 10-000000-00000

Conscience:00000 Self-control:00000 Courage:00000 .

Gherardt Umlo

Valet

Ghoul of Thomas

Ghoul of Thomas

The Aldermann

Age: 36 (Real: 126, Embrace: 1933)

Nature (Demeanor): Pedagogue (Rogue)

Freebies: 23

Physical (4): Strength 2, Dexterity 2, Stamina 3

Social (5): Charisma 3, Manipulation 2, Appearance 3

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (7): Athletics 1, Brawl 1, Dodge 1, Expression 1, Intimidation 1, Subterfuge 2.

Skills (11): Crafts 1, Drive 2, Etiquette 1, Firearms 2, Leadership 2, Melee 1, Stealth 1, Survival 1.

Knowledges (5): Computer 1, Investigation 1, Linguistics 1, Medicine 1, Occult 1.

Backgrounds (5): Allies 1, Bond 2, Contacts 1, Status 1.

Disciplines: Potence (1)

Willpower: 1-0

Blood Pool: 10-000000-00000

Conscience:00000 Self-control:00000 Courage:00000 .

Ruppert Genz

Enforcer

Ghoul of Fiona

Ghoul of Fiona

The Ventrue Primogen

Age: 39 (Real: 50, Embrace: 2012)

Nature (Demeanor): Autocrat (Conniver)

Freebies: 23 (8 / 0)

Physical (3): Strength 1, Dexterity 3, Stamina 2

Social (6): Charisma 4, Manipulation 3, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (11): Alertness 1, Brawl 1, Dodge 1, Empathy 3, Expression 1, Intuition 2, Streetwise 1, Subterfuge 1.

Skills (7): Crafts 2, Drive 1, Leadership 1, Melee 1, Survival 2.

Knowledges (5): Academics 1, Computer 2, Linguistics 1, Occult 1.

Backgrounds (7): Allies 2, Fame 2, Equipment 1, Status 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Jorge Pazzola

Enforcer

Ghoul of Fiona

Ghoul of Fiona

The Ventrue Primogen

Age: 15 (Real: 199, Embrace: 1839)

Nature (Demeanor): Follower (Architect)

Freebies: 23 (37 / 0)

Physical (4): Strength 1, Dexterity 2, Stamina 4

Social (6): Charisma 2, Manipulation 3, Appearance 4

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (7): Alertness 1, Empathy 3, Expression 1, Intuition 2.

Skills (5): Animal Ken 1, Crafts 1, Etiquette 1, Melee 1, Stealth 1.

Knowledges (11): Academics 3, Computer 1, Finance 1, Investigation 1, Law 2, Linguistics 1, Occult 1, Politics 1.

Backgrounds (7): Allies 1, Bond 1, Equipment 1, Influence 1, Resources 2, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Logan Klemp

Enforcer

Ghoul of Heike

Ghoul of Heike

The Ventrue Primogen

Age: 37 (Real: 65, Embrace: 1995)

Nature (Demeanor): Trickster (Monster)

Freebies: 23 (11 / 0)

Physical (4): Strength 3, Dexterity 3, Stamina 1

Social (3): Charisma 3, Manipulation 2, Appearance 1

Mental (6): Perception 4, Intelligence 3, Wits 2

Talents (7): Athletics 1, Brawl 1, Empathy 1, Intimidation 1, Intuition 3.

Skills (11): Animal Ken 1, Crafts 2, Etiquette 1, Firearms 3, Performance 1, Stealth 1, Survival 2.

Knowledges (5): Academics 1, Computer 1, Finance 1, Law 1, Science 1.

Backgrounds (7): Contacts 2, Fame 1, Mentor 1, Resources 1, Status 2.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Hermeline Henke

Enforcer

Ghoul of Theodor

Ghoul of Theodor

The Ventrue Primogen

Age: 36 (Real: 155, Embrace: 1904)

Nature (Demeanor): Conformist (Explorer)

Freebies: 23 (29 / 0)

Physical (6): Strength 4, Dexterity 4, Stamina 1

Social (4): Charisma 2, Manipulation 4, Appearance 1

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (5): Dodge 1, Empathy 1, Intuition 1, Streetwise 1, Subterfuge 1.

Skills (11): Animal Ken 1, Etiquette 1, Firearms 3, Leadership 3, Stealth 3.

Knowledges (7): Computer 1, Finance 1, Investigation 1, Law 1, Linguistics 2, Occult 1.

Backgrounds (7): Allies 1, Fame 1, Equipment 2, Influence 1, Mentor 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Fred Göbert

Valet

Ghoul of Theodor

Ghoul of Theodor

The Ventrue Primogen

Age: 17 (Real: 189, Embrace: 1851)

Nature (Demeanor): Gallant (Visionary)

Freebies: 23 (35 / 0)

Physical (4): Strength 4, Dexterity 2, Stamina 1

Social (6): Charisma 3, Manipulation 1, Appearance 5

Mental (3): Perception 3, Intelligence 1, Wits 2

Talents (5): Dodge 1, Streetwise 2, Subterfuge 2.

Skills (7): Drive 2, Firearms 1, Leadership 2, Melee 2.

Knowledges (11): Academics 2, Finance 1, Investigation 2, Linguistics 2, Medicine 1, Science 3.

Backgrounds (7): Bond 1, Fame 1, Equipment 1, Mentor 1, Status 2, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Ana Tillmann

Valet

Ghoul of Theodor

Ghoul of Theodor

The Ventrue Primogen

Age: 19 (Real: 64, Embrace: 1978)

Nature (Demeanor): Visionary (Builder)

Freebies: 23 (10 / 0)

Physical (3): Strength 3, Dexterity 1, Stamina 2

Social (4): Charisma 2, Manipulation 2, Appearance 3

Mental (6): Perception 4, Intelligence 2, Wits 3

Talents (11): Brawl 3, Dodge 1, Empathy 1, Expression 2, Intimidation 1, Streetwise 1, Subterfuge 2.

Skills (7): Animal Ken 1, Drive 1, Firearms 1, Melee 1, Performance 1, Stealth 2.

Knowledges (5): Computer 1, Investigation 2, Law 2.

Backgrounds (7): Contacts 1, Equipment 2, Influence 2, Trust 2.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Johann von Driesler

Valet
Ghoul of Theodor
Ghoul of Theodor
The Ventruue Primogen
Age: 43 (Real: 130, Embrace: 1936)
Nature (Demeanor): Competitor (Autocrat)
Freebies: 23 (24 / 0)
Physical (6): Strength 2, Dexterity 2, Stamina 5
Social (3): Charisma 1, Manipulation 2, Appearance 3
Mental (4): Perception 2, Intelligence 4, Wits 1
Talents (7): Alertness 1, Athletics 1, Dodge 3, Intimidation 1, Streetwise 1.
Skills (5): Firearms 3, Leadership 1, Melee 1.
Knowledges (11): Computer 1, Finance 2, Law 2, Linguistics 2, Occult 3, Science 1.
Backgrounds (7): Contacts 1, Influence 1, Mentor 2, Resources 3.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Clodius

6th generation Ventruue of the Camarilla.
Bremen Primogen
Age: 18 (Real: 1127, Embrace: 914)
Nature (Demeanor): Reluctant (Confident)
Freebies: -54 (600 / 0)
Physical (5): Strength 3, Dexterity 4, Stamina 1
Social (3): Charisma 3, Manipulation 1, Appearance 2
Mental (7): Perception 4, Intelligence 3, Wits 3
Talents (5): Athletics 1, Empathy 1, Expression 1, Intimidation 1, Subterfuge 1.
Skills (13): Animal Ken 1, Crafts 1, Drive 2, Firearms 2, Melee 2, Security 2, Stealth 2, Survival 1.
Knowledges (9): Finance 1, Law 2, Linguistics 1, Medicine 1, Politics 1, Science 3.
Backgrounds (11): Allies 2, Contacts 1, Generation 7, Influence 1.
Willpower: 1-○
Blood Pool:
30-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Rita Kanelski

11th generation Setite of the Independents.
Aggripa Lounge
Age: 35 (Real: 169, Embrace: 1889)
Nature (Demeanor): Loner (Architect)
Freebies: 134 (140 / 0)
Physical (7): Strength 4, Dexterity 3, Stamina 3
Social (6): Charisma 3, Manipulation 2, Appearance 4
Mental (5): Perception 3, Intelligence 2, Wits 3
Talents (19): Alertness 1, Athletics 2, Brawl 2, Dodge 2, Empathy 2, Expression 3, Intimidation 2, Leadership 1, Streetwise 2, Subterfuge 2.
Skills (18): Animal Ken 3, Etiquette 2, Firearms 3, Performance 2, Security 3, Stealth 3, Survival 2.
Knowledges (11): Academics 2, Investigation 4, Law 2, Linguistics 2, Occult 1.
Backgrounds (16): Contacts 2, Fame 1, Generation 2, Herd 3, Influence 2, Resources 4, Retainers 2.
Disciplines: Presence (4), Serpents (4), Auspex (2), Obfuscate (4)
Willpower: 5-○○○○○
Blood Pool: 12-○○○○○-○○○○○-○○
Conscience:●●●●○ **Self-control:**●●●●○ **Courage:**●●●○○.

Klaus Freiman

Valet
Ghoul of Rita Kanelski
Ghoul of Rita Kanelski
Aggripa Lounge
Age: 42 (Real: 41, Embrace: 2024)
Nature (Demeanor): Director (Alpha)
Freebies: 23 (6 / 0)
Physical (3): Strength 3, Dexterity 1, Stamina 2
Social (6): Charisma 4, Manipulation 4, Appearance 1
Mental (4): Perception 3, Intelligence 2, Wits 2
Talents (7): Alertness 1, Athletics 1, Empathy 1, Expression 3, Streetwise 1.
Skills (11): Drive 1, Etiquette 2, Firearms 1, Leadership 2, Melee 1, Stealth 1, Survival 3.
Knowledges (5): Computer 3, Finance 1, Law 1.
Backgrounds (7): Bond 1, Contacts 1, Fame 1, Equipment 1, Resources 1, Trust 2.
Willpower: 1-○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Nikki Barlo

Intelligence
Ghoul of Rita Kanelski
Ghoul of Rita Kanelski
Aggripa Lounge
Age: 32 (Real: 62, Embrace: 1993)
Nature (Demeanor): Traditionalist (Trickster)
Freebies: 10
Physical (4): Strength 3, Dexterity 2, Stamina 2
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (4): Perception 3, Intelligence 2, Wits 2
Talents (6): Dodge 1, Empathy 1, Expression 1, Streetwise 3.
Skills (6): Drive 1, Etiquette 1, Firearms 2, Stealth 2.
Knowledges (6): Academics 1, Computer 1, Investigation 3, Occult 1.
Backgrounds (7): Bond 2, Influence 1, Status 3, Trust 1.
Disciplines: Potence (1)
Willpower: 4-○○○○
Blood Pool: 10-○○○○○-○○○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Kurt Hagrin

10th generation Setite of the Independents.
Aggripa Lounge
Age: 25 (Real: 211, Embrace: 1837)
Nature (Demeanor): ()
Freebies: -1 (180 / 0)
Physical (5): Strength 2, Dexterity 3, Stamina 3
Social (5): Charisma 3, Manipulation 3, Appearance 2
Mental (7): Perception 2, Intelligence 4, Wits 4
Talents (5): Brawl 1, Dodge 1, Expression 3.
Skills (0): .
Knowledges (6): Finance 1, Investigation 2, Law 1, Linguistics 2.
Backgrounds (3): Generation 3.
Disciplines: Presence (3), Serpents (5), Obfuscate (3)
Willpower: 2-○○
Blood Pool: 13-○○○○○-○○○○○-○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Toto the Tchechen

9th generation Brujah Antitribu of the Sabbat.

Russian Raiders

Age: 22 (Real: 36, Embrace: 2009)

Nature (Demeanor): Conniver (Monster)

Freebies: 15 (25 / 0)

Physical (8): Strength 4, Dexterity 4, Stamina 3

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (3): Perception 2, Intelligence 1, Wits 3

Talents (13): Alertness 2, Athletics 3, Brawl 2, Dodge 3, Intimidation 2, Leadership 1.

Skills (9): Drive 1, Etiquette 1, Firearms 2, Melee 3, Survival 2.

Knowledges (7): Law 1, Linguistics 2, Medicine 1, Occult 1, Science 2.

Backgrounds (8): Contacts 2, Fame 1, Generation 4, Herd 1.

Disciplines: Celerity (2), Potence (2), Presence (1)

Willpower: 5-○○○○○

Blood Pool: 14-○○○○○-○○○○○-○○○○○

Conscience:●●●○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Gosleiev

9th generation Lasombra of the Sabbat.

Russian Raiders

Age: 0 (Real: 0, Embrace: 2023)

Nature (Demeanor): Show off (Competitor)

Freebies: 3 (15 / 0)

Physical (7): Strength 4, Dexterity 3, Stamina 3

Social (5): Charisma 3, Manipulation 1, Appearance 4

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (13): Alertness 3, Athletics 3, Brawl 1, Dodge 3, Expression 1, Intimidation 1, Streetwise 1.

Skills (5): Drive 1, Etiquette 2, Firearms 1, Performance 1.

Knowledges (9): Academics 3, Technology 1, Investigation 1, Law 1, Linguistics 1, Medicine 1, Politics 1.

Backgrounds (9): Contacts 2, Generation 4, Mentor 2, Status 1.

Disciplines: Obtenebration (3), Potence (1), Dominate (3)

Willpower: 1-○

Blood Pool: 14-○○○○○-○○○○○-○○○○○

Conscience:●○○○○ **Self-control:**●○○○○ **Courage:**●○○○○.

Boxxlich

9th generation Malkavian Antitribu of the Sabbat.

Russian Raiders

Age: 16 (Real: 60, Embrace: 1979)

Nature (Demeanor): Hedonist (Perfectionist)

Freebies: 11 (55 / 0)

Physical (5): Strength 3, Dexterity 3, Stamina 2

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (6): Perception 3, Intelligence 2, Wits 4

Talents (5): Alertness 1, Intimidation 1, Leadership 2, Streetwise 1.

Skills (10): Animal Ken 2, Crafts 1, Firearms 1, Melee 2, Security 1, Stealth 1, Survival 2.

Knowledges (8): Academics 1, Technology 2, Finance 1, Investigation 1, Law 1, Politics 1, Science 1.

Backgrounds (10): Allies 1, Generation 4, Mentor 1, Resources 1, Status 3.

Disciplines: Dementation (3), Auspex (2), Obfuscate (3)

Willpower: 4-○○○○

Blood Pool: 14-○○○○○-○○○○○-○○○○○

Conscience:●●●●○ **Self-control:**●●○○○ **Courage:**●●●○○.

Willy Bräun

Ghoul of Boxxlich

Ghoul of Boxxlich

Russian Raiders

Age: 33 (Real: 33, Embrace: 2023)

Nature (Demeanor): Trickster (Loner)

Freebies: 8 (4 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (6): Charisma 2, Manipulation 4, Appearance 3

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (8): Empathy 4, Streetwise 4.

Skills (10): Animal Ken 2, Crafts 2, Drive 2, Performance 2, Stealth 2.

Knowledges (6): Finance 4, Politics 2.

Backgrounds (5): Allies 2, Contacts 2, Resources 1.

Willpower: 2-○○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Karen Müller

Enforcer

Ghoul of Igor

Ghoul of Igor

Russian Raiders

Age: 28 (Real: 0, Embrace: 2051)

Nature (Demeanor): Celebrant (Show off)

Freebies: 23 (-2 / 0)

Physical (3): Strength 3, Dexterity 1, Stamina 2

Social (6): Charisma 2, Manipulation 2, Appearance 5

Mental (4): Perception 1, Intelligence 3, Wits 3

Talents (11): Alertness 1, Athletics 3, Dodge 2, Expression 2, Intuition 1, Streetwise 1, Subterfuge 1.

Skills (7): Animal Ken 1, Crafts 2, Firearms 1, Performance 3.

Knowledges (5): Finance 1, Linguistics 1, Occult 1, Politics 1, Science 1.

Backgrounds (7): Bond 1, Contacts 1, Fame 1, Influence 1, Mentor 1, Status 2.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Antonin Zlatin

Enforcer

Ghoul of Igor

Ghoul of Igor

Russian Raiders

Age: 25 (Real: 0, Embrace: 2048)

Nature (Demeanor): Caregiver (Bureaucrat)

Freebies: 23 (-2 / 0)

Physical (3): Strength 1, Dexterity 2, Stamina 3

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (6): Perception 4, Intelligence 3, Wits 2

Talents (11): Athletics 1, Dodge 2, Empathy 2, Expression 1, Intimidation 1, Intuition 1, Streetwise 2, Subterfuge 1.

Skills (5): Drive 3, Leadership 1, Melee 1.

Knowledges (7): Academics 1, Computer 1, Investigation 1, Law 1, Linguistics 1, Medicine 1, Science 1.

Backgrounds (7): Equipment 1, Influence 1, Mentor 2, Resources 1, Status 1, Trust 1.

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Igor

10th generation Ventrue Antitribu of the Sabbat.
Russian Raiders
Age: 0 (Real: 0, Embrace: 2023)
Nature (Demeanor): Visionary (Follower)
Freebies: -53 (15 / 0)
Physical (3): Strength 4, Dexterity 1, Stamina 1
Social (7): Charisma 3, Manipulation 3, Appearance 4
Mental (5): Perception 3, Intelligence 2, Wits 3
Talents (5): Alertness 1, Brawl 1, Dodge 1, Expression 1, Subterfuge 1.
Skills (11): Etiquette 2, Firearms 1, Melee 3, Performance 1, Security 1, Stealth 2, Survival 1.
Knowledges (13): Academics 1, Technology 3, Investigation 1, Law 2, Linguistics 2, Medicine 2, Occult 1, Science 1.
Backgrounds (8): Fame 2, Generation 3, Retainers 2, Status 1.
Willpower: 1-○
Blood Pool: 13-○○○○○-○○○○○-○○○
Conscience:○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

List of all Places

LUB

Lübeck

HH1

Elysium

HH2

Downtown Hamburg

LUN

Lüneburg

MIT

Mitte

Events

Those special scenes happen out of the scope of the players. They reflect the plans of the antagonists and allies, their natural reactions. They do not change anything most of the time, but if they are linked to another scene, that scene might show the consequences of an event.

H1 - The Mall

■ Sc:0067 ■ EVENT

Date: 2022-10-31 01:00:00
Location: HH2
Custom time (D H): 0 1
Cast:

Description

H3-The Streets

...

H3 - The Streets

■ Sc:0068 ■ EVENT

Date: 2022-10-31 03:00:00
Location: HH2
Custom time (D H): 0 3
Cast:

Description

H1-The Mall

H5-Footsteps

...

H5 - Footsteps

■ Sc:0069 ■ EVENT

Date: 2022-10-31 05:00:00
Location: HH2
Custom time (D H): 0 5
Cast:

Description

H3-The Streets

H45-Introduction (a fancy litter)

...

Scenes

This is the adventure, running from the introduction scene to the multiple debriefings. The first introduction is often global, you might found individual introductions for each players (if they are prerolled characters).

H45 - Introduction (a fancy litter)

■ Sc:0066 ■ DEBRIEFING

Date: 2022-11-01 21:00:00
Location: HH1
Custom time (D H): 1 21
Cast: **Konrad of Hamburg, Thomas**

Preamble

A group of neonates are found in the streets by Konrad. They are brought together and kept in relative good psychological and physical shape before interrogation.

Description

- H5-Footsteps
- H50-The Turk
- H71-The Scholar
- H73-Fraü Doktor
- H48-Fiona

...

H48 - Fiona

■ Sc:0075

Date: 2022-11-02 00:00:00
Location: HH1
Custom time (D H): 2 0
Cast: **Fiona**

Description

- H45-Introduction (a fancy litter)
- H93-The Lübecker Court

...

H50 - The Turk

■ Sc:0070

Date: 2022-11-02 02:00:00
Location: MIT
Custom time (D H): 2 2
Cast: **Selim**

Description

- H45-Introduction (a fancy litter)
- H69-Vallentin

...

H69 - Vallentin

■ Sc:0073

Date: 2022-11-02 21:00:00
Location: LUN
Custom time (D H): 2 21
Cast: **Vallentin**

Description

- H50-The Turk

...

H71 - The Scholar

■ Sc:0074

Date: 2022-11-02 23:00:00
Location: MIT
Custom time (D H): 2 23
Cast: **Frederike, Georg**

Description

- H45-Introduction (a fancy litter)

...

H73 - Fraü Doktor

■ Sc:0071

Date: 2022-11-03 01:00:00
Location: MIT
Custom time (D H): 3 1
Cast: **Ella**

Description

- H45-Introduction (a fancy litter)

...

H93 - The Lübecker Court

■ Sc:0072

Date: 2022-11-03 21:00:00
Location: LUB
Custom time (D H): 3 21
Cast: **Anna the Elder, Katharina, Lukas**

Description

- H48-Fiona

...

H103 - The Culpitre

■ Sc:0076

Date: 2022-11-04 07:00:00
Location: HH2
Custom time (D H):
Cast: **Oskar the Giant**

Description

...

Drama: Pilot Adventure - Halloween	1	<i>Suzana Hauër</i>	11
Dramatis Personae	2	<i>Michaela Brook</i>	11
<i>Niels Rueger</i>	2	<i>Octavius Drekker</i>	11
<i>Anneke Feltwig</i>	2	<i>Klara</i>	11
<i>Rebecca Loomis</i>	2	<i>Nicodimius</i>	12
<i>Georg</i>	2	<i>Anna the Elder</i>	12
<i>Frederike</i>	2	<i>Lukas</i>	12
<i>Karl</i>	3	<i>Katharina</i>	12
<i>Pavel</i>	3	<i>Leyns</i>	13
<i>Ernst</i>	3	<i>Thorsten Haulhem</i>	13
<i>Helga</i>	3	<i>Sigmund</i>	13
<i>Alicia Hardwick</i>	3	<i>Michaela</i>	13
<i>Mike Johnson</i>	4	<i>Matthias</i>	14
<i>Iana Owens</i>	4	<i>Sophie</i>	14
<i>Female ghoul 1 Georg</i>	4	<i>Gertrud</i>	14
<i>Female ghoul 2 Georg</i>	4	<i>Raul Zücker</i>	14
<i>Male ghoul 3 Georg</i>	4	<i>Klaus Oberkampf</i>	15
<i>Jennifer Moses</i>	4	<i>Julius</i>	15
<i>Kristoph Helge</i>	5	<i>Geneviève Mérand</i>	15
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<i>Ethan</i>	6	<i>Fiodor Grama</i>	16
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<i>Eden Luinni</i>	6	<i>Jonah Klemsen</i>	17
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<i>Aimée Pfeiser</i>	7	<i>Jacob Mauër</i>	17
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<i>Roxanne Beauville</i>	8	<i>Ibrahim</i>	18
<i>Hans Ruben</i>	8	<i>Gulçan</i>	18
<i>Jo Weis</i>	8	<i>Mustafa</i>	18
<i>Betsi Kleigmann</i>	8	<i>Cem</i>	19
<i>Silke</i>	9	<i>Anatoli Ashur</i>	19
<i>Heinrich</i>	9	<i>Amir Razla</i>	19
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