

The Vampire

What a Wonderful
World of Darkness

Hamburg
by Night

Name	Claudius Rotzeiger	Nature	Director	Age (M.C.)	27/28 (2022A.D)
Player	Lucas (@sardine)	Demeanor	Architect	Sex	male
Chronicle	HbN	Position	Neonate	Concept	Austrian Diplomat
Creature	Kindred	Coterie	Samhain Coterie	Clan	Tremere
Faction	Camarilla	Territory		Weakness	Blood Thrall

Physical (3)

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

Social (7)

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

Mental (5)

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

Talents (9)

Alertness	○○○○○
Athletics	○○○○○
Brawl	○○○○○
Dodge	○○○○○
Empathy	●●●○○
Expression	●●●○○
Intimidation	●○○○○
Leadership	○○○○○
Streetwise	○○○○○
Subterfuge	●●○○○

Skills (9)

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

Knowledges (14)

Academics	●●●○○
Technology	○○○○○
Finance	●○○○○
Investigation	○○○○○
Law	●●●○○
Linguistics	●●○○○
Medicine	○○○○○
Occult	●○○○○
Politics	●●●●○
Science	○○○○○

Backgrounds (11)

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

Disciplines (4)

Auspex	●●○○○
Domination	●○○○○
Thaumaturgy	●○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

Virtues

Conscience	●●●○○
Self-Control	●●●●○
Courage	●●●○○
.....	
Generation	11th
Sire	
.....	
Experience	3
Remaining	3
Spent	0

Merits/Flaws

Bond Mustafa	●○○○○
Balance -F-	●○○○○

Willpower

●	●	●	○	○	○	○	○	○	○
□	□	□	□	□	□	□	□	□	□

Humanity

●	●	●	●	●	●	●	○	○	○
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Blood Pool

●	●	●	○	○	○	○	○	○	○
●	●	○	○	○	○	○	○	○	○
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

Health

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

Specialities

Charisma 4	
Manipulation 4	
Etiquette 4	
Politics 4	

Action Shortcuts

Dexterity+Stealth	3
Dexterity+Dodge	2
Charisma+Performance	4
Charisma+Intimidation	5
Manipulation+Subterfuge	6
Appearance+Subterfuge	4
Perception+Alertness	3

Perception+Empathy	6
Perception+Dodge	3
Wits+Streetwise	2

Challenge:8

About Backgrounds

Contacts [4]

- One major contact - One major contact - One major contact - One major contact

Generation [2]

11th generation

Influence [2]

Well-connected; a force in state politics

Resources [3]

Large savings; a homeowner or someone with some equity. If liquidated, you would have at least €100,000 in cash. Allowance of €6,000 a month.

Timeline

About Nature & Demeanor

DIRECTOR

Description --- To the Director, nothing is worse than chaos and disorder. The Director seeks to be in charge, adopting a “my way or the highway” attitude on matters of decision-making. The Director is more concerned with bringing order out of strife, however, and need not be truly “in control” of a group to guide it. Coaches, teachers and many political figures exemplify the Director Archetype.

System --- Regain a point of Willpower when you influence a group in the completion of a difficult task.

ARCHITECT (demeanor)

Description --- The Architect has a sense of purpose even greater than herself. She is truly happy only when creating something of lasting value for others. People will always need things, and the Architect strives to provide at least one necessity. Inventors, pioneers, town founders, entrepreneurs and the like are all Architect Archetypes.

About Merits & Flaws

About Disciplines

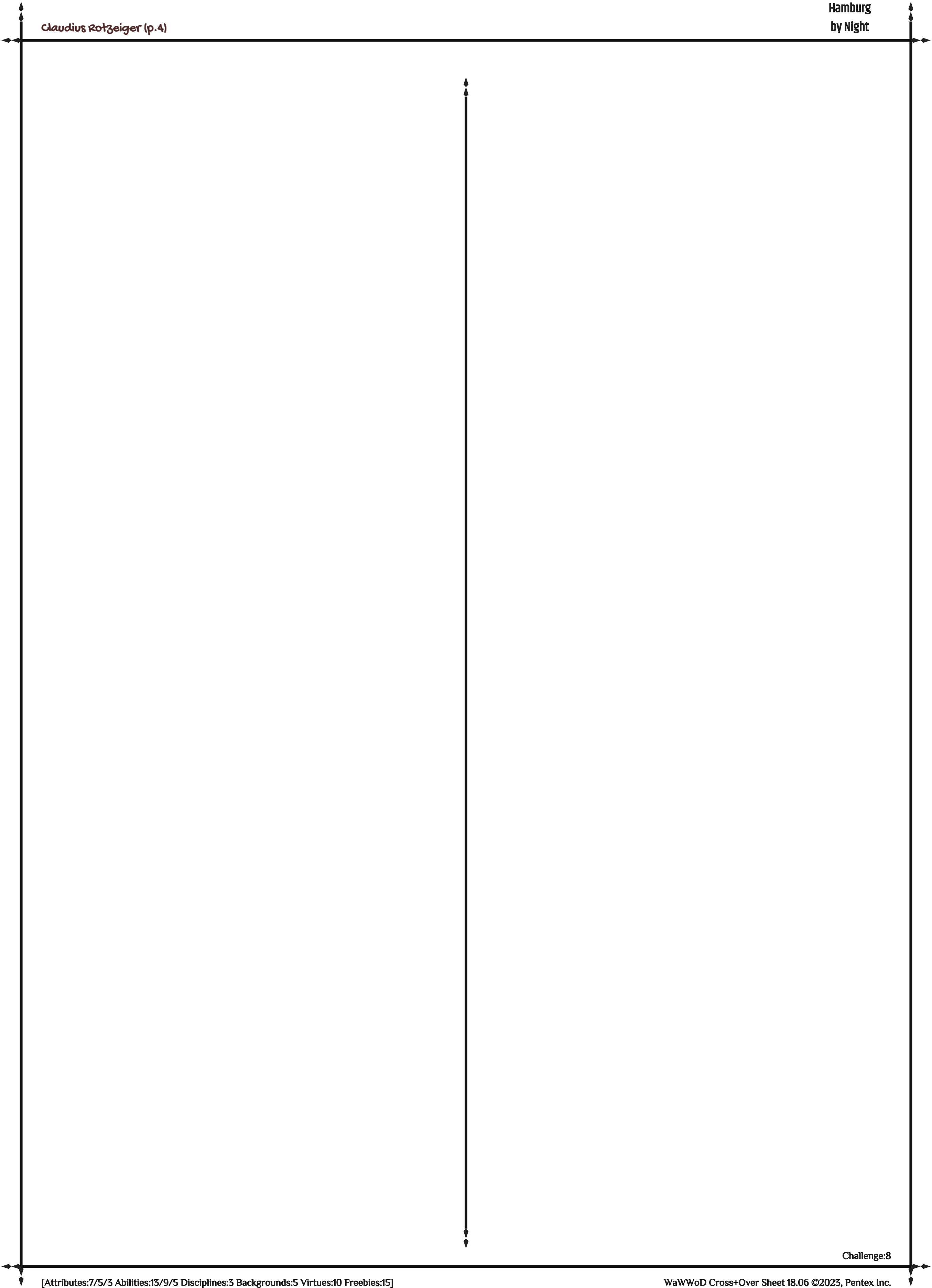
- THAUMATURGY - A Taste Of Blood

- AUSPEX - Aura Perception

The player rolls Perception + Empathy (difficulty 8); each success indicates how much of the subject’s aura the character sees and understands (see the table below). A botch indicates a false or erroneous interpretation. The Storyteller may wish to make this roll, thus keeping the player in the dark as to just how good (or bad) the character’s interpretation is.

- AUSPEX - Heightened Senses

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



Claudius Rotzeiger (p.4)

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