HAMBURG BY NIGHT

		Emilia Ziemmer
Player		Fleur
•	•	dor of the Camarilla. 0/5 tr:35/21 h+w:0
STR 2	CHA 3	PER 2
DEX 3 STA 3	MAN 2 APP 5	INT 2 WIT 2
Bloodpool	0000	
Humanity Willpower		9999999 900000 2
Conscience Self-Contro	1	_
Courage		_
Fame)O 3
Generation)()
AUSPEX CELERITY		_
PRESENCE		
Dexterity+I Dexterity+I Dexterity+I Dexterity+S	Melee Athletics	3 (D+1) 4
	Performance	
Manipulati	Intimidation on+Subterfug e+Subterfuge	
Perception Perception Perception Wits+Street	+Empathy +Athletics	3 5 3
Strength+A	e+Investigatio thletics	3
•	e+Academics e+Medicine	(A/A)
Wits+Etique Wits+Aware	ette	3
Wits+Empa		5
Wits+Dexte	erity	δ
	111	+ h
Bruised	Heal	ui
Hurt Injured		-1
Wounded		-2
Mauled Crippled		-25
Incapacitated		

		Isaac Hie	ldorf
Player			yer5
	•	itiff of the Can 1/5 tr:21/21	
STR 2 DEX 3 STA 2	CHA 3 MAN 2 APP 3	PER 3 INT 4 WIT 3	
Bloodpool Humanity Willpower		8000000	12 9 3
Conscience Self-Control Courage		0 0-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-	5 4 1
Generation Influence Mentor Resources		00 00	2 2 2 1
AUSPEX OBFUSCATE FORTITUDE		00	1
Dexterity+Br Dexterity+M Dexterity+At Dexterity+St	elee :hletics		-
Charisma±Po Charisma±In Manipulation Appearance	itimidation n+Subterfug	je.	5 4 5
Perception+A Perception+A Perception+A Wits+Streetv	Empathy Athletics		4
Intelligence- Intelligence- Strength+At Intelligence-	Investigation		8 3
Intelligence: Wits+Etiquet Wits+Awarer Wits+Empatl	Medicine te ness		(N/A) 5
Wits+Dexter			•
Bruised	Heal	lth	
Hurt Injured Wounded Mauled Crippled			-1

	Laur	a Lynn Cla	erkson
Player	(ryer3
•	. female Vent :54/54 bk:10	•	
STR 2	CHA 2	PER 3	
DEX 2 STA 2	MAN 4 APP 4	INT 3 WIT 2	
	AF.F4	WVII Z	
Bloodpool Humanity		3000000	14
Willpower		000000	4
Conscience		00	3
Self-Control Courage		_	5
Generation	000		4
Herd	@@@@ @OOC		1
Resources)	5
DOMINATE	0001		2
FORTITUDE	@@OO		1
PRESENCE	· · · · · · · · · · · · · · · · · · ·	00	1
Dexterity+Br	awl		3
Dexterity+Mo Dexterity+At			3 3
Dexterity+Sto			2 (D+1)
Charisma+Pe			4
Charisma+In Manipulation	_	e	8
Appearance-	3		8
Perception+A			6 4
Perception+A Wits+Streetw	Athletics		
Intelligence+			2
Intelligence+	-Investigatio	n	(N/A)
Strength+Ath Intelligence+			3
Intelligence+			(N/A)
Wits+Etiquet Wits+Awarer			3
Wits+Empath	ny .		3
Wits+Dexteri	ty		4
	Heal	th	
Bruised			
Hurt Injured			1 <u> </u>
Wounded Mauled			-2 <u> </u>
Crippled			-5

Incapacitated

			ratiana Che	mko
Playe				Kam
	•	•	atu of the Cam 1/5 tr:35/21	
STR		CHA 4	PER 2	
DEX STA	·	MAN 3 APP 0	INT 2 WIT 2	
SIA	J	ALL	.V.V.11 2	
Blood		000	3000000	11
Humai Willpo				ء د ح
•			9900000	
Consci Self-Co				2
Coura			_	4
Contac General				2
Retain		@00(_	1
ANIMA	ALISM		00	2
OBFUS		· · · · · · · · · · · · · · · · · · ·		1
POTEN	ICE		00	2
Dexter	ritv+Rr	awl		6
Dexter	_			
		hletics		6
Dexter				6
		erformance timidation	4	(C+O) :
			e	
Appea	rance	Subterfuge		1
		Alertness		3
		Empathy Athletics		3
Wits+S				4
Intellig	gence+	Finance		(N/A)
-	•	Investigatio	on	3
Streng Intellio		nletics -Academics		5
•				3
Wits+E				_
Wits+ <i>A</i>	warer	ness		3
Wits+E	•			3
Wits+[Dexteri	ity		6
		Heal	th	
Bruised	l			
Hurt Injured				1 <u> </u>
Wounde	ed			-2
Mauled				-2
Cripple	Н			-5

	Trista	na Von Ba	uer
Player		Play	
12th gen. fema at:75/75 ab:54/54	•	•	
STR 3 CHA DEX 3 MAN STA 4 APP	1 2	PER 3 INT 2 WIT 3	
Bloodpool Humanity Willpower			11 1
Conscience Self-Control Courage			3 4 3
Contacts Generation Resources Status			3 1 1
CELERITY POTENCE PRESENCE			2 2 1
Dexterity+Brawl Dexterity+Melee Dexterity+Athletics Dexterity+Stealth			4 7 6 (D+1)
Charisma+Perform Charisma+Intimida Manipulation+Subt Appearance+Subte	ition erfuge	2	(D+1) 3
Perception+Alertne Perception+Empath Perception+Athleti Wits+Streetwise	hy		3 6
Intelligence+Finance Intelligence+Invest Strength+Athletics Intelligence+Acade	tigation		(N/A) G (N/A)
Intelligence+Medic Wits+Etiquette Wits+Awareness Wits+Empathy	ine		3 4 3
Wits+Dexterity			G
	Health		
Bruised Hurt Injured Wounded Mauled Crippled Incapacitated			-1