The Northeast Passage

Hamburg by Night

NameJakob	Luzinski	Nature	Director	Age/14(15) 32/33 (2022A.D) Sex male			
Player Maxime (@qua	rta-Feira)	Demeanor	Martyr				
Chronicle	thbN	Position	Neonate	Concept	Police Officer		
Creature	Kindred	Coterie	Samhain Coterie	.Clan	Malkavian		
Faction	Camarilla	Territory	St. Pauli District	Weakness	Derangement		
Dhycical (2)		<u></u>	cial /E\	N40ptol /7\			
Physical (3) Strength	•0000		cial (5)	Mental (7) Perception			
-	• • • • • • • • • • • • • • • • • • • •	Manipulation	•••••••••••••••••••••••••••••••••••••••	Intelligence			
Stamina Stamina		Appearance		Wits			
Staninia		Арреагапсе		.w.ics			
Talents (13)		Sk	ills (9)	Knowledges (10)			
Alertness	•0000	Animal ken		Academics	•••••		
Athletics	00000	Crafts		Technology	•••••••••••••••••••••••••••••••••••••••		
Brawl	- ●0000	Drive	••••••	Finance	00000		
Dodge	00000	Etiquette	•••••	Investigation	•••••		
Empathy		Firearms	••••••	Law	•••••		
Expression		Melee	00000	Linguistics	00000		
Intimidation	• • • • • • • • • • • • • • • • • • • •	Performance		Medicine	00000		
Leadership	00000	Security	•••••	Occult	•••••		
Streetwise	••000	Stealth	•••••	Politics	•••••		
Subterfuge		Survival		Science			
Backgrounds (10)		Disci	plines (4)	Virtues			
Allies	•0000	Dementation	•••••	Conscience			
Contacts	•0000	Auspex	•••••	Self-Control	•••••		
Fame	•0000			Courage			
Generation							
Herd	00000			Generation	10th		
Influence	00000			Sire			
Mentor	••••						
Resources				Experience	9		
Retainers	00000			Remaining	9		
Status	00000			Spent			
Merits/Flaws		Willpower		Health			
D:TBD -F-	00000			Bruised			
					4		
		Hu	manity	Hurt	- il		
				lnjured	1		
				Wounded			
		Rln	od Pool	Mauled	-2		
				Crippled	-5		
				• •			
				Incapacitated			
Specialities		Action	Shortcuts		→		
Manipulation 4		Dexterity+Stealth	4	Perception+Empathy			
Wits 4		Dexterity+Dodge	3		3		
Empathy 4			ance1		6		
lnvestigation 4			tion 2				
		Manipulation+Subt	erfuge 6				
		-	rfuges				
			ess				
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Challenge:8

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Allies [1]

- One ally of moderate influence and power

Contacts [1]

- One major contact

Fame [1]

You're known to a select subculture of the city — local clubgoers or the Park Avenue set, for instance.

Generation [3]

10th generation

Mentor [2]

mentor is respected; an elder, for instance.

Resources [2]

Middle class: an apartment or condominium. If liquidated, you would have at least €16,000 in cash. Allowance of €2400 a month.

Timeline

Challenge:8

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.

MARTYR (demeanor)

Description --- The Martyr suffers for his cause, enduring his trials out of the belief that his discomfort will ultimately improve others' lot. Some Martyrs simply want the attention or sympathy their ordeals engender, while others are sincere in their cause, greeting their opposition with unfaltering faith in their own beliefs. Many Inquisitors, staunch idealists and outcasts are Martyr Archetypes.

About Merits & Flaws

About Disciplines

- 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

- DEMENTATION - The Haunting

The player spends a blood point and rolls manipulation + Subterfuge (difficulty of his victim's Perception + Self-Control). The number of successes determines the length of the sensory "visitations." The precise effects are up to the Storyteller, though particularly eerie or harrowing apparitions can certainly reduce dice pools for a turn or two after the manifestation.

- DEMENTATION - Passion

The player rolls Charisma + Empathy (difficulty of the victim's tumanity score). The number of successes determines the duration of the altered state of feeling. Effects of this power might include one- or two-point additions or subtractions to difficulties of frenzy rolls, Virtue rolls, rolls to resist Presence powers, etc.

Challenge:8

