

# The Vampire

What a Wonderful  
World of Darkness

Hamburg  
by Night

Name	Daniel Völker	Nature	TBD	Age / IQ	24/25 (2022A.D)
Player	Hugo	Demeanor	TBD	Sex	male
Chronicle	HbN	Position	Neonate	Concept	PhD student
Creature	Kindred	Coterie	Samhain Coterie	Clan	Ravnos
Faction	Camarilla	Territory		Weakness	Vice addiction

## Physical (3)

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

## Social (5)

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

## Mental (7)

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

## Talents (10)

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

## Skills (5)

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

## Knowledges (18)

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

## Backgrounds (7)

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

## Disciplines (4)

Chimerstry	●●●○○
Animalism	○○○○○
Fortitude	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

## Virtues

Conscience	●●●○○
Self-Control	●●●○○
Courage	●●●○○
Generation	12th
Sire	
Experience	3
Remaining	3
Spent	0

## Merits/Flaws

## Willpower

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

## Humanity

●	●	●	●	●	●	○	○	○
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## Blood Pool

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

## Health

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

## Specialities

Appearance	4
Intelligence	5
Wits	4
Dodge	4
Science	4

## Action Shortcuts

Dexterity+Stealth	3
Dexterity+Dodge	6
Charisma+Performance	2
Charisma+Intimidation	1
Manipulation+Subterfuge	3
Appearance+Subterfuge	4
Perception+Alertness	1

Perception+Empathy	4
Perception+Dodge	5
Wits+Streetwise	5

Challenge:8

## Timeline

About Nature & Demeanor

About Disciplines

About Merits & Flaws

- FORTITUDE -

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

- CHIMERSTRY - Apparition

The creator spends one blood point to make the illusion move in one specific way. She may change the image's movement only if she has done nothing but concentrate on the mirage since creating it.

- CHIMERSTRY - Fata Morgana

The player spends a Willpower point and a blood point to create the dweomer. These static images remain until dispelled, in much the same way that an Ignis Fatuus illusion does.

- CHIMERSTRY - Ignis Fatuus

The player must spend a point of willpower to create this illusion. It lasts until the Ravnos leaves its vicinity (such as stepping out of the room) or until another person sees through it somehow. The Cainite may also end the illusion at any time; this requires no effort, only the merest whim.