

VAMPIRE

Hamburg By Night

What a Wonderful World of Darkness

Reeperbahn (The Northeast Passage)

Brunhilde Daumer

Player.....*Melth*
Chronicle.....*Hamburg By Night*
Creature.....*Kindred*
Faction.....*Camarilla*

Nature.....*Idealist*
Demeanor.....*Celebrant*
Position.....
Coterie.....
Territory.....

Age/R(E).....*31/33 (2023 A.D.)*
Sex.....*female*
Concept.....*Weaponsmith*
Clan.....*Toreador*
Weakness.....*Fascination*

Physical (5/5)

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

Social (7/7)

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

Mental (3/3)

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

Talents (11/9)

Alertness.....●○○○○
Athletics.....●○○○○
Awareness.....●○○○○
Brawl.....○○○○○
Empathy.....●○○○○
Expression.....●●●●○
Intimidation.....○○○○○
Leadership.....○○○○○
Streetwise.....●○○○○
Subterfuge.....●●○○○

Skills (17/13)

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

Knowledges (5/5)

Academics.....●○○○○
Computer.....●○○○○
Finance.....○○○○○
Investigation.....○○○○○
Law.....○○○○○
Medicine.....○○○○○
Occult.....●○○○○
Politics.....○○○○○
Science.....●○○○○
Technology.....●○○○○

Backgrounds (5)

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

Disciplines (3)

Presence.....●○○○○
Auspex.....●○○○○
Celerity.....●○○○○
.....○○○○○
.....○○○○○
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.....○○○○○
.....○○○○○

Virtues

Conscience.....●●●●○
Self-Control.....●●●●○
Courage.....●●○○○

Generation.....*12th*
Sire.....*Michaela*

Experience.....*0*
Remaining.....*0*
Spent.....*0*

Merits/Flaws

Rising Star.....●●●○○
Permanent Wound -F-.....●●●○○

Willpower

●●●●○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □

Humanity

●●●●●●●●○ ○

Blood Pool

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

Health

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

Specialities

Appearance 4.....*Memorable Pose*
Expression 4.....*Conversation*
Crafts 5.....*Forge / Blades*

Action Shortcuts

Dexterity+Brawl.....*3*
Dexterity+Melee.....*5*
Dexterity+Athletics.....*4*
Dexterity+Stealth.....*4*
Charisma+Performance.....*6*

Charisma+Intimidation.....*3*
Manipulation+Subterfuge.....*5*
Appearance+Subterfuge.....*6*
Perception+Alertness.....*3*
Perception+Empathy.....*3*

Perception+Athletics.....*3*
Wits+Streetwise.....*3*
Intelligence+Finance.....*(N/A)*
Intelligence+Investigation.....*(N/A)*
Strength+Athletics.....*4*

Intelligence+Academics.....*3*
Intelligence+Medicine.....*(N/A)*
Intelligence+Politics.....*(N/A)*
Wits+Etiquette.....*5*
Wits+Awareness.....*3*

Wits+Empathy.....*3*
Wits+Politics.....*(N/A)*
Wits+Dexterity.....*5*

Challenge:0