

The Northeast Passage

Hamburg by Night

Age (Y/L) 24/25 (2022A.D)
Sex female
Concept Escort Girl
Clan Gangrel
Weakness Animal traits

Mental (3)

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

Knowledges (5)

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

Virtues

Conscience	●●●●○
Self-Control	●●●○○
Courage	●●●○○
Generation	9th
Sire	
Experience	○
Remaining	○
Spent	○

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Action Shortcuts

Perception+Empathy	4
Perception+Dodge	3
Wits+Streetwise	3

[Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:10 Freebies:15]

WaWoD Cross+Over Sheet 16.06 ©2023, Pentex Inc.

About Backgrounds

Generation [4]

9th generation

Resources [1]

Small savings: a small apartment and maybe a motorcycle. If liquidated, you would have about €2,000 in cash. Allowance of €1000 a month.

Timeline

About Nature & Demeanor

SURVIVOR

Description --- No matter what happens, no matter the odds or opposition, the Survivor always manages to pull through. Whether alone or with a group, the Survivor's utter refusal to accept defeat often makes the difference between success and failure. Survivors are frustrated by others' acceptance of "what fate has in store" or willingness to withstand less than what they can achieve. Outcasts, street folk and idealists may well be Survivor Archetypes.

System --- Regain one point of Willpower whenever you survive a threatening situation through tenacity, or when another persists in spite of opposition due to your counsel.

BON VIVANT (demeanor)

Description --- The Bon Vivant knows that life — and unlife — is shallow and meaningless. As such, the Bon Vivant decides to enjoy her time on Earth. The Bon Vivant is not necessarily irresponsible. Rather, she is simply predisposed to having a good time along the way. Most Bon Vivants have low Self-Control scores, as they are so given to excess. Hedonists, sybarites and dilettantes are all examples of the Bon Vivant Archetype.

About Merits & Flaws

About Disciplines

- 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.

- PROTEAN - Feral Claws

The claws grow automatically in response to the character's desire, and can grow from both hands and feet. The transformation requires the expenditure of a blood point and takes a single turn to complete. The character attacks normally in combat, but the claws inflict Strength + 1 aggravated damage. Other supernaturals cannot soak this damage, although a power such as Fortitude may be used. Additionally, the difficulties of all climbing rolls are reduced by two.

- PROTEAN - Eyes Of The Beast

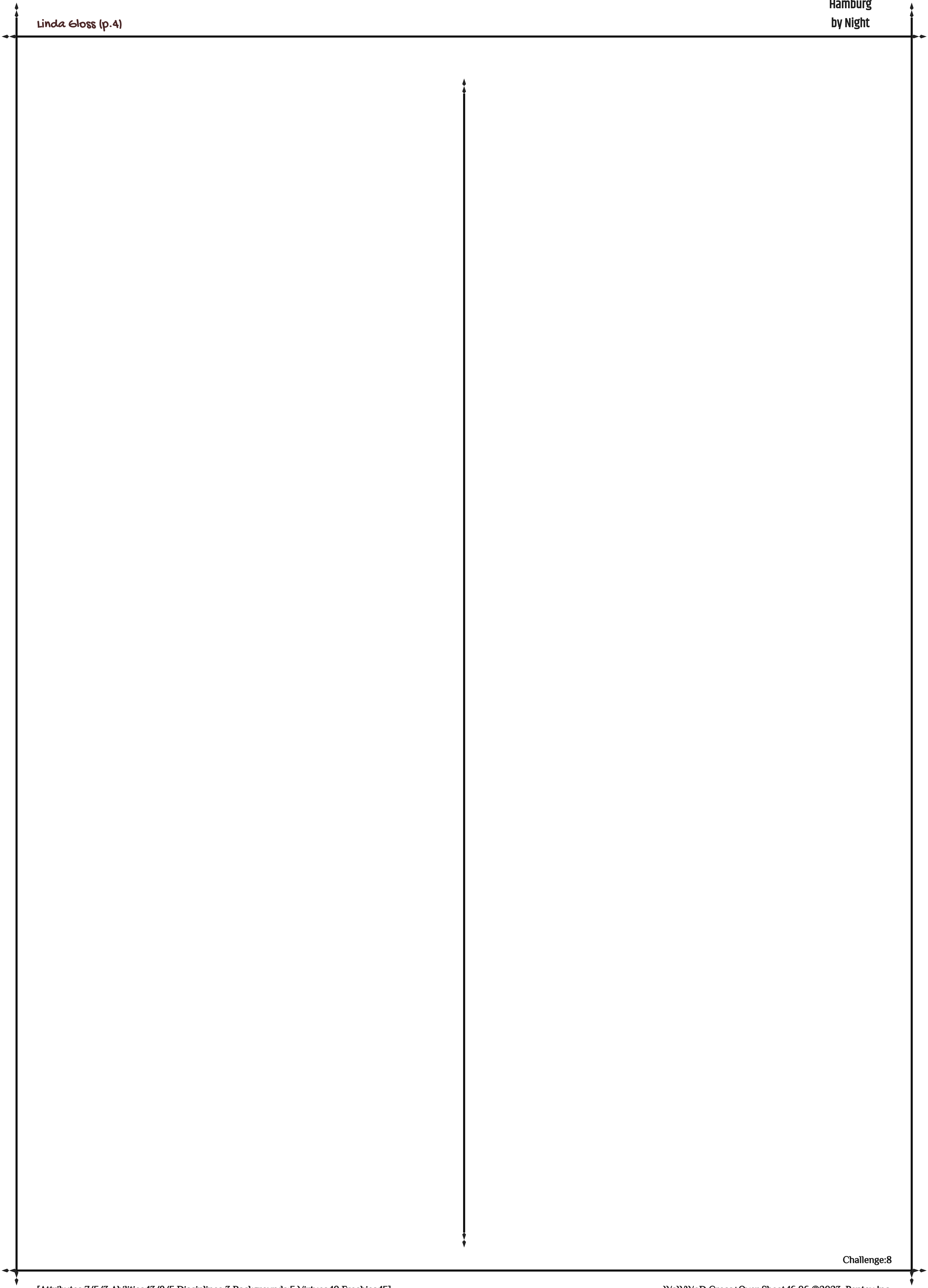
The character must declare his desire to call forth the Eyes. No roll is necessary, but the change requires a full turn to complete. While manifesting the Eyes, the character suffers a +1 difficulty to all Social rolls with mortals unless he takes steps to shield his eyes (sunglasses are the simplest solution). A vampire without this power who is immersed in total darkness suffers difficulty penalties of +2 to perform most feats. At the Storyteller's option, ranged attacks, extended actions and precision tasks (those requiring more than one success to succeed) cannot be performed successfully at all.

- ANIMALISM - Beckoning

The player rolls Charisma + Survival (difficulty 6) to determine the response to the character's call; consult the table below. Only animals that can hear the cry will respond. If the Storyteller decides no animals of that type are within earshot, the summons goes unanswered. The call can be as specific as the player desires. A character could call for all bats in the area, for only the male bats nearby, or for only the albino bat with the notched ear he saw the other night.

- ANIMALISM - Feral Whispers

No roll is necessary to talk with an animal, but the character must establish eye contact first. Issuing commands requires a Manipulation + Animal Ken roll. The difficulty depends on the creature: Predatory mammals (wolves, cats, insectivorous/vampire bats) are difficulty 6, other mammals and predatory birds (rats, owls) are difficulty 7, other birds and reptiles (pigeons, snakes) are difficulty 8. This difficulty is reduced by one if the character speaks to the animal in its "native tongue," and can be adjusted further by circumstances and roleplaying skill (we highly recommend that all communication between characters and animals be roleplayed). The number of successes the player achieves dictates how strongly the character's command affects the animal.



Linda Gloss (p.4)

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