

HAMBURG BY NIGHT

Anatoli Chemko

Player

Kam

12th gen. male Nosferatu of the Camarilla.

at:70/75 ab:58/54 blk:6/5 tr:42/21 h+w:1

STR 3

CHA 4

PER 2

DEX 4

MAN 3

INT 2

STA 3

APP 0

WIT 2

Bloodpool

○○○○○○○○○○

11

Humanity

●●●●●○○○○

6

Willpower

●●●●●○○○○

5

Conscience

●●○○○

2

Self-Control

●●○○○

4

Courage

●●●○○

4

Contacts

●●○○○

2

Generation

●○○○○

1

Resources

●○○○○

1

Retainers

●○○○○

1

Status

●○○○○

1

ANIMALISM

●●○○○

2

OBFUSCATE

●●○○○

2

POTENCE

●●○○○

2

Dexterity+Brawl

6

Dexterity+Melee

6

Dexterity+Athletics

6

Dexterity+Stealth

6

Charisma+Performance

4 (D+1)

Charisma+Intimidation

7

Manipulation+Subterfuge

4

Appearance+Subterfuge

1

Perception+Alertness

3

Perception+Empathy

3

Perception+Athletics

4

Wits+Streetwise

4

Intelligence+Finance

(N/A)

Intelligence+Investigation

4

Strength+Athletics

5

Intelligence+Academics

3

Intelligence+Medicine

3

Intelligence+Politics

(N/A)

Wits+Etiquette

3

Wits+Awareness

3

Wits+Empathy

3

Wits+Politics

(N/A)

Wits+Dexterity

6

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

Brunhilde Daumer

Player

Melth

12th gen. female Toreador of the Camarilla.

at:75/75 ab:66/54 blk:5/5 tr:21/21 h+w:3

STR 3

CHA 3

PER 2

DEX 3

MAN 3

INT 2

STA 2

APP 4

WIT 2

Bloodpool

○○○○○○○○○○

11

Humanity

●●●●●○○○○

8

Willpower

●●●●●○○○○

5

Conscience

●●○○○

4

Self-Control

●●○○○

4

Courage

●●○○○

2

Generation

●○○○○

1

Mentor

●●○○○

3

Resources

●○○○○

1

PRESENCE

●○○○○

1

AUSPEX

●○○○○

1

CELERITY

●○○○○

1

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

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

Gottfried Broem

Player

ElBaron

9th gen. male Brujah of the Camarilla.

at:75/75 ab:54/54 blk:6/5 tr:35/21 h+w:0

STR 3

CHA 2

PER 3

DEX 3

MAN 2

INT 4

STA 2

APP 2

WIT 3

Bloodpool

○○○○○○○○○○

14

Humanity

●●●●●○○○○

7

Willpower

●●●○○○○○○

3

Conscience

●●○○○

2

Self-Control

●●○○○

5

Courage

●●○○○

3

Generation

●●○○○

4

Herd

●○○○○

1

Resources

●○○○○

1

POTENCE

●○○○○

1

PRESENCE

●●○○○

3

CELERITY

●○○○○

1

Dexterity+Brawl

4

Dexterity+Melee

4

Dexterity+Athletics

4

Dexterity+Stealth

4

Charisma+Performance

2 (D+1)

Charisma+Intimidation

2

Manipulation+Subterfuge

3

Appearance+Subterfuge

3

Perception+Alertness

4

Perception+Empathy

6

Perception+Athletics

4

Wits+Streetwise

4

Intelligence+Finance

(N/A)

Intelligence+Investigation

6

Strength+Athletics

4

Intelligence+Academics

7

Intelligence+Medicine

5

Intelligence+Politics

5

Wits+Etiquette

4

Wits+Awareness

3

Wits+Empathy

6

Wits+Politics

4

Wits+Dexterity

6

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

Jann Schneider

Player

Pan

12th gen. female Malkavian of the Camarilla.

at:75/75 ab:60/54 blk:6/5 tr:28/21 h+w:1

STR 3

CHA 3

PER 2

DEX 3

MAN 5

INT 2

STA 2

APP 2

WIT 2

Bloodpool

○○○○○○○○○○

11

Humanity

●●●●●○○○○

6

Willpower

●●●●●○○○○

5

Conscience

●●○○○

3

Self-Control

●●○○○

3

Courage

●●○○○

4

Contacts

●○○○○

1

Generation

●○○○○

1

Herd

●○○○○

1

Mentor

●●○○○

3

AUSPEX

●●○○○

3

DEMENTATION

●○○○○

1

Dexterity+Brawl

3

Dexterity+Melee

3 (D+1)

Dexterity+Athletics

5

Dexterity+Stealth

4

Charisma+Performance

6

Charisma+Intimidation

3

Manipulation+Subterfuge

7

Appearance+Subterfuge

4

Perception+Alertness

4

Perception+Empathy

4

Perception+Athletics

4

Wits+Streetwise

6

Intelligence+Finance

(N/A)

Intelligence+Investigation

(N/A)

Strength+Athletics

5

Intelligence+Academics

3

Intelligence+Medicine

3

Intelligence+Politics

(N/A)

Wits+Etiquette

3

Wits+Awareness

4

Wits+Empathy

4

Wits+Politics

(N/A)

Wits+Dexterity

5

Health

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated