

# The Vampire

What a Wonderful  
World of Darkness

Hamburg  
by Night

Name .....	Claudius Rotzeiger	Nature .....	Director	Age (M.C.) .....	27/28 (2022A.D)
Player .....	Lucas (@sardine)	Demeanor .....	Architect	Sex .....	male
Chronicle .....	HbN	Position .....	Neonate	Concept .....	Austrian Diplomat
Creature .....	Kindred	Coterie .....	Samhain Coterie	Clan .....	Tremere
Faction .....	Camarilla	Territory .....		Weakness .....	Blood Thrall

## Physical (3)

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

## Social (7)

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

## Mental (5)

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

## Talents (9)

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

## Skills (9)

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

## Knowledges (14)

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

## Backgrounds (11)

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

## Disciplines (4)

Auspex .....	●●○○○
Domination .....	●○○○○
Thaumaturgy .....	●○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

## Virtues

Conscience .....	●●●○○
Self-Control .....	●●●●○
Courage .....	●●●○○
Generation .....	11th
Sire .....	
Experience .....	3
Remaining .....	3
Spent .....	0

## Merits/Flaws

Bond Mustafa .....	●○○○○
Balance -F- .....	●○○○○

## Willpower

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

## Humanity

●	●	●	●	●	●	●	○	○	○
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## Blood Pool

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

## Health

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

## Specialities

Charisma 4 .....	
Manipulation 4 .....	
Etiquette 4 .....	
Politics 4 .....	

## Action Shortcuts

Dexterity+Stealth .....	3
Dexterity+Dodge .....	2
Charisma+Performance .....	4
Charisma+Intimidation .....	5
Manipulation+Subterfuge .....	6
Appearance+Subterfuge .....	4
Perception+Alertness .....	3

Perception+Empathy .....	6
Perception+Dodge .....	3
Wits+Streetwise .....	2

Challenge:8