

# The Vampire

What a Wonderful  
World of Darkness

Hamburg  
by Night

Name.....	Otto Liebermann	Nature.....	TBD	Age/ IQ.....	38/39 (2022A.D)
Player.....	Zaharielle	Demeanor.....	TBD	Sex.....	male
Chronicle.....	HbN	Position.....	Neonate	Concept.....	Docker
Creature.....	Kindred	Coterie.....	Samhain Coterie	Clan.....	Lasombra Antitribu
Faction.....	Camarilla	Territory.....	Bergerdorf District	Weakness.....	No reflection

## Physical (7)

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

## Social (4)

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

## Mental (5)

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

## Talents (13)

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

## Skills (13)

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

## Knowledges (9)

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

## Backgrounds (8)

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

## Disciplines (4)

<del>Potence</del> .....	●○○○○
<del>Obtenebation</del> .....	●●○○○
<del>Dominate</del> .....	●○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

## Virtues

Conscience.....	●●●○○
Self-Control.....	●●●○○
Courage.....	●●●●○
Generation.....	10th
Sire.....	
Experience.....	3
Remaining.....	3
Spent.....	0

## Merits/Flaws

HbN Free Skill -F.....	●●●●○
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## Willpower

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

## Humanity

●	●	●	●	●	●	○	○	○	○
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## Blood Pool

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

## Health

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

## Specialities

Stamina 4.....	
Crafts 4.....	

## Action Shortcuts

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

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

Challenge:8

About Backgrounds

Allies

-Un allié à influence modérée

Contacts

Otto a des contacts auprès des docker de Mitte District (1 contact majeur)

Fame

-

Generation

10th generation

Herd

Influence

-

Mentor

Frederike, Ancilla du clan Brujah

Resources

1000 € d'entrées par mois, peut réunir 2000€ en cas de crise.

Status

Timeline

About Nature & Demeanor

TBD  
Nature

TBD  
Demeanor

About Merits & Flaws

About Disciplines

**- POTENCE -**  
The player rolls all Strength-related tests normally, but then adds an automatic success for each point he has in Potence. Thus, the character succeeds at most Strength feats without needing to make a roll at all. In melee and brawling combat, the automatic successes are applied to the damage roll results.

**- DOMINATE - Command**  
The player rolls manipulation + Intimidation (difficulty of the target's permanent Willpower). More successes force the subject to act with greater vigor or for a longer duration (continue running for a number of turns, go off on a laughing jag, sneeze uncontrollably).

**- OBtenebration - Shroud The Night**  
The player rolls manipulation + Occult (difficulty 7). Success on the roll generates darkness roughly 10 feet in diameter, though the amorphous cloud constantly shifts and undulates, sometimes even extending shadowy tendrils. Each additional success doubles the diameter of the cloud (though the vampire may voluntarily reduce the area she wishes to cover). The cloud may be invoked at a distance of up to 50 yards, though creating darkness outside the vampire's line of sight adds two to the difficulty of the roll and requires a blood point's expenditure.

**- OBtenebration - Shadow Play**  
This power requires no roll, but a blood point must be spent to activate it. Shadow Play lasts for one scene and requires no active concentration. Kindred cloaking themselves in shadow gain an extra die in their Stealth dice pools and add one to the difficulties of ranged weapon attacks against them. Vampires who use the darkness to make themselves more terrifying add one die to Intimidation dice pools. Opponents plagued by flapping shadows and strangling darkness subtract one die from soak and Stamina dice pools. Mortals, ghouls and other air-breathers reduced to zero Stamina in this manner begin to asphyxiate; vampires lose all appropriate dice but are otherwise unaffected. Only one target or subject may be affected by this power at any given time, though some modicum of concealment is offered to a relatively motionless group.