

VAMPIRE

Hamburg By Night

What a Wonderful World of Darkness

The docks (Hamburg By Night)

Isaac Hieldorf

Player Owen
Chronicle Hamburg By Night
Creature Kindred
Faction Camarilla

Nature Idealist
Demeanor Survivor
Position
Coterie Dockers
Territory

Age/R(E) 28/30 (2023A.D.)
Sex male
Concept Corporate Accountant
Clan Caitiff
Weakness

Physical (4/7)

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

Social (5/5)

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

Mental (7/3)

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

Talents (8/13)

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

Skills (8/9)

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

Knowledges (13/5)

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

Backgrounds (7)

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

Disciplines (3)

Auspex ●○○○○
Obfuscate ●○○○○
Fortitude ●○○○○
○○○○○
○○○○○
○○○○○
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○○○○○

Virtues

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

Generation 11th
Sire

Experience ○
Remaining ○
Spent ○

Merits/Flaws

Willpower ●●●○○○○○○○
○○○○○○○○○○
Humanity ●●●●●●●●●○
Blood Pool ●●●●●●●●●●
●●●○○○○○○○○
○○○○○○○○○○

Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Specialities

Intelligence 4
Finance 4

Action Shortcuts

Dexterity+Brawl 3
Dexterity+Melee 3 (D+1)
Dexterity+Athletics 4
Dexterity+Stealth 4
Charisma+Performance 5

Charisma+Intimidation 3
Manipulation+Subterfuge 4
Appearance+Subterfuge 5
Perception+Alertness 3
Perception+Empathy 5

Perception+Athletics 4
Wits+Streetwise 4
Intelligence+Finance 8
Intelligence+Investigation 6
Strength+Athletics 3

Intelligence+Academics 6
Intelligence+Medicine (N/A)
Intelligence+Politics (N/A)
Wits+Etiquette 5
Wits+Awareness 4

Wits+Empathy 5
Wits+Politics (N/A)
Wits+Dexterity 6

Challenge:0

About Backgrounds

Timeline

Generation

11th generation

Influence

Well-connected; a force in state politics

Mentor

Mentor is respected; an elder vampire or a rank 3 garou, for instance.

Resources

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

About Nature & Demeanor

About Disciplines

About Merits & Flaws

- 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.

- OBFUSCATE - Cloak Of Shadows

No roll is required as long as the character fulfills the criteria described above. So long as he remains quiet and motionless, virtually no one but another Kindred with a high Auspex rating will see him.

- AUSPEX - Heightened Senses

In certain circumstances, use of this power requires a die roll: for a normal Perception roll (the storyteller may reduce the difficulty by the character's Auspex rating), to notice a subject using Obfuscate (see p. 166), or to perceive a threat