

VAMPIRE

Hamburg By Night

What a Wonderful World of Darkness

The docks (Hamburg By Night)

Emilia Ziemmer

Player: **MapleDash**
 Chronicle: **Hamburg By Night**
 Creature: **Kindred**
 Faction: **Camarilla**

Nature: **Don Vivant**
 Demeanor: **Guru**
 Position: **Dockers**
 Coterie: **Toreador**
 Territory: **Fascination**
 Age/R(E): **25/35 (2015 A.D.)**
 Sex: **female**
 Concept: **Electro Trans DJ**
 Clan: **Toreador**
 Weakness: **Fascination**

Physical (5/7)

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

Social (7/5)

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

Mental (3/3)

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

Talents (13/13)

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

Skills (9/9)

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

Knowledges (5/5)

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

Backgrounds (6)

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

Disciplines (5)

Auspex: ●●○○○
 Celerity: ●○○○○
 Presence: ●●○○○
 ○○○○○
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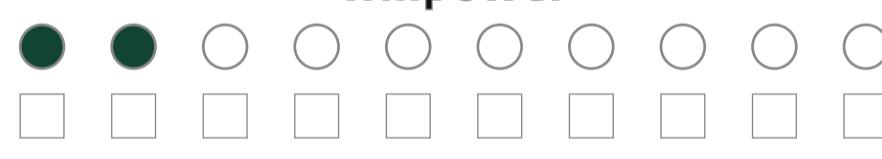
Virtues

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

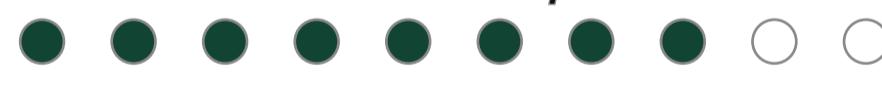
Merits/Flaws

Unbondable: ●●●●●
 Addiction -F-: ●●●○○
 Vengeful -F-: ●●○○○

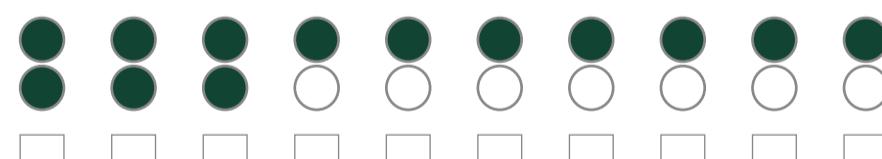
Willpower



Humanity



Blood Pool



Health

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

Specialties

Appearance 5: **Damsel in distress**
 Performance 4: **Live Stage Improvisation**

Action Shortcuts

Dexterity+Brawl	3
Dexterity+Melee	3 (D+1)
Dexterity+Athletics	4
Dexterity+Stealth	4
Charisma+Performance	7
Charisma+Intimidation	3
Manipulation+Subterfuge	5
Appearance+Subterfuge	8
Perception+Alertness	3
Perception+Empathy	5
Perception+Athletics	3
Wits+Streetwise	4
Intelligence+Finance	(N/A)
Intelligence+Investigation	(N/A)
Strength+Athletics	3

Intelligence+Academics	3
Intelligence+Medicine	(N/A)
Intelligence+Politics	(N/A)
Wits+Etiquette	3
Wits+Awareness	3
Wits+Empathy	5
Wits+Politics	(N/A)
Wits+Dexterity	5

Challenge:0

About Backgrounds

Timeline

●●●○○ - Fame

You have statewide renown; perhaps you're a state senator or minor star of local interest.

●●●○○ - Generation

10th generation

Challenge:0

Archetypes

BON VIVANT [nature: what you are]

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.

System: Regain a point of Willpower whenever you truly enjoy yourself and can fully express your exultation. At the Storyteller's option, a particularly fabulous revelry may yield multiple Willpower points.

GURU [demeanor: how you behave]

Your enlightenment draws others to you. You may be a mentor of a particular Path of Enlightenment, a priest with the Church, or merely an idealist. Whatever the case, your presence motivates and moves others to engage in spiritual or ideological pursuits. Your peers view you as calm, centered, and with it, even when you are preaching violence as a means to an end. Cult leaders, Zen masters, and Pack Priests are examples of Gurus.

Merits & Flaws

UNBONDABLE (Merit ●●●●●)

You are immune to being blood bound. Tremere cannot take this Merit.

ADDICTION (Flaw ●●●○○)

You suffer from an addiction to a substance, which must now be present in the blood you drink (or you automatically frenzy, as per the Prey Exclusion Flaw). This can be alcohol, nicotine, hard drugs, or simply adrenaline. This substance always impairs you in some fashion (see "Poisons and Drugs," p. 301, for particulars).

VENGEFUL (Flaw ●●○○○)

You have a score to settle, incurred either during your mortal days or after the Embrace. You are obsessed with taking your revenge on an individual or group, and it is your overriding priority in any situation where you encounter the object of your revenge. You may temporarily resist your need for vengeance by spending a Willpower point.

About Disciplines

PRESENCE: ●●○○○ - Dread Gaze

System: The player rolls Charisma + Intimidation (difficulty of the victim's Wits + Courage). Success indicates the victim is cowed, while failure means the target is startled but not terrified by the sight. Three or more successes means he runs away in abject fear; victims who have nowhere to run claw at the walls, hoping to dig a way out rather than face the vampire. Moreover, each success subtracts one from the target's action dice pools next turn.

PRESENCE: ●○○○○ - Awe

System: The player rolls Charisma + Performance (difficulty 7). The number of successes rolled determines how many people are affected, as noted on the chart below. If there are more people present than the character can influence, Awe affects those with lower Willpower scores first. The power stays in effect for the remainder of the scene or until the character chooses to drop it.

CELERITY: ●○○○○ -

System: The character spends a single blood point. The next turn, she gains a number of additional full actions equal to her Celerity rating. These additional actions must be physical (e.g., the vampire cannot use a mental Discipline like Dominate multiple times in one turn). So a vampire with Celerity 4 who spends a blood point may perform a total of five physical actions in her next turn. The actions occur at the end of the turn (the vampire's regular action still takes place per her initiative roll). Normally, a character without Celerity must apply a dice pool penalty if she wants to take multiple actions in a single turn. A character using Celerity performs his extra actions (including full movement) without penalty, gaining a full dice pool for each separate action. Extra actions gained through Celerity may not in turn be split into multiple actions.

AUSPEX: ●○○○○ - Aura Perception

System: The player rolls Perception + Empathy (difficulty 8); each success indicates how much of the subject's aura the character sees and understands (see the table below). A botch indicates a false or erroneous interpretation. The Storyteller may wish to make this roll, thus keeping the player in the dark as to just how good (or bad) the character's interpretation is.

AUSPEX: ●○○○○ - Heightened Senses

System: 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 Obscure (see p. 166), or to perceive a threat

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Others

Experience

Earned	0
Remaining	0
Spent	0

Challenge:0