

# The Vampire

What a Wonderful  
World of Darkness

Hamburg  
by Night

Name.....	<del>Helmut Reichert</del>	Nature.....	TBD	Age/ IQ.....	31/32 (2022A.D)
Player.....	Alexis	Demeanor.....	TBD	Sex.....	male
Chronicle.....	HbN	Position.....	Neonate	Concept.....	LoTR Attorney
Creature.....	Kindred	Coterie.....	Samhain Coterie	Clan.....	Toreador
Faction.....	Camarilla	Territory.....		Weakness.....	Fascination

## Physical (3)

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

## Social (5)

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

## Mental (7)

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

## Talents (13)

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

## Skills (5)

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

## Knowledges (13)

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

## Backgrounds (6)

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

## Disciplines (5)

<del>Auspex</del> .....	●●●○○
<del>Celerity</del> .....	●○○○○
<del>Presence</del> .....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

## Virtues

Conscience.....	●●●○○
Self-Control.....	●●●○○
Courage.....	●●○○○
Generation.....	12th
Sire.....	
Experience.....	3
Remaining.....	3
Spent.....	0

## Merits/Flaws

## Willpower

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

## Humanity

●	●	●	●	●	●	●	●	○	○
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## Blood Pool

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

## Health

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

## Specialities

Perception 4.....	
Law 4.....	

## Action Shortcuts

Dexterity+Stealth.....	4
Dexterity+Dodge.....	3
Charisma+Performance.....	3
Charisma+Intimidation.....	3
Manipulation+Subterfuge.....	5
Appearance+Subterfuge.....	4
Perception+Alertness.....	7

Perception+Empathy.....	7
Perception+Dodge.....	5
Wits+Streetwise.....	3

Challenge:8

About Backgrounds

Contacts [2]

- One major contact - One major contact

Generation [1]

12th generation

Influence [2]

Well-connected; a force in state politics

Mentor [1]

Mentor is an ancilla of little influence.

Timeline

About Nature & Demeanor

GALLANT

Description --- Gallants are flamboyant souls, always seeking attention and the chance to be the brightest stars. Gallants seek the company of others, if only to earn their adoration. Attention drives the Gallant, and the chase is often as important as fulfilling that pursuit. Nothing excites a Gallant so much as a new audience to woo and win. Performers, only children and those with low self-esteem are often Gallant Archetypes.

System --- Regain a Willpower point whenever you successfully impress another person. Ultimately, the Storyteller is the arbiter of when you dazzle someone, even in the case of other players' characters.

MASOCHIST (demeanor)

Description --- The Masochist exists to test his limits, to see how much pain he can tolerate before he collapses. He gains satisfaction in humiliation, suffering, denial and even physical pain. The Masochist defines who he is by his capacity to feel discomfort — he rises each night only to greet a new pain. Certain extreme athletes, urban tribalists and the clinically depressed exemplify the Masochist Archetype.

About Merits & Flaws

About Disciplines

- CELERITY -

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 - Telepathy

The player rolls Intelligence + Subterfuge (difficulty of the subject's Willpower). Projecting thoughts into the target's mind requires one success. The subject recognizes that the thoughts come from somewhere other than his own consciousness, although he cannot discern their actual origin. To read minds, one success must be rolled for each item of information plucked or each layer of thought pierced. Deep secrets or buried memories are harder to obtain than surface emotions or unspoken comments, requiring five or more successes to access. Telepathy does not commonly work upon the undead mind. A character may expend a Willpower point to make the effort, making the roll normally afterward.

- AUSPEX - The Spirit's Touch

The player rolls Perception + Empathy. The difficulty is determined by the age of the impressions and the mental and spiritual strength of the person or event that left them. Sensing information from a pistol used for murder hours ago may require a 5, while learning who owned a set of keys found days ago might be a 9. The greater the individual's emotional connection to the object, the stronger the impression he leaves on it — and the more information the Kindred can glean from it. Also, events involving strong emotions (a gift-giving, a torture, a long family history) likewise leave stronger impressions than does short or casual contact. Assume that each success offers one piece of information.

- AUSPEX - Aura Perception

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

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

Helmut Reichert (p.4)

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