

# The Northeast Passage

## Hamburg by Night

Age (Yr) ..... 32/33 (2022A.D)  
Sex ..... male  
Concept ..... Police Officer  
Clan ..... Malkavian  
Weakness ..... Derangement

## Mental (7)

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

### Knowledges (10)

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

## Virtues

Conscience	●●●●●
Self-Control	●●○○○
Courage	●●●○○
Generation	10th
Sire	
Experience	9
Remaining	9
Spent	0

## Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

## Blood Pool

## Action Shortcuts

Perception+Empathy .....	7
Perception+Dodge .....	3
Wits+Streetwise .....	6

[Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:10 Freebies:15]

About Backgrounds

Allies [1]

- One ally of moderate influence and power

Contacts [1]

- One major contact

Fame [1]

You're known to a select subculture of the city — local clubgoers or the Park Avenue set, for instance.

Generation [3]

10th generation

Mentor [2]

Mentor is respected; an elder, for instance.

Resources [2]

Middle class: an apartment or condominium. If liquidated, you would have at least €16,000 in cash. Allowance of €2400 a month.

Timeline

About Nature & Demeanor

DIRECTOR

Description --- To the Director, nothing is worse than chaos and disorder. The Director seeks to be in charge, adopting a “my way or the highway” attitude on matters of decision-making. The Director is more concerned with bringing order out of strife, however, and need not be truly “in control” of a group to guide it. Coaches, teachers and many political figures exemplify the Director Archetype.

System --- Regain a point of Willpower when you influence a group in the completion of a difficult task.

MARTYR (demeanor)

Description --- The Martyr suffers for his cause, enduring his trials out of the belief that his discomfort will ultimately improve others' lot. Some Martyrs simply want the attention or sympathy their ordeals engender, while others are sincere in their cause, greeting their opposition with unfaltering faith in their own beliefs. Many Inquisitors, staunch idealists and outcasts are Martyr Archetypes.

About Merits & Flaws

About Disciplines

- 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

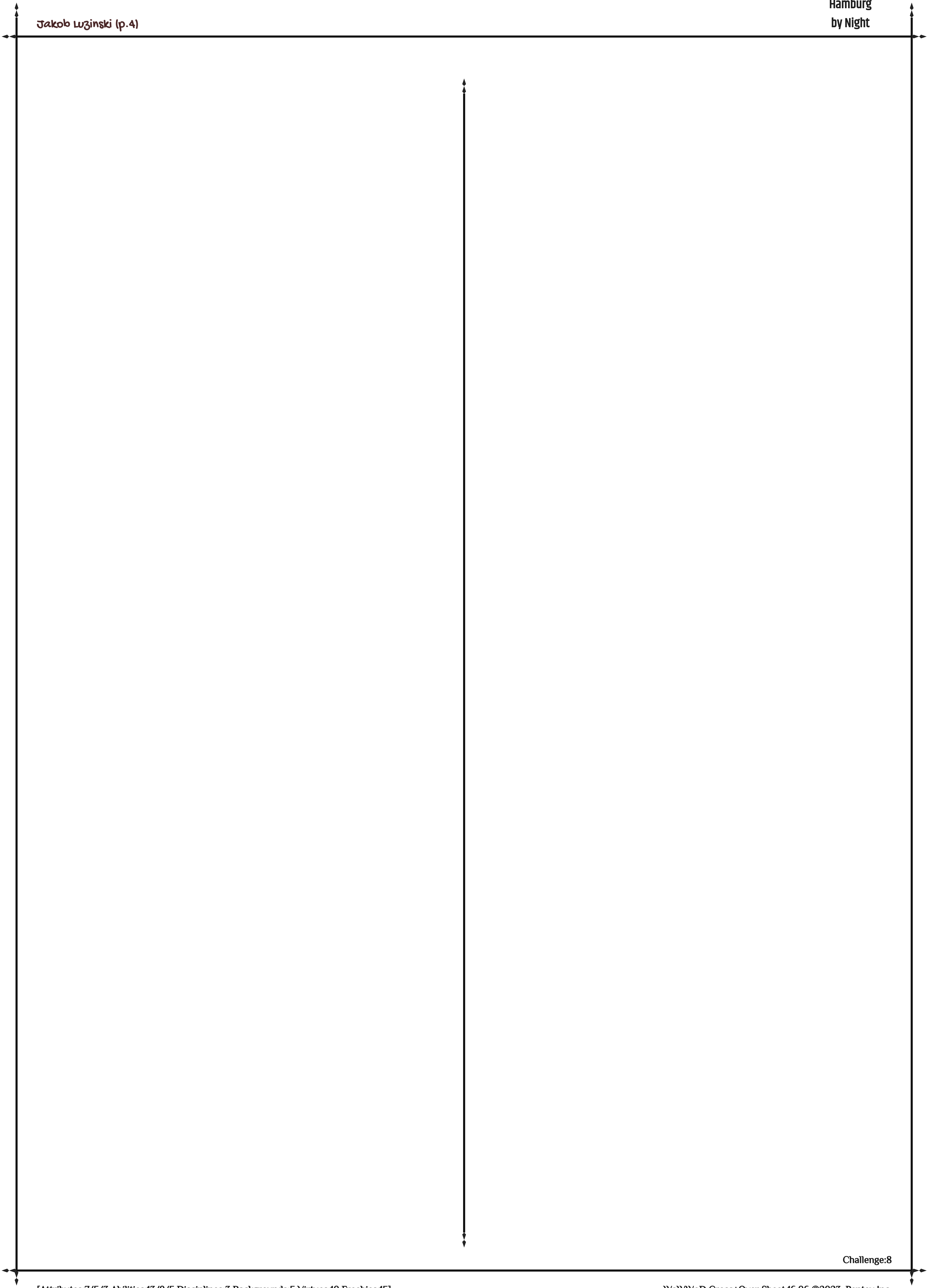
In certain circumstances, use of this power requires a die roll: for a normal Perception roll (the Storyteller may reduce the difficulty by the character's Auspex rating), to notice a subject using Obfuscate (see p. 166), or to perceive a threat

- DEMENTATION - The Haunting

The player spends a blood point and rolls Manipulation + Subterfuge (difficulty of his victim's Perception + Self-Control). The number of successes determines the length of the sensory “visitations.” The precise effects are up to the Storyteller, though particularly eerie or harrowing apparitions can certainly reduce dice pools for a turn or two after the manifestation.

- DEMENTATION - Passion

The player rolls Charisma + Empathy (difficulty of the victim's Humanity score). The number of successes determines the duration of the altered state of feeling. Effects of this power might include one- or two-point additions or subtractions to difficulties of frenzy rolls, Virtue rolls, rolls to resist Presence powers, etc.



Jakob Luzinski (p.4)

Hamburg  
by Night