HAMBURG BY NIGHT

	Anatoli Chemko
Player	
12th gen. male Nosf at:70/75 ab:54/54 bk	eratu of the Camarilla. :4/5 tr:35/21 h+w:2
STR 3 CHA 4 DEX 4 MAN 3 STA 3 APP 0	PER 2 INT 2 WIT 2
111	
Self-Control @@	2 •• • • • • • • • • • • • • • • • • • •
Generation ©O	000
OBFUSCATE OO	000 2 000 1 000 2
Dexterity+Brawl Dexterity+Melee Dexterity+Athletics Dexterity+Stealth	
Charisma+Performance Charisma+Intimidation Manipulation+Subterfu Appearance+Subterfug	ige
Perception+Alertness Perception+Empathy Perception+Athletics Wits+Streetwise	
Intelligence+Finance Intelligence+Investigat Strength+Athletics Intelligence+Academic	
Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Awareness	
Wits+Empathy Wits+Politics	(N/A)
	alth
Hurt Injured Wounded	-1

Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Wounded Mauled Crippled (N/A) (N		
10th gen. female Toreador of the Camarilla. at:75/75 ab:54/54 bk:6/5 tr:35/21 h+w:0		Emilia Ziemmer
at:75/75 ab:54/54 bk:6/5 tr:35/21 h+w:0 STR 2 CHA 3 PER 2 DEX 3 MAN 2 INT 2 STA 3 APP 5 WIT 2 Bloodpool Humanity ●●●●●●●●		• •
DEX 3 MAN 2 INT 2 STA 3 APP 5 WIT 2 Bloodpool		
STA 3 APP 5 WIT 2		
Humanity Willpower Willpower Perception+Athletics Appearance+Subterfuge Britseligence+Finance Appearance Annual Subterfuge Appearance Appear		
Willpower ●●○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Bloodpool	000000000000000000000000000000000000000
Self-Control ●●●○○ 3 Courage ●●○○○ 2 Fame ●●○○○ 3 Generation ●●●○○○ 3 AUSPEX ●●○○○ 2 CELERITY ●○○○○ 1 PRESENCE ●●○○○ 2 Dexterity+Brawl 3 3 Dexterity+Melee 3 (D+1) 3 Dexterity+Athletics 4 4 Dexterity+Stealth 4 4 Charisma+Performance 7 6 Charisma+Performance 7 7 Charisma+Intimidation 3 8 Appearance+Subterfuge 5 8 Perception+Alertness 3 3 Perception+Alertness 3 3 Perception+Empathy 5 9 Perception+Athletics 3 3 Intelligence+Medicine (N/A) Intelligence+Politics (N/A) Wits+Etiquette 3 Wits+Politics (N/A) <td>Willpower</td> <td></td>	Willpower	
Courage ●●○○○ 2 Fame ●●●○○ 3 Generation ●●●○○ 3 AUSPEX ●●○○○ 2 CELERITY ●○○○○ 2 PRESENCE ●●○○○ 2 Dexterity+Brawl 3 (p+1) Dexterity+Brawl 3 (p+1) Dexterity+Brawl 3 (p+1) Dexterity+Brawl 3 (p+1) Dexterity+Helee 3 (p+1) (p+1) Dexterity+Helee 3 (p+1) (p+1) Dexterity+Helee 3 (p+1) (p+1) Dexterity+Athletics 4 5 Appearance+Subterfuge 5 Appearance+Subterfuge 5 Perception+Alletics 3 (p+1) 5 Wits+Streetwise 4 (p+1) 5 Intelligence+Finance (N/A) (N/A) Intelligence+Medicine (N/A) (N/A) Wits+Etiquette 3 (N/A) Wits+Empathy 5 Wi		
AUSPEX ©®⊙○○ CELERITY ©○○○○ PRESENCE ©®○○○ Dexterity+Brawl Dexterity+Melee Dexterity+Athletics Dexterity+Stealth Charisma+Performance Charisma+Intimidation Manipulation+Subterfuge Appearance+Subterfuge Perception+Alertness Perception+Ahletics Wits+Streetwise Intelligence+Finance Intelligence+Finance Intelligence+Academics Intelligence+Medicine Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Etiquette Wits+Brapathy Ferception+Ahletics Intelligence+Politics Wits+Brequette Wits+Brequette Wits+Brequette Wits+Brequette Wits+Brequette Wits+Brequette Wits+Brequette Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Health Bruised Hurt Injured Wounded Aulled Crippled -5		
AUSPEX CELERITY PRESENCE PRESE		
CELERITY ●○○○○ ? PRESENCE ●●○○○ 2 Dexterity+Brawl 3 ? Dexterity+Melee 3 (P+1) ? Dexterity+Athletics 4 ? Dexterity+Stealth 4 ? Charisma+Performance 7 ? Charisma+Intimidation 3 Manipulation+Subterfuge 5 Appearance+Subterfuge 5 Appearance+Subterfuge 8 Perception+Alertness 3 Perception+Empathy 5 Perception+Athletics 3 3 Wits+Streetwise 4 (N/A) Intelligence+Finance (N/A) (N/A) Intelligence+Medicine (N/A) Wits+Etiquette 3 Wits+Awareness 3 Wits+Politics (N/A) Wits+Politics (N/A) Wits+Dexterity 5 Health Bruised Hurt Injured Health Bruised Hurt Injured Health Bruised Hurt Injured Health Bruised Hurt Injured Health Bruised Health Bruised Health Bruised Health Health Bruised Health Health Bruised Health Health Bruised Health Health Bruised	Generation	3 • • • • • • • • • • • • • • • • • • •
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Dexterity+Brawl Dexterity+Melee Dexterity+Athletics Dexterity+Stealth Charisma+Performance Charisma+Intimidation Manipulation+Subterfuge Appearance+Subterfuge Perception+Alertness Perception+Empathy Perception+Athletics Wits+Streetwise Intelligence+Finance Intelligence+Investigation Strength+Athletics Intelligence+Medicine Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Hurt Injured Mounded Pauled	CELERITY	1
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+Medicine (N/A) Intelligence+Politics (N/A) Wits+Etiquette 3 Wits+Etiquette 3 Wits+Awareness 3 Wits+Empathy 5 Wits+Politics (N/A) Wits+Politics (N/A) Wits+Dexterity 5 Health Bruised Hurt 1 1	PRESENCE	2 • • • • • • • • • • • • • • • • • • •
Dexterity+Athletics Dexterity+Stealth Charisma+Performance Charisma+Intimidation Manipulation+Subterfuge Appearance+Subterfuge Perception+Alertness Perception+Empathy Perception+Athletics Wits+Streetwise Intelligence+Finance Intelligence+Investigation Strength+Athletics Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Hurt Injured Mounded Auled Crippled Finance Pholitics All Maled All Ma		
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Charisma+Intimidation Manipulation+Subterfuge Appearance+Subterfuge Perception+Alertness Perception+Empathy Perception+Athletics Wits+Streetwise Intelligence+Finance Intelligence+Investigation Strength+Athletics Intelligence+Academics Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Hurt Injured Hurt Injured Hurt Injured Mounded -2 Mauled Crippled Fig. 8 Manipulation+Subterfuge Manipulation+Subterf	•	
Appearance+Subterfuge Perception+Alertness Perception+Empathy Perception+Athletics Wits+Streetwise Intelligence+Finance Intelligence+Investigation Strength+Athletics Intelligence+Academics Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Hurt Injured Wounded Hurt Injured Mauled Crippled For Expert solutions Health All Wounded Hurt Health Bruised Hurt For Injured Health Health Bruised Hurt For Injured Health Health Health For Injured Health Health For Injured Health Health Health For Injured Health		
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Perception+Athletics Wits+Streetwise Intelligence+Finance Intelligence+Investigation Strength+Athletics Intelligence+Academics Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Hurt Injured Wounded Wounded Mauled Crippled Fig. 2 Crippled A Intelligence+Politics (N/A) W/A) Health Bruised Hurt Injured Jelian Jeli		
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 Health Bruised	Perception+Empa	thy 5
Intelligence+Investigation Strength+Athletics Intelligence+Academics Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Hurt Injured Wounded Grippled Hand Han		
Strength+Athletics Intelligence+Academics Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Wounded Hurt Injured Wounded Hurt Crippled Fig. 2 Mauled Crippled Academics Intelligence+Academics Intelligence+Belligence+Academics Intelligence+Bellig	_	
Intelligence+Medicine Intelligence+Politics Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Wounded Mauled Crippled Intelligence+Medicine (N/A) (N/A) Health Health	Strength+Athletic	S3
Intelligence+Politics Wits+Etiquette Wits+Awareness Wits+Empathy Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Wounded Mauled Crippled Wits+Dexterity (N/A) Health	3	
Wits+Awareness Wits+Empathy Wits+Politics Wits+Dexterity Health Bruised Hurt Injured Wounded Mauled Crippled -2 Crippled -3		
Wits+Empathy 5 Wits+Politics (N/A) Wits+Dexterity 5 Health Bruised	•	
Wits+Dexterity Health Bruised Hurt Injured Wounded Mauled Crippled Hust -1 Hourt -2 Hourd -2 Hourd -3 Hourd -3 Hourd -3 Hourd -3 Hourd -3 Hourd -5 Hourd -5	\	
Health Bruised		
Bruised Hurt -1 Injured -1 Wounded -2 Mauled -2 Crippled -5	THE DEALETTEY	••••••••••••••••••••••••••••••••••••••
Bruised Hurt -1 Injured -1 Wounded -2 Mauled -2 Crippled -5		
Hurt -1 Injured -1 Wounded -2 Crippled -5		Health
Injured -1 Wounded -2 Mauled -2 Crippled -5		-1
Mauled -2 Crippled -5	Injured	
Incapacitated	t and the test	

		. Isaac Hieldori
Player		Ower
		tiff of the Camarilla 1/5 tr:21/21 h+w:4
STR 2	CHA 3	PER 3
DEX 3	MAN 2	INT. 4
STA 2	APP 3	WIT 3
Bloodpool		0000000
Humanity		
Willpower		0000000
Conscience		◎ ◎ • • • • • • • • • • • • • • • • • • •
Self-Control		◎ ○
		00
Generation	880	00
Influence		00
Mentor		00
Resources	• • • • • • • • • • •	00
AUSPEX	800	00
OBFUSCATE		00
FORTITUDE		
D (11 . D		
Dexterity+Br		
Dexterity+Me		3 (D+1
Dexterity+St		
Charisma+Pe	erformance	
Charisma+In		
Manipulation	า+Subterfug	je
Appearance-	+Subterfuge	
Perception+A		
Wits+Streetv		
Intelligence+		
Strength+Atl		on
Intelligence+		(N/A
Intelligence+		(N/A
Wits+Etiquet	te	
Wits+Awarer	ness	
Wits+Empath	•	
Wits+Politics		
Wits+Dexteri	ity.	
	Heal	lth
Bruised		
Hurt		:1 _
Injured Wounded		1 .
Mauled		-2

Incapacitated

	La	wrence Clarkson
Player		Jef_Tenda
		true of the Camarilla. 0/5 tr:28/21 h+w:0
	54/54 DIC: 10	J/.5 . LT : 28/.21 . II+W.:.U
STR 2	CHA 2	PER 3
DEX 2	MAN 4	INT 3
STA 2	APP. 4	WIT 2
Bloodpool		000000 14
Humanity		6 6 6 6 6 6 6 6 6 6
Willpower		●○○○○○○
Conscience		003
Self-Control		
Courage		• • • • • • • • • • • • • • • • • • • •
Generation	888	(a)
		00
		◎ ◎ • • • • • • • • • • • • • • • • • • •
DOMINATE		00
FORTITUDE	• • • • • • • • • • • • •	
PRESENCE	• • • • • • • • • • • • • • • • • • •	00
. =		
Dexterity+Br Dexterity+M		2 (D+1)
Dexterity+At		
Dexterity+St		2 (D+1)
Charisma+Pe	erformance	3
Charisma+In		
•		je
Appearance-	9	
Perception+		
Wits+Streetv		
Intelligence-	Finance	
_	_	on (N/A)
Strength+Atl Intelligence		3
•		
Intelligence-		
Wits+Etiquet		
Wits+Awarer		
Wits+Empatl	ny	
Wits+Politics	i	
Wits+Dexter	ity.	
	Heal	th
Bruised Hurt		4
Indiana d		4
Wounded		-2
Modifiaca		-
Mauled		-2 -5

Tristana Von Bauer				
Player				
12th gen. female Brujah of the Camarilla. at:75/75 ab:54/54 bk:6/5 tr:35/21 h+w:0				
DEX 3	CHA 2 MAN 2 APP 2	PER 3 INT 2 WIT 3		
Bloodpool Humanity Willpower		000000 a a a a a a a a a a a a a a a a		
Conscience Self-Control Courage				
Contacts Generation Resources Status	• • • • • • • • • • • • • • • • • • •)		
CELERITY POTENCE PRESENCE		2		
Dexterity+Braw Dexterity+Mele Dexterity+Athle Dexterity+Steal	e etics	4 		
Charisma+Intin	nidation Subterfuge	2 (D+1) 3 3		
	pathy lletics			
Strength+Athle	vestigation tics	(N/A) 3 6 (N/A)		
Intelligence+Me Intelligence+Po Wits+Etiquette Wits+Awarenes	litics	3 (N/A) 4		
Wits+Empathy Wits+Politics Wits+Dexterity		3 (N/A)		
Health				
Hurt Injured Wounded Mauled Crippled		-1		