

The Northeast Passage
VAMPIRE

Name **Helmut Reichert**
Player **Alexis**
Chronicle **HBN**
Creature **Kindred**
Faction **Camarilla**

Nature **Bon Vivant**
Demeanor **Bon Vivant**
Position **Neonate**
Coterie **Samhain Coterie**
Territory

Age/ML **31/32 (2022A.D)**
Sex **male**
Concept **Lothr Attorney**
Clan **Toreador**
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 ●●●○○
Computer ○○○○○
Finance ●●○○○
Investigation ○○○○○
Law ●●●○○
Linguistics ○○○○○
Medicine ●●○○○
Occult ○○○○○
Politics ●●○○○
Science ○○○○○

Backgrounds (6)

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

Disciplines (5)

Auspex ●●●○○
Celerity ●○○○○
Presence ○○○○○
..... ○○○○○
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..... ○○○○○

Virtues

Conscience ●●●○○
Self-Control ●●●○○
Courage ●●○○○
.....
Generation **12th**
Sire

Merits/Flaws

Willpower

● ● ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □

Humanity

● ● ● ● ● ● ● ● ○ ○

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**