

# VAMPIRE

Hamburg By Night

What a Wonderful World of Darkness

Reeperbahn (The Northeast Passage)

Jann Schneider

Player *Pan*  
Chronicle *Hamburg By Night*  
Creature *Kindred*  
Faction *Camarilla*

Nature *Chameleon*  
Demeanor *Dabbler*  
Position  
Coterie  
Territory

Age/R(E) *24/26 (1999 A.D.)*  
Sex *female*  
Concept *Nightlife Enthusiast*  
Clan *Malkavian*  
Weakness *Derangement*

## Physical (5/5)

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

## Social (7/7)

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

## Mental (3/3)

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

## Talents (15/13)

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 (6/5)

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

## Backgrounds (6)

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

## Disciplines (4)

*Auspex* ●●●○○  
*Dementation* ●○○○○  
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## Virtues

Conscience ●●●○○  
Self-Control ●●●○○  
Courage ●●●●○  
  
Generation *12th*  
Sire *Lisa Asil*  
  
Experience *0*  
Remaining *0*  
Spent *0*

## Merits/Flaws

*D: Trouble Borderline -F-* ○○○○○

## Willpower

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

## Humanity

● ● ● ● ● ● ○ ○ ○ ○

## Blood Pool

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

## Health

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

## Specialities

Manipulation 5 *Persuasive/Misdirection*  
Streetwise 4 *Gangs*

## Action Shortcuts

Dexterity+Brawl *3*  
Dexterity+Melee *3 (D+1)*  
Dexterity+Athletics *5*  
Dexterity+Stealth *4*  
Charisma+Performance *6*  
  
Charisma+Intimidation *3*  
Manipulation+Subterfuge *7*  
Appearance+Subterfuge *4*  
Perception+Alertness *4*  
Perception+Empathy *4*  
  
Perception+Athletics *4*  
Wits+Streetwise *6*  
Intelligence+Finance *(N/A)*  
Intelligence+Investigation *(N/A)*  
Strength+Athletics *5*

Intelligence+Academics *3*  
Intelligence+Medicine *3*  
Intelligence+Politics *(N/A)*  
Wits+Etiquette *3*  
Wits+Awareness *4*  
  
Wits+Empathy *4*  
Wits+Politics *(N/A)*  
Wits+Dexterity *5*

Challenge:0