

# The Vampire

What a Wonderful  
World of Darkness

Hamburg  
by Night

Name..... **Claudius Rotzeiger**  
Player..... **Lucas (@sardine)**  
Chronicle..... **HbN**  
Creature..... **Kindred**  
Faction..... **Camarilla**

Nature..... **TBD**  
Demeanor..... **TBD**  
Position..... **Neonate**  
Coterie..... **Samhain Coterie**  
Territory.....

Age/ IQ..... **27/28 (2022A.D)**  
Sex..... **male**  
Concept..... **Austrian Diplomat**  
Clan..... **Tremere**  
Weakness..... **Blood Thrall**

## Physical (3)

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

## Social (7)

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

## Mental (5)

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

## Talents (9)

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

## Skills (9)

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

## Knowledges (14)

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

## Backgrounds (11)

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

## Disciplines (4)

**Auspex**..... ●●○○○  
**Domination**..... ●○○○○  
**Thaumaturgy**..... ●○○○○  
..... ○○○○○  
..... ○○○○○  
..... ○○○○○  
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..... ○○○○○  
..... ○○○○○  
..... ○○○○○

## Virtues

Conscience..... ●●●○○  
Self-Control..... ●●●●○  
Courage..... ●●●○○  
  
Generation..... **11th**  
Sire.....  
  
Experience..... **3**  
Remaining..... **3**  
Spent..... **0**

## Merits/Flaws

**Bond Mustafa**..... ●○○○○  
**Balance -F**..... ●○○○○

## Willpower

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

## Humanity

● ● ● ● ● ● ● ○ ○ ○

## Blood Pool

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

## Health

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

## Specialities

Charisma 4.....  
Manipulation 4.....  
Etiquette 4.....  
Politics 4.....

## Action Shortcuts

Dexterity+Stealth..... **3**  
Dexterity+Dodge..... **2**  
Charisma+Performance..... **4**  
Charisma+Intimidation..... **5**  
Manipulation+Subterfuge..... **6**  
Appearance+Subterfuge..... **4**  
Perception+Alertness..... **3**

Perception+Empathy..... **6**  
Perception+Dodge..... **3**  
Wits+Streetwise..... **2**

Challenge:8

Claudius Rotzeiger (p.2)

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About Backgrounds

Timeline

Challenge:8

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

WAWWOD Cross+Over Sheet ©2022, Pentex Inc.

About Nature & Demeanor

About Disciplines

- THAUMATURGY - A Taste Of Blood

- 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

About Merits & Flaws