

What a Wonderful World of Darkness

The Northeast Passage

Hamburg by Night

Name	Martin Merkel	Nature	TBD	Age (YE)	28/29 (2022A.D)
Player	Aymeric	Demeanor	TBD	Sex	male
Chronicle	HON	Position	Neonate	Concept	Jazz Drummer
Creature	Kindred	Coterie	Samhain Coterie	Clan	Setite
Faction	Camarilla	Territory		Weakness	Light sensitive

Physical (7)

Social (5)

Mental (3)

Strength	●●●○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●●●○	Manipulation	●●●○○	Intelligence	●○○○○
Stamina	●●●○○	Appearance	●●○○○	Wits	●○○○○

Talents (13)

Skills (13)

Knowledges (5)

Alertness	●●●○○	Animal ken	●●●○○	Academics	●●○○○
Athletics	●●○○○	Crafts	●●○○○	Technology	●○○○○
Brawl	●●○○○	Drive	●●○○○	Finance	○○○○○
Dodge	●●○○○	Etiquette	○○○○○	Investigation	○○○○○
Empathy	○○○○○	Firearms	●●○○○	Law	○○○○○
Expression	●○○○○	Melee	○○○○○	Linguistics	●○○○○
Intimidation	○○○○○	Performance	●●●●○	Medicine	○○○○○
Leadership	○○○○○	Security	○○○○○	Occult	●○○○○
Streetwise	●●○○○	Stealth	○○○○○	Politics	○○○○○
Subterfuge	●○○○○	Survival	○○○○○	Science	○○○○○

Backgrounds (6)

Disciplines (5)

Virtues

Allies	○○○○○	Presence	●○○○○	Conscience	●●○○○
Contacts	○○○○○	Obfuscate	●●○○○	Self-Control	●●●●○
Fame	●○○○○	Serpentis	●●○○○	Courage	●●●●○
Generation	●●○○○		○○○○○	Generation	1st
Herd	●●○○○		○○○○○	Sire	
Influence	○○○○○		○○○○○	Experience	3
Mentor	○○○○○		○○○○○	Remaining	3
Resources	●○○○○		○○○○○	Spent	0
Retainers	○○○○○		○○○○○		
Status	○○○○○		○○○○○		

Merits/Flaws

Willpower

Humanity

Blood Pool

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"/>
	□□□□□		
	□□□□□		

Specialities

Action Shortcuts

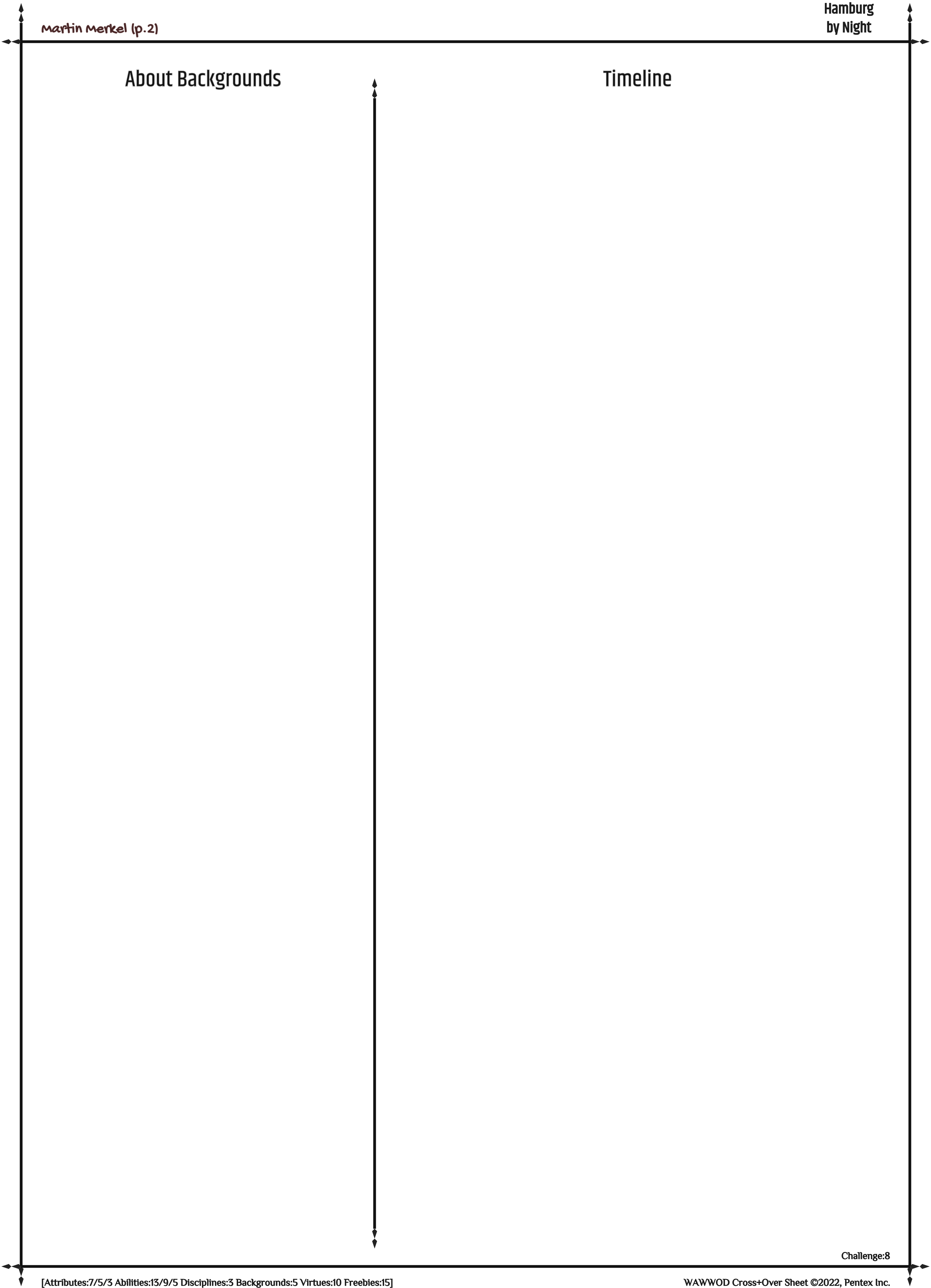
Perception+Empathy

Perception+Dodge

Wits+Streetwise

Dexterity 4	Dexterity+Stealth	4	Perception+Empathy	3
Performance 4	Dexterity+Dodge	6	Perception+Dodge	5
	Charisma+Performance	7	Wits+Streetwise	3
	Charisma+Intimidation	3		
	Manipulation+Subterfuge	4		
	Appearance+Subterfuge	3		
	Perception+Alertness	6		

Challenge:8



Martin Merkel (p.2)

Hamburg  
by Night

About Backgrounds

Timeline

Challenge:8

About Nature & Demeanor

TSD  
Nature

TSD  
Demeanor

About Merits & Flaws

About Disciplines

**- SERPENTIS - The Tongue Of The Asp**  
The tongue's razor fork opens aggravated wounds (difficulty 6, strength damage). If the Setite wounds her enemy, she may drink blood from the target on the next turn as though she had sunk her fangs into the victim's neck. Horrifying though it is, the tongue's caress is very like the Kiss, and even strikes mortal victims helpless with fear and ecstasy. Additionally, the tongue is highly sensitive to vibrations, enabling the vampire to function effectively in the darkness the clan prefers. By flickering her tongue in and out of her mouth, the vampire can halve any penalties relating to darkness (p. 209).

**- SERPENTIS - The Eyes Of The Serpent**  
No roll is required, but this power can be avoided if the mortal takes care not to look into the Setite's eyes. Vampires and other supernatural creatures (Lupines, mages, et al.) can also be affected by this power if the Setite's player makes a Willpower roll (difficulty 9). If attacked or otherwise harmed, supernatural creatures can spend a point of Willpower to break the spell.

**- OBFUSCATE - Unseen Presence**  
No roll is necessary to use this power unless the character speaks, attacks or otherwise draws attention to himself. The storyteller should call for a Wits + Stealth roll under any circumstances that might cause the character to reveal himself. The difficulty of the roll depends on the situation; stepping on a squeaky floorboard might be a 5, while walking through a pool of water may require a 9. Other acts may require a certain number of successes; speaking quietly without giving away one's position, for instance, demands at least three successes.

**- OBFUSCATE - Cloak Of Shadows**  
No roll is required as long as the character fulfills the criteria described above. So long as he remains quiet and motionless, virtually no one but another kindred with a high Auspex rating will see him.

**- PRESENCE - Awe**  
The player rolls Charisma + Performance (difficulty 7). The number of successes rolled determines how many people are affected, as noted on the chart below. If there are more people present than the character can influence, Awe affects those with lower Willpower scores first. The power stays in effect for the remainder of the scene or until the character chooses to drop it.