

# VAMPIRE

## Hamburg By Night

What a Wonderful World of Darkness

The docks (Hamburg By Night)

### Lawrence Clarkson

Player.....Jef\_Tenda  
Chronicle.....Hamburg By Night  
Creature.....Kindred  
Faction.....Camarilla

Nature.....Gallant  
Demeanor.....Conniver  
Position.....  
Coterie.....Dockers  
Territory.....

Age/R(E).....22/37 (2010A.D)  
Sex.....male  
Concept.....Dilettante  
Clan.....Ventrue  
Weakness.....Prey Exclusive

#### Physical (3/7)

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

#### Social (7/5)

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

#### Mental (5/3)

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

#### Talents (13/13)

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

#### Skills (6/9)

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

#### Knowledges (8/5)

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

#### Backgrounds (10)

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

#### Disciplines (4)

Dominate.....●●○○○  
Fortitude.....●○○○○  
Presence.....●○○○○  
.....○○○○○  
.....○○○○○  
.....○○○○○  
.....○○○○○  
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.....○○○○○  
.....○○○○○

#### Virtues

Conscience.....●●●○○  
Self-Control.....●●●●●  
Courage.....●●●●○  
  
Generation.....9th  
Sire.....  
  
Experience.....0  
Remaining.....0  
Spent.....0

#### Merits/Flaws

Expendable -F-.....●○○○○

#### Willpower

●●●●○○○○○○○  
□□□□□□□□□

#### Humanity

●●●●●●●●○○○

#### Blood Pool

●●●●●○○○○○  
●●●●○○○○○  
□□□□□□□□□

#### Health

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

#### Specialities

Manipulation 4.....Misdirection  
Appearance 4.....Fashion Sense  
Drive 4.....High Speed

#### Action Shortcuts

Dexterity+Brawl.....3  
Dexterity+Melee.....2 (D+1)  
Dexterity+Athletics.....3  
Dexterity+Stealth.....2 (D+1)  
Charisma+Performance.....3  
  
Charisma+Intimidation.....4  
Manipulation+Subterfuge.....6  
Appearance+Subterfuge.....6  
Perception+Alertness.....6  
Perception+Empathy.....4  
  
Perception+Athletics.....4  
Wits+Streetwise.....2  
Intelligence+Finance.....4  
Intelligence+Investigation.....(N/A)  
Strength+Athletics.....3

Intelligence+Academics.....4  
Intelligence+Medicine.....4  
Intelligence+Politics.....5  
Wits+Etiquette.....3  
Wits+Awareness.....3  
  
Wits+Empathy.....3  
Wits+Politics.....4  
Wits+Dexterity.....4

Challenge:0