

# HAMBURG BY NIGHT

What A Wonderful World Of Darkness - Adventure Sheet  
Tue Jan 20 2026 05:05:49 GMT+0100 (Central European Standard Time)

Anatoli Chemko		
Player Kam		
<i>12th gen. male Nosferatu of the Camarilla. at:70/75 ab:58/54 blk:6/5 tr:42/21 h+w:1</i>		
STR 3	CHA 4	PER 2
DEX 4	MAN 3	INT 2
STA 3	APP 0	WIT 2
Bloodpool	oooooooooooo	11
Humanity	oooooooooooo	6
Willpower	oooooooooooo	5
Conscience	oooooo	2
Self-Control	oooooo	4
Courage	oooooo	4
Contacts	oooooo	2
Generation	oooooo	1
Resources	oooooo	1
Retainers	oooooo	1
Status	oooooo	1
ANIMALISM	oooooo	2
OBFUSCATE	oooooo	2
POTENCE	oooooo	2
Dexterity+Brawl	6	
Dexterity+Melee	6	
Dexterity+Athletics	6	
Dexterity+Stealth	6	
Charisma+Performance	4 (D+1)	
Charisma+Intimidation	7	
Manipulation+Subterfuge	4	
Appearance+Subterfuge	1	
Perception+Alertness	3	
Perception+Empathy	3	
Perception+Athletics	4	
Wits+Streetwise	4	
Intelligence+Finance	(N/A)	
Intelligence+Investigation	4	
Strength+Athletics	5	
Intelligence+Academics	3	
Intelligence+Medicine	3	
Intelligence+Politics	(N/A)	
Wits+Etiquette	3	
Wits+Awareness	3	
Wits+Empathy	3	
Wits+Politics	(N/A)	
Wits+Dexterity	6	
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"/>	

Brunhilde Daumer		
Player Melth		
<i>12th gen. female Toreador of the Camarilla. at:75/75 ab:66/54 blk:5/5 tr:21/21 h+w:3</i>		
STR 3	CHA 3	PER 2
DEX 3	MAN 3	INT 2
STA 2	APP 4	WIT 2
Bloodpool	oooooooooooo	11
Humanity	oooooooooooo	8
Willpower	oooooooooooo	5
Conscience	oooooo	4
Self-Control	oooooo	4
Courage	oooooo	2
Generation	oooooo	1
Mentor	oooooo	3
Resources	oooooo	1
PRESENCE	oooooo	1
AUSPEX	oooooo	1
CELERITY	oooooo	1
Dexterity+Brawl	3	
Dexterity+Melee	5	
Dexterity+Athletics	4	
Dexterity+Stealth	4	
Charisma+Performance	6	
Charisma+Intimidation	3	
Manipulation+Subterfuge	5	
Appearance+Subterfuge	6	
Perception+Alertness	3	
Perception+Empathy	3	
Perception+Athletics	3	
Wits+Streetwise	3	
Intelligence+Finance	(N/A)	
Intelligence+Investigation	4	
Strength+Athletics	5	
Intelligence+Academics	3	
Intelligence+Medicine	(N/A)	
Intelligence+Politics	(N/A)	
Wits+Etiquette	5	
Wits+Awareness	3	
Wits+Empathy	3	
Wits+Politics	(N/A)	
Wits+Dexterity	5	
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"/>	

Gottfried Broem		
Player ElBaron		
<i>9th gen. male Brujah of the Camarilla. at:75/75 ab:54/54 blk:6/5 tr:35/21 h+w:0</i>		
STR 3	CHA 2	PER 3
DEX 3	MAN 2	INT 4
STA 2	APP 2	WIT 3
Bloodpool	oooooooooooo	14
Humanity	oooooooooooo	7
Willpower	oooooooooooo	3
Conscience	oooooo	2
Self-Control	oooooo	5
Courage	oooooo	3
Generation	oooooo	4
Herd	oooooo	1
Resources	oooooo	1
POTENCE	oooooo	1
PRESENCE	oooooo	3
CELERITY	oooooo	1
Dexterity+Brawl	4	
Dexterity+Melee	4	
Dexterity+Athletics	4	
Dexterity+Stealth	4	
Charisma+Performance	2 (D+1)	
Charisma+Intimidation	2	
Manipulation+Subterfuge	3	
Appearance+Subterfuge	3	
Perception+Alertness	4	
Perception+Empathy	6	
Perception+Athletics	4	
Wits+Streetwise	4	
Intelligence+Finance	(N/A)	
Intelligence+Investigation	6	
Strength+Athletics	4	
Intelligence+Academics	7	
Intelligence+Medicine	5	
Intelligence+Politics	5	
Wits+Etiquette	4	
Wits+Awareness	3	
Wits+Empathy	6	
Wits+Politics	4	
Wits+Dexterity	6	
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"/>	

Jann Schneider		
Player Pan		
<i>12th gen. female Malkavian of the Camarilla. at:75/75 ab:60/54 blk:6/5 tr:28/21 h+w:1</i>		
STR 3	CHA 3	PER 2
DEX 3	MAN 5	INT 2
STA 2	APP 2	WIT 2
Bloodpool	oooooooooooo	11
Humanity	oooooooooooo	6
Willpower	oooooooooooo	5
Conscience	oooooo	3
Self-Control	oooooo	3
Courage	oooooo	4
Contacts	oooooo	1
Generation	oooooo	1
Herd	oooooo	1
Mentor	oooooo	3
AUSPEX	oooooo	3
DEMENTATION	oooooo	1
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	
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"/>	