

HAMBURG BY NIGHT

Based on Yora's Northeast Passage. Candidate for the summer session 2023. Season 2 is in 2025.
2025

FACTION: CAMARILLA

GROUP: (Camarilla)

Notes:

NICOLAS BRENT

11th gen. male Ventrite of the Camarilla.
Age: 27 (Real: 55, Embrace: 1997)
Nature (Demeanor): Curmudgeon (Fanatic)
Freebies: 35
Physical (3): Strength 2, Dexterity 2, Stamina 2
Social (7): Charisma 3, Manipulation 4, Appearance 3
Mental (5): Perception 1, Intelligence 4, Wits 3
Talents (9): Alertness 2, Athletics 1, Awareness 1, Empathy 1, Leadership 2, Streetwise 1, Subterfuge 1.
Skills (12): Crafts 2, Drive 2, Etiquette 2, Firearms 1, Melee 2, Stealth 2, Survival 1.
Knowledges (9): Academics 2, Law 1, Occult 1, Politics 4, Technology 1.
Backgrounds (7): Generation 2, Herd 1, Influence 1, Resources 2, Retainers 1.
Disciplines: Dominate (3), Fortitude (3), Presence (3)
Willpower: 3-ooo
Blood Pool: 12-oooooooooooo-oo
Conscience:xxxxoo Self-control:xxxxx Courage:xxxxoo.

RETAINERS

MALE GHOUL I OF NICOLAS BRENT

Ghoul of Nicolas Brent (Enforcer)
Age: 26 (Real: 36, Embrace: 2015)
Nature (Demeanor): Conniver (Autocrat)
Freebies: -73 (5 / 0)
Physical (3): Strength 1, Dexterity 3, Stamina 2
Social (4): Charisma 4, Manipulation 1, Appearance 2
Mental (6): Perception 5, Intelligence 2, Wits 2
Talents (5): Brawl 1, Empathy 1, Leadership 1, Primal-Urges 1, Streetwise 1.
Skills (11): Animal Ken 1, Crafts 1, Etiquette 1, Firearms 2, Larceny 3, Stealth 1, Survival 2.
Knowledges (7): Computer 1, Enigmas 1, Law 1, Medicine 2, Rituals 1, Technology 1.
Backgrounds (7): Allies 1, Bond 1, Contacts 1, Fame 1, Equipment 1, Resources 1, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-ooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

GROUP: BERGEDORFER CIRCLE (Camarilla)

Notes:

GEORG

Primogen

8th gen. male Brujah of the Camarilla.

Bergedorfer Circle

Age: 35 (Real: 310, Embrace: 1750)

Nature (Demeanor): Architect (Thrill-seeker)

Freebies: 220

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (5): Charisma 3, Manipulation 2, Appearance 3

Mental (11): Perception 3, Intelligence 5, Wits 6

Talents (27): Alertness 1, Athletics 3, Awareness 2, Brawl 3, Empathy 4, Expression 5, Intimidation 4, Leadership 3, Streetwise 1, Subterfuge 1.

Skills (16): Animal Ken 2, Drive 1, Etiquette 1, Larceny 4, Melee 3, Performance 1, Stealth 1, Survival 3.

Knowledges (25): Academics 5, Computer 2, Finance 2, Investigation 2, Law 2,

Medicine 2, Occult 2, Politics 2, Science 4, Technology 2.

Backgrounds (21): Allies 2, Fame 2, Generation 5, Herd 1, Influence 2, Resources 1, Retainers 4, Status 4.

Disciplines: Presence (5), Celerity (4), Potence (4), Auspex (2), Thaumaturgy (2)

Willpower: 4-oooo

Blood Pool: 15-oooooo-oooooo-oooooo

Conscience:xxxxx Self-control:xxxxo Courage:xxxxo.

RETAINERS

MALE GHOUL 4 OF GEORG

Ghoul of Georg (Enforcer)

Age: 38 (Real: 226, Embrace: 1837)

Nature (Demeanor): Director (Alpha)

Freebies: -73 (43 / 0)

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (11): Alertness 2, Athletics 1, Brawl 1, Expression 1, Intimidation 1,

Leadership 3, Primal-Urg 1, Streetwise 1.

Skills (5): Animal Ken 1, Firearms 1, Stealth 1, Survival 2.

Knowledges (7): Academics 1, Computer 1, Enigmas 2, Law 1, Medicine 1, Rituals 1.

Backgrounds (7): Bond 1, Contacts 1, Equipment 1, Influence 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUL 3 OF GEORG

Ghoul of Georg (Enforcer)

Age: 23 (Real: 217, Embrace: 1831)

Nature (Demeanor): Rogue (Masochist)

Freebies: -73 (41 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (3): Charisma 1, Manipulation 3, Appearance 2

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (7): Expression 3, Intimidation 2, Leadership 1, Subterfuge 1.

Skills (5): Drive 1, Etiquette 1, Firearms 1, Stealth 1, Survival 1.

Knowledges (11): Academics 2, Computer 1, Enigmas 1, Investigation 1, Law 1,

Medicine 1, Rituals 1, Science 1, Technology 2.

Backgrounds (7): Bond 1, Contacts 1, Influence 2, Innovation 1, Resources 1, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUL 2 OF GEORG

Ghoul of Georg (Enforcer)

Age: 15 (Real: 159, Embrace: 1881)

Nature (Demeanor): Bureaucrat (Show off)

Freebies: -73 (29 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (6): Perception 3, Intelligence 2, Wits 4

Talents (7): Alertness 1, Brawl 1, Expression 1, Intimidation 2, Leadership 2.

Skills (5): Drive 1, Firearms 1, Larceny 1, Melee 1, Survival 1.

Knowledges (11): Academics 2, Computer 2, Enigmas 1, Investigation 1, Medicine 1,

Occult 1, Science 2, Technology 1.

Backgrounds (7): Allies 2, Contacts 1, Equipment 1, Innovation 2, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUL 1 OF GEORG

Ghoul of Georg (Valet)

Age: 41 (Real: 53, Embrace: 2013)

Nature (Demeanor): Director (Reluctant)

Freebies: -73 (8 / 0)

Physical (6): Strength 3, Dexterity 4, Stamina 2

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (11): Alertness 1, Athletics 1, Brawl 1, Empathy 2, Expression 2, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 1.

Skills (5): Drive 1, Etiquette 1, Melee 1, Performance 2.

Knowledges (7): Academics 1, Computer 1, Investigation 1, Occult 1, Rituals 1,

Science 2.

Backgrounds (7): Bond 1, Contacts 1, Influence 2, Innovation 2, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

KATJA

Neonate

12th gen. female Brujah of the Anarchs.

Bergedorfer Circle

Age: 22 (Real: 65, Embrace: 1982)

Nature (Demeanor): Show off (Martyr)

Freebies: 55

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (7): Charisma 4, Manipulation 2, Appearance 4

Mental (6): Perception 2, Intelligence 3, Wits 4

Talents (15): Alertness 1, Athletics 1, Awareness 3, Brawl 2, Empathy 2, Expression 1, Intimidation 1, Leadership 1, Streetwise 2, Subterfuge 1.

Skills (12): Animal Ken 1, Crafts 2, Drive 2, Firearms 3, Larceny 2, Stealth 1, Survival 1.

Knowledges (5): Academics 2, Investigation 1, Law 1, Science 1.

Backgrounds (7): Contacts 1, Generation 1, Herd 1, Influence 1, Retainers 1, Status 2.

Disciplines: Presence (3), Celerity (3), Potence (3)

Willpower: 5-oooooo

Blood Pool: 11-oooooo-oooooo-o

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

RETAINERS

FEMALE GHOUL 1 OF KATJA

Ghoul of Katja (Valet)

Age: 40 (Real: 24, Embrace: 2041)

Nature (Demeanor): Deviant (Bravo)

Freebies: -73 (2 / 0)

Physical (3): Strength 3, Dexterity 1, Stamina 2

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (5): Athletics 1, Brawl 1, Empathy 1, Primal-Urg 1, Subterfuge 1.

Skills (7): Animal Ken 1, Crafts 1, Drive 1, Etiquette 2, Larceny 1, Performance 1.

Knowledges (11): Computer 1, Enigmas 2, Law 2, Medicine 2, Occult 1, Rituals 1,

Science 1, Technology 1.

Backgrounds (7): Allies 1, Bond 2, Contacts 1, Equipment 1, Influence 1, Resources 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:ooooo Courage:ooooo .

KEVIN

Neonate

13th gen. male Brujah of the Anarchs.

Bergedorfer Circle

Age: 19 (Real: 34, Embrace: 2010)

Nature (Demeanor): Martyr (Martyr)

Freebies: 25

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (5): Charisma 3, Manipulation 2, Appearance 3

Mental (7): Perception 3, Intelligence 3, Wits 4

Talents (14): Athletics 1, Awareness 3, Brawl 4, Intimidation 2, Leadership 1,

Subterfuge 3.

Skills (19): Animal Ken 2, Drive 2, Firearms 2, Larceny 3, Melee 4, Stealth 3, Survival 3.

Knowledges (6): Computer 2, Law 1, Occult 1, Politics 1, Science 1.

Backgrounds (10): Allies 1, Contacts 2, Fame 1, Herd 1, Influence 1, Resources 2,

Retainers 1, Status 1.

Disciplines: Potence (1), Celerity (1), Presence (1)

Willpower: 6-ooooo-o

Blood Pool: 10-ooooo-ooooo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

RETAINERS

MALE GHOUL 1 OF KEVIN

Ghoul of Kevin (Operative)

Age: 35 (Real: 0, Embrace: 2060)

Nature (Demeanor): Avant-garde (Penitent)

Freebies: -73 (-2 / 0)

Physical (4): Strength 2, Dexterity 4, Stamina 1

Social (6): Charisma 4, Manipulation 2, Appearance 3

Mental (3): Perception 1, Intelligence 2, Wits 3

Talents (5): Athletics 1, Empathy 1, Primal-Urg 2, Subterfuge 1.

Skills (7): Crafts 1, Etiquette 1, Firearms 1, Larceny 1, Melee 1, Stealth 1, Survival 1.

Knowledges (11): Academics 2, Computer 2, Investigation 1, Law 1, Occult 2, Rituals 1, Technology 2.

Backgrounds (7): Allies 1, Bond 1, Contacts 2, Fame 1, Resources 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

GROUP: DOCKERS (Camarilla)

Notes:

ANATOLI CHEMKO

12th gen. male Nosferatu of the Camarilla.

Dockers

Dockers

Concept: Polish Farmer

Age: 30 (Real: 41, Embrace: 2014)

Nature (Demeanor): Soldier (Loner)

Freebies: 0

Physical (7): Strength 3, Dexterity 4, Stamina 3

Social (4): Charisma 4, Manipulation 3, Appearance 0

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (13): Alertness 1, Athletics 2, Awareness 1, Brawl 2, Empathy 1, Intimidation 3, Streetwise 2, Subterfuge 1.

Skills (9): Animal Ken 1, Crafts 1, Etiquette 1, Melee 2, Stealth 2, Survival 2.

Knowledges (5): Academics 1, Investigation 1, Medicine 1, Occult 1, Science 1.

Backgrounds (4): Contacts 2, Generation 1, Retainers 1.

Disciplines: Animalism (2), Obfuscate (1), Potence (2)

Willpower: 5-ooooo

Blood Pool: 11-oooooo-oooooo-o

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

FEMALE GHOUL 1 OF ANATOLI CHEMKO

Ghoul of Anatoli Chemko (Leisure)

Age: 31 (Real: 0, Embrace: 2056)

Nature (Demeanor): Show off (Director)

Freebies: -73 (-2 / 0)

Physical (3): Strength 1, Dexterity 2, Stamina 3

Social (6): Charisma 3, Manipulation 2, Appearance 4

Mental (4): Perception 2, Intelligence 4, Wits 1

Talents (11): Alertness 1, Athletics 2, Brawl 2, Empathy 1, Expression 1, Primal-Urges 1, Streetwise 1, Subterfuge 2.

Skills (5): Animal Ken 1, Crafts 1, Firearms 1, Melee 1, Survival 1.

Knowledges (7): Academics 1, Computer 1, Investigation 1, Law 1, Medicine 1,

Rituals 1, Technology 1.

Backgrounds (7): Bond 1, Contacts 1, Equipment 1, Innovation 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

ISAAC HIELDORF

11th gen. male Caitiff of the Camarilla.

Dockers

Dockers

Concept: Corporate Accountant

Age: 28 (Real: 30, Embrace: 2023)

Nature (Demeanor): Idealist (Survivor)

Freebies: 0

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (5): Charisma 3, Manipulation 2, Appearance 3

Mental (7): Perception 3, Intelligence 4, Wits 3

Talents (8): Athletics 1, Awareness 1, Empathy 2, Expression 1, Streetwise 1, Subterfuge 2.

Skills (8): Crafts 1, Drive 1, Etiquette 2, Performance 2, Stealth 1, Survival 1.

Knowledges (13): Academics 2, Computer 2, Finance 4, Investigation 2, Law 2,

Technology 1.

Backgrounds (7): Generation 2, Influence 2, Mentor 2, Resources 1.

Disciplines: Auspex (1), Obfuscate (1), Fortitude (1)

Willpower: 3-ooo

Blood Pool: 12-oooooo-oooooo-oo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

TRISTANA VON BAUER

12th gen. female Brujah of the Camarilla.

Dockers

Dockers

Concept: Police Detective

Age: 27 (Real: 40, Embrace: 2012)

Nature (Demeanor): Caregiver (Bravo)

Freebies: 0

Physical (7): Strength 3, Dexterity 3, Stamina 4

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (9): Alertness 1, Athletics 3, Brawl 1, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 1.

Skills (13): Crafts 1, Drive 4, Etiquette 1, Firearms 2, Melee 4, Survival 1.

Knowledges (5): Investigation 1, Law 1, Medicine 1, Occult 1, Technology 1.

Backgrounds (6): Contacts 3, Generation 1, Resources 1, Status 1.

Disciplines: Celerity (2), Potence (2), Presence (1)

Willpower: 3-ooo

Blood Pool: 11-oooooo-oooooo-o

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

GROUP: HAMBURG CHANTRY (Camarilla)

Notes:

SVELTANA

Ancilla

11th gen. female Malkavian of the Camarilla.

Hamburg Chantry

Age: 26 (Real: 95, Embrace: 1956)

Nature (Demeanor): Competitor (Caregiver)

Freebies: 75

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (8): Charisma 3, Manipulation 3, Appearance 5

Mental (5): Perception 2, Intelligence 2, Wits 4

Talents (16): Alertness 4, Athletics 2, Brawl 3, Empathy 1, Expression 2, Streetwise 2,

Subterfuge 2.

Skills (17): Animal Ken 1, Crafts 2, Drive 2, Etiquette 2, Melee 3, Performance 1,

Stealth 4, Survival 2.

Knowledges (14): Academics 1, Computer 1, Investigation 3, Medicine 2, Occult 1,

Politics 4, Science 1, Technology 1.

Backgrounds (10): Allies 1, Contacts 1, Generation 2, Mentor 1, Resources 2, Status

3.

Disciplines: Auspex (5), Dementation (1), Thaumaturgy (2), Obfuscate (3)

Willpower: 1-o

Blood Pool: 12-oooooo-oooooo-oo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

CEM

Ancilla

10th gen. female Tremere of the Camarilla.

Hamburg Chantry

Hamburg Chantry

Age: 31 (Real: 110, Embrace: 1946)

Nature (Demeanor): Bravo (Perfectionist)

Freebies: 100

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (8): Charisma 3, Manipulation 4, Appearance 4

Mental (8): Perception 3, Intelligence 4, Wits 4

Talents (18): Alertness 3, Athletics 2, Awareness 2, Brawl 2, Empathy 1, Expression 3,

Streetwise 2, Subterfuge 3.

Skills (13): Animal Ken 2, Crafts 1, Etiquette 3, Performance 3, Stealth 2, Survival 2.

Knowledges (17): Academics 2, Computer 2, Investigation 1, Law 1, Medicine 1,

Occult 3, Politics 3, Science 1, Technology 3.

Backgrounds (8): Allies 2, Contacts 1, Generation 3, Herd 1, Retainers 1.

Disciplines: Auspex (2), Dominate (3), Thaumaturgy (3)

Willpower: 4-oooo

Blood Pool: 13-oooooooooooo-ooooo-ooo

Conscience:xxxxoo Self-control:xxxxoo Courage:xxxxoo .

RETAINERS

MALE GOHUL I OF CEM

Ghoul of Cem (Intelligence)

Age: 39 (Real: 79, Embrace: 1985)

Nature (Demeanor): Reluctant (Bravo)

Freebies: -73 (13 / 0)

Physical (6): Strength 3, Dexterity 2, Stamina 4

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (11): Alertness 1, Athletics 2, Empathy 1, Intimidation 2, Leadership 1,

Primal-Urg 2, Subterfuge 2.

Skills (7): Crafts 2, Etiquette 1, Firearms 1, Melee 1, Stealth 1, Survival 1.

Knowledges (5): Computer 1, Enigmas 1, Investigation 1, Medicine 1, Technology 1.

Backgrounds (7): Allies 2, Bond 1, Contacts 1, Fame 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

GROUP: LÜNEBURG (Camarilla)

Notes:

VALLENTIN

Elder

7th gen. male Nosferatu of the Camarilla.

Lüneburg

Age: 25 (Real: 580, Embrace: 1470)

Nature (Demeanor): Bon Vivant (Perfectionist)

Freebies: 360

Physical (10): Strength 5, Dexterity 4, Stamina 4

Social (5): Charisma 5, Manipulation 3, Appearance 0

Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (40): Alertness 4, Athletics 4, Awareness 6, Brawl 6, Empathy 4, Expression 1, Intimidation 4, Leadership 3, Streetwise 5, Subterfuge 3.

Skills (30): Animal Ken 4, Crafts 4, Drive 3, Etiquette 3, Larceny 3, Melee 2, Performance 3, Stealth 6, Survival 2.

Knowledges (27): Academics 2, Computer 3, Finance 2, Investigation 4, Law 2, Medicine 2, Occult 2, Politics 4, Science 4, Technology 2.

Backgrounds (24): Contacts 4, Generation 6, Herd 3, Influence 2, Resources 2, Retainers 3, Status 4.

Disciplines: Potence (6), Animalism (6), Obfuscate (6), Protean (4), Celerity (3), Auspex (2), Fortitude (2)

Willpower: 5-ooooo

Blood Pool: 20-oooooooooooo-oooooooooooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

FEMALE GOHUL 2 OF VALLENTIN

Ghoul of Vallentin (Intelligence)

Age: 16 (Real: 307, Embrace: 1734)

Nature (Demeanor): Gallant (Fanatic)

Freebies: -73 (59 / 0)

Physical (3): Strength 3, Dexterity 1, Stamina 2

Social (4): Charisma 2, Manipulation 2, Appearance 3

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (7): Athletics 1, Brawl 2, Expression 2, Primal-Urge 1, Streetwise 1.

Skills (5): Animal Ken 1, Crafts 1, Drive 1, Larceny 1, Stealth 1.

Knowledges (11): Computer 3, Enigmas 2, Law 2, Medicine 1, Occult 1, Rituals 1, Science 1.

Backgrounds (7): Allies 1, Bond 1, Fame 2, Equipment 1, Innovation 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GOHUL 1 OF VALLENTIN

Ghoul of Vallentin (Intelligence)

Age: 18 (Real: 217, Embrace: 1826)

Nature (Demeanor): Predator (Loner)

Freebies: -73 (41 / 0)

Physical (6): Strength 4, Dexterity 2, Stamina 3

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (7): Athletics 1, Brawl 1, Expression 1, Leadership 1, Primal-Urge 1,

Subterfuge 2.

Skills (11): Animal Ken 1, Drive 1, Etiquette 2, Larceny 2, Melee 2, Performance 1, Stealth 2.

Knowledges (5): Academics 1, Enigmas 1, Investigation 1, Medicine 1, Occult 1.

Backgrounds (7): Allies 1, Contacts 1, Equipment 2, Innovation 1, Resources 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GOHUL 3 OF VALLENTIN

Ghoul of Vallentin (Valet)

Age: 38 (Real: 18, Embrace: 2045)

Nature (Demeanor): Explorer (Hedonist)

Freebies: -73 (1 / 0)

Physical (4): Strength 4, Dexterity 2, Stamina 1

Social (6): Charisma 4, Manipulation 3, Appearance 2

Mental (3): Perception 2, Intelligence 3, Wits 1

Talents (11): Alertness 1, Brawl 2, Expression 1, Intimidation 1, Leadership 1,

Primal-Urge 3, Streetwise 1, Subterfuge 1.

Skills (7): Crafts 1, Drive 1, Etiquette 1, Larceny 1, Performance 1, Stealth 1, Survival 1.

Knowledges (5): Computer 1, Investigation 1, Law 1, Rituals 1, Science 1.

Backgrounds (7): Allies 1, Bond 1, Fame 1, Influence 1, Innovation 1, Resources 2.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

HEINRICH

Primogen

6th gen. male Nosferatu of the Camarilla.

Lüneburg

Age: 24 (Real: 1024, Embrace: 1025)

Nature (Demeanor): Monster (Survivor)

Freebies: 550

Physical (16): Strength 7, Dexterity 6, Stamina 6

Social (5): Charisma 5, Manipulation 3, Appearance 0

Mental (13): Perception 6, Intelligence 4, Wits 6

Talents (54): Alertness 7, Athletics 4, Awareness 4, Brawl 4, Empathy 7, Expression 8, Intimidation 7, Leadership 6, Streetwise 4, Subterfuge 3.

Skills (36): Animal Ken 7, Crafts 3, Etiquette 2, Larceny 4, Melee 4, Performance 3, Stealth 7, Survival 6.

Knowledges (26): Academics 4, Investigation 4, Law 3, Medicine 5, Occult 4, Politics 4, Science 1, Technology 1.

Backgrounds (29): Allies 4, Contacts 4, Fame 2, Generation 7, Herd 3, Resources 3, Status 6.

Disciplines: Animalism (7), Obfuscate (7), Potence (7), Protean (5), Celerity (5), Fortitude (5), Auspex (2), Vicissitude (4)

Willpower: 8-ooooooooooo

Blood Pool: 30-oooooooooooo-oooooooooooo-oooooooooooo

Conscience:xxxxxx Self-control:xxxxxx Courage:xxxxxx xxx.

GROUP: MITTE BRUJAH (Camarilla)

Notes:

FREDERIKE

Ancilla

9th gen. female Brujah of the Camarilla.

Mitte Brujah

Age: 24 (Real: 212, Embrace: 1837)

Nature (Demeanor): Show off (Explorer)

Freebies: 180

Physical (8): Strength 4, Dexterity 3, Stamina 4

Social (7): Charisma 4, Manipulation 3, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (25): Alertness 3, Athletics 3, Awareness 3, Brawl 3, Empathy 1, Expression 1, Intimidation 3, Leadership 2, Streetwise 5, Subterfuge 1.

Skills (19): Animal Ken 1, Crafts 2, Drive 3, Etiquette 2, Firearms 3, Larceny 4, Melee 2, Stealth 2.

Knowledges (20): Academics 3, Computer 2, Investigation 3, Law 2, Medicine 2, Occult 1, Politics 3, Science 3, Technology 1.

Backgrounds (21): Contacts 4, Fame 1, Generation 4, Herd 2, Influence 2, Mentor 1, Resources 2, Retainers 2, Status 3.

Disciplines: Presence (4), Potence (5), Celerity (4), Fortitude (2)

Willpower: 6-ooooo-o

Blood Pool: 14-oooooo-oooooo-oooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

KARL

Ancilla

10th gen. male Brujah of the Camarilla.

Mitte Brujah

Age: 25 (Real: 112, Embrace: 1938)

Nature (Demeanor): Show off (Bon Vivant)

Freebies: 100

Physical (7): Strength 4, Dexterity 2, Stamina 4

Social (7): Charisma 3, Manipulation 3, Appearance 4

Mental (7): Perception 3, Intelligence 4, Wits 3

Talents (17): Alertness 2, Athletics 2, Awareness 1, Brawl 2, Empathy 1, Expression 1, Intimidation 1, Leadership 3, Streetwise 4.

Skills (16): Animal Ken 2, Crafts 2, Drive 1, Etiquette 1, Firearms 2, Larceny 1, Melee 2, Performance 3, Stealth 2.

Knowledges (14): Academics 3, Computer 1, Investigation 2, Law 1, Politics 2, Science 2, Technology 3.

Backgrounds (11): Allies 2, Contacts 1, Fame 1, Generation 3, Herd 2, Influence 1, Status 1.

Disciplines: Potence (3), Celerity (2), Presence (2), Protean (1)

Willpower: 5-ooooo

Blood Pool: 13-ooooo-ooooo-ooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUL 1 OF FREDERIKE

Ghoul of Frederike (Enforcer)

Age: 15 (Real: 104, Embrace: 1936)

Nature (Demeanor): Explorer (Jester)

Freebies: -73 (18 / 0)

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (11): Alertness 1, Athletics 3, Brawl 1, Empathy 2, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 1.

Skills (5): Crafts 1, Drive 1, Larceny 1, Melee 1, Survival 1.

Knowledges (7): Computer 1, Enigmas 1, Investigation 1, Medicine 1, Rituals 1, Science 1, Technology 1.

Backgrounds (7): Allies 1, Bond 1, Fame 1, Equipment 1, Innovation 1, Resources 1, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

MALE GHOUL 2 OF FREDERIKE

Ghoul of Frederike (Enforcer)

Age: 35 (Real: 51, Embrace: 2009)

Nature (Demeanor): Alpha (Pedagogue)

Freebies: -73 (8 / 0)

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (6): Perception 3, Intelligence 2, Wits 4

Talents (7): Athletics 1, Empathy 1, Intimidation 1, Leadership 1, Primal-Urges 1,

Streetwise 1, Subterfuge 1.

Skills (11): Animal Ken 1, Crafts 1, Drive 1, Firearms 2, Larceny 1, Melee 1,

Performance 2, Survival 2.

Knowledges (5): Academics 1, Computer 1, Enigmas 1, Law 1, Occult 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 1, Fame 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

GROUP: ROMANTICS (Camarilla)

Notes:

HELmut REICHERT

Neonate

12th gen. male Toreador of the Camarilla.

Romantics

Concept: LoHR Attorney

Age: 31 (Real: 36, Embrace: 2050)

Nature (Demeanor): Gallant (Masochist)

Freebies: 15

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (5): Charisma 3, Manipulation 3, Appearance 2

Mental (7): Perception 4, Intelligence 3, Wits 3

Talents (16): Alertness 3, Athletics 1, Awareness 1, Brawl 1, Empathy 3, Expression 3,

Leadership 2, Subterfuge 2.

Skills (5): Drive 2, Etiquette 1, Stealth 2.

Knowledges (13): Academics 3, Finance 2, Law 4, Occult 2, Science 2.

Backgrounds (7): Contacts 2, Generation 1, Influence 2, Mentor 1, Resources 1.

Disciplines: Auspex (4), Celerity (1), Presence (0)

Willpower: 2-oo

Blood Pool: 11-ooooo-ooooo-o

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

BALMAIN

12th gen. female Malkavian of the Camarilla.

Romantics

Age: 22 (Real: 29, Embrace: 2018)

Nature (Demeanor): Visionary (Rogue)

Freebies: 15

Physical (7): Strength 4, Dexterity 3, Stamina 3

Social (7): Charisma 3, Manipulation 3, Appearance 4

Mental (3): Perception 2, Intelligence 3, Wits 1

Talents (13): Alertness 1, Athletics 2, Awareness 1, Brawl 2, Empathy 1, Expression 2,

Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 1.

Skills (5): Crafts 1, Drive 1, Larceny 1, Performance 1, Survival 1.

Knowledges (9): Academics 2, Finance 2, Investigation 1, Medicine 1, Occult 1,

Politics 1, Science 1.

Backgrounds (7): Allies 1, Fame 1, Generation 1, Influence 1, Mentor 1, Resources 2.

Disciplines: Auspex (3), Dementation (1), Obfuscate (1)

Willpower: 4-oooo

Blood Pool: 11-ooooo-ooooo-o

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUl I OF BALMAIN

Ghoul of Balmain (Valet)

Age: 37 (Real: 0, Embrace: 2062)

Nature (Demeanor): Show off (Visionary)

Freebies: -73 (-2 / 0)

Physical (6): Strength 4, Dexterity 4, Stamina 1

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 2, Athletics 1, Brawl 1, Expression 1, Leadership 1,

Primal-Urges 1, Streetwise 2, Subterfuge 2.

Skills (5): Crafts 1, Drive 2, Etiquette 1, Melee 1.

Knowledges (7): Computer 2, Law 1, Medicine 1, Occult 1, Science 1, Technology 1.

Backgrounds (7): Allies 1, Contacts 1, Fame 1, Equipment 1, Innovation 1, Resources

1, Trust 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

ROMANE

11th gen. female Toreador of the Camarilla.

Romantics

Age: 24 (Real: 48, Embrace: 2001)

Nature (Demeanor): Caregiver (Director)

Freebies: 35

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (5): Charisma 2, Manipulation 3, Appearance 3

Mental (7): Perception 3, Intelligence 3, Wits 4

Talents (14): Alertness 1, Athletics 1, Brawl 2, Empathy 3, Expression 4, Intimidation 1, Streetwise 1, Subterfuge 1.

Skills (10): Crafts 3, Firearms 1, Larceny 1, Melee 1, Performance 3, Survival 1.

Knowledges (13): Computer 1, Finance 2, Investigation 2, Law 1, Medicine 1, Occult 2, Politics 1, Science 1, Technology 2.

Backgrounds (9): Allies 1, Contacts 1, Generation 2, Mentor 1, Resources 1,

Retainers 2, Status 1.

Disciplines: Auspex (2), Celerity (1), Presence (3)

Willpower: 2-oo

Blood Pool: 12-ooooo-ooooo-oo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUl I OF ROMANE

Ghoul of Romane (Leisure)

Age: 37 (Real: 0, Embrace: 2062)

Nature (Demeanor): Curmudgeon (Monster)

Freebies: -73 (-2 / 0)

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (6): Charisma 3, Manipulation 4, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (5): Alertness 1, Athletics 2, Brawl 1, Primal-Urges 1.

Skills (7): Animal Ken 1, Crafts 1, Firearms 1, Melee 1, Survival 2.

Knowledges (11): Academics 1, Computer 1, Enigmas 1, Investigation 2, Medicine 1, Occult 2, Rituals 1, Science 1, Technology 1.

Backgrounds (7): Allies 2, Contacts 2, Equipment 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUl I OF ROMANE

Ghoul of Romane (Operative)

Age: 38 (Real: 0, Embrace: 2063)

Nature (Demeanor): Deviant (Avant-garde)

Freebies: -73 (-2 / 0)

Physical (4): Strength 1, Dexterity 3, Stamina 3

Social (6): Charisma 2, Manipulation 3, Appearance 4

Mental (3): Perception 2, Intelligence 3, Wits 1

Talents (7): Alertness 2, Brawl 1, Empathy 1, Expression 1, Primal-Urges 1, Streetwise 1.

Skills (5): Firearms 1, Larceny 1, Melee 1, Survival 2.

Knowledges (11): Academics 1, Computer 1, Enigmas 1, Investigation 2, Law 1, Medicine 1, Occult 1, Rituals 1, Science 1, Technology 1.

Backgrounds (7): Equipment 1, Influence 2, Innovation 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

ENRICO FALBA

12th gen. male Toreador of the Camarilla.
Romantics
Age: 27 (Real: 33, Embrace: 2019)
Nature (Demeanor): Perfectionist (Loner)
Freebies: 15
Physical (7): Strength 3, Dexterity 5, Stamina 2
Social (5): Charisma 3, Manipulation 2, Appearance 3
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (12): Athletics 2, Awareness 2, Empathy 3, Expression 1, Intimidation 1, Streetwise 1, Subterfuge 2.
Skills (15): Crafts 2, Drive 1, Etiquette 2, Firearms 1, Larceny 2, Melee 2, Performance 3, Stealth 1, Survival 1.
Knowledges (5): Academics 1, Computer 1, Occult 1, Science 1, Technology 1.
Backgrounds (5): Generation 1, Herd 1, Resources 1, Retainers 1, Status 1.
Disciplines: Auspex (1), Celerity (1), Presence (3)
Willpower: 5-ooooo
Blood Pool: 11-oooooo-oooooo-o
Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUL 1 OF ENRICO FALBA

Ghoul of Enrico Falba (Leisure)
Age: 16 (Real: 0, Embrace: 2041)
Nature (Demeanor): Conformist (Fanatic)
Freebies: -73 (-2 / 0)
Physical (4): Strength 1, Dexterity 3, Stamina 3
Social (6): Charisma 3, Manipulation 3, Appearance 3
Mental (3): Perception 3, Intelligence 2, Wits 1
Talents (5): Alertness 1, Athletics 1, Brawl 2, Expression 1.
Skills (11): Crafts 1, Drive 1, Firearms 2, Larceny 3, Melee 1, Performance 1, Stealth 1, Survival 1.
Knowledges (7): Academics 1, Computer 1, Enigmas 2, Law 1, Medicine 1, Science 1.
Backgrounds (7): Allies 1, Bond 2, Equipment 1, Influence 1, Innovation 2.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

ELISABETH

Elder
9th gen. female Toreador of the Camarilla.
Romantics
Age: 28 (Real: 236, Embrace: 1817)
Nature (Demeanor): Bravo (Director)
Freebies: 200
Physical (7): Strength 3, Dexterity 4, Stamina 3
Social (9): Charisma 5, Manipulation 3, Appearance 4
Mental (8): Perception 3, Intelligence 3, Wits 5
Talents (18): Alertness 2, Athletics 1, Brawl 3, Empathy 4, Expression 2, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 3.
Skills (16): Animal Ken 4, Crafts 2, Drive 2, Etiquette 1, Firearms 1, Larceny 2, Performance 1, Stealth 2, Survival 1.
Knowledges (16): Academics 3, Computer 1, Investigation 2, Law 1, Medicine 4, Science 3, Technology 2.
Backgrounds (11): Fame 1, Generation 4, Herd 2, Mentor 2, Retainers 2.
Disciplines: Auspex (1), Celerity (5), Presence (1), Animalism (4), Dementation (2), Fortitude (3), Potence (3)
Willpower: 6-oooooo-o
Blood Pool: 14-oooooo-oooooo-oooo
Conscience:xxxxx Self-control:xxxxx Courage:xxxxx .

RETAINERS

FEMALE GHOUL 2 OF ELISABETH

Ghoul of Elisabeth (Leisure)
Age: 30 (Real: 173, Embrace: 1882)
Nature (Demeanor): Celebrant (Martyr)
Freebies: -73 (32 / 0)
Physical (6): Strength 4, Dexterity 1, Stamina 4
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (4): Perception 2, Intelligence 2, Wits 3
Talents (7): Alertness 1, Athletics 1, Intimidation 1, Leadership 1, Primal-Urges 2, Subterfuge 1.
Skills (11): Animal Ken 1, Crafts 2, Etiquette 1, Firearms 2, Larceny 1, Melee 1, Stealth 2, Survival 1.
Knowledges (5): Computer 1, Investigation 1, Law 1, Occult 1, Technology 1.
Backgrounds (7): Allies 1, Bond 1, Contacts 1, Fame 1, Equipment 1, Status 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

FEMALE GHOUL 1 OF ELISABETH

Ghoul of Elisabeth (Valet)
Age: 37 (Real: 146, Embrace: 1916)
Nature (Demeanor): Reluctant (Celebrant)
Freebies: -73 (27 / 0)
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (4): Perception 1, Intelligence 3, Wits 3
Talents (11): Alertness 1, Athletics 2, Empathy 2, Expression 2, Intimidation 1, Leadership 1, Primal-Urges 1, Subterfuge 1.
Skills (7): Animal Ken 1, Crafts 1, Drive 1, Etiquette 1, Larceny 1, Stealth 2.
Knowledges (5): Academics 1, Investigation 1, Law 1, Occult 1, Technology 1.
Backgrounds (7): Allies 1, Contacts 1, Fame 1, Equipment 2, Influence 1, Innovation 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

GROUP: THE ALDERMANN (Camarilla)

Notes:

THOMAS

Aldermann

7th gen. male Ventrue of the Camarilla.

The Aldermann

Age: 35 (Real: 453, Embrace: 1607)

Nature (Demeanor): Survivor (Caregiver)

Freebies: 280

Physical (9): Strength 3, Dexterity 3, Stamina 6

Social (7): Charisma 3, Manipulation 3, Appearance 4

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (20): Alertness 2, Athletics 2, Awareness 2, Brawl 4, Empathy 3, Expression 2, Leadership 1, Streetwise 2, Subterfuge 2.

Skills (24): Crafts 1, Drive 1, Etiquette 4, Firearms 1, Larceny 3, Melee 2, Performance 5, Stealth 3, Survival 4.

Knowledges (29): Academics 4, Computer 3, Finance 5, Investigation 1, Law 5,

Medicine 3, Occult 3, Politics 2, Science 2, Technology 1.

Backgrounds (32): Allies 1, Contacts 3, Generation 6, Herd 3, Influence 4, Resources 6, Retainers 4, Status 5.

Disciplines: Dominate (6), Presence (6), Fortitude (5), Auspex (3), Celerity (3), Animalism (2)

Willpower: 4-oooo

Blood Pool: 20-oooooo-oooooo-oooooo-oooooo

Conscience:xxxxo Self-control:xxxoo Courage:xxxxo.

RETAINERS

MALE GHOUL 4 OF THOMAS

Ghoul of Thomas (Enforcer)

Age: 26 (Real: 270, Embrace: 1781)

Nature (Demeanor): Visionary (Loner)

Freebies: -73 (52 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (4): Charisma 4, Manipulation 2, Appearance 1

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (5): Empathy 1, Expression 1, Intimidation 1, Leadership 1, Primal-Urge 1.

Skills (7): Animal Ken 1, Etiquette 1, Firearms 1, Melee 1, Stealth 1, Survival 2.

Knowledges (11): Computer 1, Enigmas 2, Investigation 2, Medicine 2, Occult 2,

Rituals 1, Science 1.

Backgrounds (7): Fame 1, Equipment 1, Influence 1, Innovation 1, Resources 2, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUL 3 OF THOMAS

Ghoul of Thomas (Enforcer)

Age: 35 (Real: 216, Embrace: 1844)

Nature (Demeanor): Competitor (Martyr)

Freebies: -73 (41 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (11): Alertness 2, Athletics 2, Expression 1, Leadership 3, Primal-Urge 2, Subterfuge 1.

Skills (5): Animal Ken 1, Crafts 1, Etiquette 1, Firearms 1, Melee 1.

Knowledges (7): Academics 1, Computer 1, Investigation 1, Law 1, Medicine 1,

Science 1, Technology 1.

Backgrounds (7): Bond 1, Contacts 1, Fame 1, Resources 1, Status 1, Trust 2.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUL 2 OF THOMAS

Ghoul of Thomas (Enforcer)

Age: 17 (Real: 206, Embrace: 1836)

Nature (Demeanor): Rogue (Architect)

Freebies: -73 (39 / 0)

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (4): Perception 2, Intelligence 2, Wits 3

Talents (11): Alertness 2, Brawl 1, Empathy 2, Expression 1, Intimidation 2,

Leadership 2, Subterfuge 1.

Skills (7): Animal Ken 2, Crafts 2, Drive 1, Stealth 1, Survival 1.

Knowledges (5): Academics 1, Investigation 1, Medicine 1, Technology 2.

Backgrounds (7): Contacts 1, Equipment 1, Influence 1, Innovation 1, Resources 1,

Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUL 1 OF THOMAS

Ghoul of Thomas (Enforcer)

Age: 21 (Real: 171, Embrace: 1875)

Nature (Demeanor): Deviant (Perfectionist)

Freebies: -73 (32 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (6): Charisma 4, Manipulation 2, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 1, Athletics 1, Brawl 2, Expression 2, Leadership 1,

Primal-Urg 1, Streetwise 2, Subterfuge 1.

Skills (7): Crafts 1, Etiquette 1, Larceny 1, Melee 1, Performance 1, Stealth 1, Survival 1.

Knowledges (5): Academics 1, Medicine 1, Occult 1, Rituals 1, Technology 1.

Backgrounds (7): Allies 1, Contacts 1, Fame 1, Influence 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

KONRAD OF HAMBURG

Sheriff

8th gen. male Ventrue of the Camarilla.

The Aldermann

Age: 31 (Real: 211, Embrace: 1845)

Nature (Demeanor): Survivor (Jester)

Freebies: 180

Physical (10): Strength 4, Dexterity 4, Stamina 5

Social (5): Charisma 3, Manipulation 2, Appearance 3

Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (19): Alertness 3, Athletics 3, Awareness 2, Brawl 4, Expression 1,

Intimidation 3, Leadership 1, Streetwise 2.

Skills (20): Crafts 2, Drive 2, Etiquette 2, Larceny 3, Melee 2, Performance 3, Stealth 3, Survival 3.

Knowledges (15): Computer 1, Finance 1, Investigation 1, Law 4, Medicine 2, Occult 2, Politics 3, Science 1.

Backgrounds (16): Generation 5, Herd 1, Influence 1, Resources 3, Retainers 2, Status 4.

Disciplines: Fortitude (4), Presence (4), Dominate (5), Potence (3), Celerity (1)

Willpower: 5-ooooo

Blood Pool: 15-oooooo-oooooo-oooooo

Conscience:xxooo Self-control:xxxxo Courage:xxxxo.

RETAINERS

FEMALE GHOUl 2 OF KONRAD OF HAMBURG

Ghoul of Konrad of Hamburg (Valet)
Age: 25 (Real: 185, Embrace: 1865)
Nature (Demeanor): Monster (Builder)
Freebies: -73 (35 / 0)
Physical (3): Strength 3, Dexterity 2, Stamina 1
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (11): Athletics 1, Brawl 1, Empathy 2, Intimidation 3, Primal-Urge 2, Streetwise 1, Subterfuge 1.
Skills (7): Animal Ken 1, Crafts 1, Drive 1, Etiquette 1, Performance 2, Survival 1.
Knowledges (5): Academics 1, Enigmas 1, Law 1, Medicine 1, Rituals 1.
Backgrounds (7): Contacts 1, Fame 1, Equipment 1, Influence 1, Innovation 1, Resources 1, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

FEMALE GHOUl 1 OF KONRAD OF HAMBURG

Ghoul of Konrad of Hamburg (Valet)
Age: 40 (Real: 61, Embrace: 2004)
Nature (Demeanor): Avant-garde (Deviant)
Freebies: -73 (10 / 0)
Physical (3): Strength 2, Dexterity 2, Stamina 2
Social (4): Charisma 3, Manipulation 2, Appearance 2
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (5): Brawl 1, Intimidation 1, Leadership 2, Primal-Urge 1.
Skills (7): Drive 1, Etiquette 1, Larceny 1, Melee 1, Performance 1, Stealth 1, Survival 1.
Knowledges (11): Academics 1, Computer 1, Enigmas 2, Investigation 2, Law 1, Medicine 1, Occult 1, Rituals 1, Technology 1.
Backgrounds (7): Allies 1, Bond 1, Contacts 2, Fame 1, Innovation 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

ALFRED

Elder
8th gen. male Venttrue of the Camarilla.
The Aldermann
Age: 24 (Real: 350, Embrace: 1699)
Nature (Demeanor): Reluctant (Pedagogue)
Freebies: 240
Physical (9): Strength 4, Dexterity 4, Stamina 4
Social (9): Charisma 3, Manipulation 5, Appearance 4
Mental (6): Perception 2, Intelligence 5, Wits 2
Talents (21): Alertness 1, Athletics 4, Awareness 1, Brawl 1, Empathy 2, Expression 3, Intimidation 2, Leadership 2, Streetwise 1, Subterfuge 4.
Skills (23): Animal Ken 2, Crafts 2, Etiquette 4, Firearms 3, Larceny 3, Melee 3, Performance 3, Stealth 1, Survival 2.
Knowledges (28): Academics 5, Computer 1, Finance 3, Law 3, Medicine 4, Occult 3, Politics 2, Science 4, Technology 3.
Backgrounds (27): Allies 1, Contacts 1, Generation 5, Herd 2, Influence 3, Resources 6, Retainers 5, Status 4.
Disciplines: Dominate (5), Presence (4), Fortitude (3), Potence (3), Celerity (2)
Willpower: 2-oo
Blood Pool: 15-oooooo-oooooo-oooooo
Conscience:xxxxo Self-control:xxxxo Courage:xxxxo .

RETAINERS

MALE GHOUl 4 OF ALFRED

Ghoul of Alfred (Enforcer)
Age: 30 (Real: 223, Embrace: 1832)
Nature (Demeanor): Pedagogue (Bravo)
Freebies: -73 (42 / 0)
Physical (4): Strength 3, Dexterity 2, Stamina 2
Social (6): Charisma 2, Manipulation 4, Appearance 3
Mental (3): Perception 2, Intelligence 3, Wits 1
Talents (5): Expression 1, Intimidation 3, Primal-Urge 1.
Skills (7): Animal Ken 1, Drive 1, Etiquette 1, Firearms 1, Performance 1, Stealth 1, Survival 1.
Knowledges (11): Academics 1, Computer 1, Enigmas 1, Investigation 1, Law 1, Medicine 1, Occult 1, Science 2, Technology 2.
Backgrounds (7): Bond 1, Fame 2, Equipment 1, Influence 1, Innovation 1, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUl 3 OF ALFRED

Ghoul of Alfred (Enforcer)
Age: 28 (Real: 187, Embrace: 1866)
Nature (Demeanor): Explorer (Show off)
Freebies: -73 (35 / 0)
Physical (3): Strength 1, Dexterity 2, Stamina 3
Social (4): Charisma 1, Manipulation 3, Appearance 3
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (11): Athletics 2, Brawl 1, Empathy 3, Expression 1, Intimidation 1, Primal-Urge 1, Streetwise 1, Subterfuge 1.
Skills (5): Crafts 1, Drive 1, Etiquette 1, Firearms 1, Survival 1.
Knowledges (7): Academics 1, Investigation 2, Law 1, Occult 1, Rituals 1, Science 1.
Backgrounds (7): Allies 1, Bond 2, Contacts 1, Fame 1, Innovation 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUl 5 OF ALFRED

Ghoul of Alfred (Leisure)
Age: 44 (Real: 139, Embrace: 1930)
Nature (Demeanor): Bravo (Caregiver)
Freebies: -73 (25 / 0)
Physical (4): Strength 4, Dexterity 1, Stamina 2
Social (3): Charisma 2, Manipulation 3, Appearance 1
Mental (6): Perception 2, Intelligence 4, Wits 3
Talents (5): Alertness 1, Expression 1, Leadership 1, Streetwise 1, Subterfuge 1.
Skills (11): Animal Ken 1, Crafts 1, Drive 1, Etiquette 1, Firearms 1, Larceny 3, Melee 1, Stealth 1, Survival 1.
Knowledges (7): Academics 1, Computer 2, Enigmas 1, Medicine 1, Occult 1, Science 1.
Backgrounds (7): Bond 1, Fame 2, Equipment 1, Influence 1, Resources 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUl 2 OF ALFRED

Ghoul of Alfred (Leisure)
Age: 29 (Real: 114, Embrace: 1940)
Nature (Demeanor): Reluctant (Monster)
Freebies: -73 (20 / 0)
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (11): Alertness 3, Athletics 1, Empathy 1, Expression 1, Intimidation 1, Leadership 1, Primal-Urge 2, Streetwise 1.
Skills (7): Animal Ken 1, Crafts 2, Drive 1, Larceny 1, Melee 1, Survival 1.
Knowledges (5): Academics 1, Computer 1, Investigation 1, Medicine 1, Occult 1.
Backgrounds (7): Bond 1, Contacts 1, Fame 1, Equipment 1, Influence 1, Innovation 1, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

FEMALE GHOUl 1 OF ALFRED

Ghoul of Alfred (Valet)

Age: 42 (Real: 87, Embrace: 1980)

Nature (Demeanor): Traditionalist (Penitent)

Freebies: -73 (15 / 0)

Physical (3): Strength 1, Dexterity 2, Stamina 3

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (4): Perception 2, Intelligence 2, Wits 3

Talents (7): Empathy 2, Expression 2, Leadership 1, Streetwise 2.

Skills (11): Animal Ken 1, Crafts 1, Drive 2, Firearms 2, Larceny 1, Performance 1,

Stealth 1, Survival 2.

Knowledges (5): Investigation 1, Law 1, Medicine 1, Occult 2.

Backgrounds (7): Allies 1, Contacts 1, Fame 1, Influence 1, Resources 1, Status 1,

Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

GROUP: THE ARTISTS (Camarilla)

Notes:

KATHARINA

Elder

8th gen. female Toreador of the Camarilla.

The Artists

Age: 22 (Real: 505, Embrace: 1542)

Nature (Demeanor): Avant-garde (Visionary)

Freebies: 300

Physical (7): Strength 3, Dexterity 4, Stamina 3

Social (14): Charisma 6, Manipulation 5, Appearance 6

Mental (7): Perception 3, Intelligence 3, Wits 4

Talents (25): Alertness 5, Athletics 4, Awareness 2, Brawl 5, Empathy 2, Expression 2, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 2.

Skills (26): Animal Ken 2, Crafts 2, Drive 2, Etiquette 2, Firearms 1, Larceny 3, Melee 5, Performance 1, Stealth 4, Survival 4.

Knowledges (18): Academics 5, Computer 1, Finance 1, Investigation 1, Law 3,

Medicine 3, Occult 1, Politics 1, Science 1, Technology 1.

Backgrounds (25): Contacts 2, Fame 1, Generation 5, Herd 2, Influence 3, Resources 4, Retainers 4, Status 4.

Disciplines: Presence (5), Celerity (5), Auspex (4), Dominate (3), Potence (2),

Fortitude (4)

Willpower: 5-ooooo

Blood Pool: 15-ooooo-ooooo-ooooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUL 3 OF KATHARINA

Ghoul of Katharina (Leisure)

Age: 41 (Real: 478, Embrace: 1588)

Nature (Demeanor): Curmudgeon (Critic)

Freebies: -73 (93 / 0)

Physical (6): Strength 3, Dexterity 2, Stamina 4

Social (4): Charisma 1, Manipulation 3, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 1, Athletics 1, Brawl 1, Empathy 1, Expression 2, Intimidation 2, Leadership 1, Primal-Urge 1, Streetwise 1.

Skills (7): Animal Ken 1, Drive 1, Firearms 1, Melee 1, Performance 2, Stealth 1.

Knowledges (5): Computer 2, Investigation 1, Rituals 1, Science 1.

Backgrounds (7): Contacts 1, Fame 1, Innovation 1, Resources 1, Status 3.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

MALE GHOUL 4 OF KATHARINA

Ghoul of Katharina (Valet)

Age: 41 (Real: 454, Embrace: 1612)

Nature (Demeanor): Follower (Jester)

Freebies: -73 (88 / 0)

Physical (4): Strength 4, Dexterity 2, Stamina 1

Social (3): Charisma 1, Manipulation 2, Appearance 3

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (5): Alertness 1, Brawl 1, Expression 2, Leadership 1.

Skills (7): Crafts 1, Etiquette 1, Firearms 1, Larceny 1, Melee 1, Performance 1,

Survival 1.

Knowledges (11): Computer 1, Enigmas 1, Law 1, Medicine 1, Occult 2, Rituals 1,

Science 2, Technology 2.

Backgrounds (7): Allies 1, Equipment 1, Influence 1, Innovation 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUL 1 OF KATHARINA

Ghoul of Katharina (Enforcer)

Age: 41 (Real: 280, Embrace: 1786)

Nature (Demeanor): Thrill-seeker (Alpha)

Freebies: -73 (54 / 0)

Physical (3): Strength 2, Dexterity 3, Stamina 1

Social (6): Charisma 4, Manipulation 3, Appearance 2

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (5): Athletics 1, Brawl 1, Intimidation 1, Streetwise 2.

Skills (7): Animal Ken 2, Drive 1, Larceny 1, Stealth 1, Survival 2.

Knowledges (11): Academics 1, Computer 1, Enigmas 1, Investigation 1, Law 1, Occult 1, Rituals 2, Technology 3.

Backgrounds (7): Bond 1, Fame 2, Influence 2, Trust 2.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

MALE GHOUL 2 OF KATHARINA

Ghoul of Katharina (Operative)

Age: 42 (Real: 83, Embrace: 1984)

Nature (Demeanor): Pedagogue (Show off)

Freebies: -73 (14 / 0)

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (6): Perception 3, Intelligence 2, Wits 4

Talents (5): Brawl 1, Expression 1, Intimidation 2, Subterfuge 1.

Skills (7): Crafts 2, Etiquette 1, Larceny 2, Performance 1, Stealth 1.

Knowledges (11): Computer 1, Enigmas 1, Investigation 1, Law 1, Medicine 1, Occult 2, Rituals 2, Science 1, Technology 1.

Backgrounds (7): Allies 1, Contacts 2, Fame 1, Influence 1, Innovation 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

JENS

Neonate

12th gen. female Ventrite of the Camarilla.

The Artists

Age: 19 (Real: 73, Embrace: 1971)

Nature (Demeanor): Competitor (Bureaucrat)

Freebies: 65

Physical (5): Strength 2, Dexterity 3, Stamina 3

Social (7): Charisma 2, Manipulation 4, Appearance 4

Mental (6): Perception 4, Intelligence 3, Wits 2

Talents (16): Alertness 2, Athletics 2, Awareness 1, Brawl 1, Empathy 1, Expression 2, Leadership 2, Streetwise 2, Subterfuge 3.

Skills (7): Animal Ken 1, Crafts 1, Etiquette 2, Firearms 1, Performance 2.

Knowledges (21): Academics 2, Computer 3, Finance 4, Investigation 2, Law 1,

Medicine 3, Occult 1, Politics 2, Science 1, Technology 2.

Backgrounds (11): Allies 1, Contacts 1, Generation 1, Herd 1, Mentor 1, Resources 4, Retainers 1, Status 1.

Disciplines: Dominate (3), Presence (2), Fortitude (1)

Willpower: 4-oooo

Blood Pool: 11-ooooo-ooooo-o

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUL 1 OF JENS

Ghoul of Jens (Intelligence)

Age: 19 (Real: 32, Embrace: 2012)

Nature (Demeanor): Survivor (Child)

Freebies: -73 (4 / 0)

Physical (4): Strength 2, Dexterity 2, Stamina 3

Social (6): Charisma 2, Manipulation 4, Appearance 3

Mental (3): Perception 1, Intelligence 2, Wits 3

Talents (11): Athletics 1, Brawl 2, Empathy 1, Expression 1, Intimidation 3,

Primal-Urge 1, Streetwise 1, Subterfuge 1.

Skills (7): Crafts 1, Larceny 1, Melee 1, Performance 1, Stealth 3.

Knowledges (5): Enigmas 1, Medicine 2, Rituals 1, Science 1.

Backgrounds (7): Bond 1, Contacts 1, Fame 1, Equipment 2, Resources 2.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

SIGMUND

Ancilla

9th gen. male Toreador of the Camarilla.

The Artists

Age: 22 (Real: 136, Embrace: 1911)

Nature (Demeanor): Jester (Celebrant)

Freebies: 100

Physical (7): Strength 4, Dexterity 3, Stamina 3

Social (4): Charisma 2, Manipulation 2, Appearance 3

Mental (5): Perception 3, Intelligence 3, Wits 2

Talents (14): Alertness 1, Awareness 2, Brawl 2, Empathy 2, Intimidation 1,

Leadership 3, Streetwise 2, Subterfuge 1.

Skills (20): Animal Ken 1, Crafts 1, Drive 2, Etiquette 2, Firearms 3, Larceny 4, Melee 1, Performance 4, Stealth 1, Survival 1.

Knowledges (15): Academics 1, Computer 2, Investigation 4, Law 1, Occult 1, Politics 2, Science 3, Technology 1.

Backgrounds (14): Allies 1, Generation 4, Herd 1, Influence 1, Resources 2, Retainers 3, Status 2.

Disciplines: Celerity (3), Presence (3), Auspex (2), Potence (2)

Willpower: 7-oooooo-oo

Blood Pool: 14-oooooo-oooooo-oooo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

RETAINERS

FEMALE GHOUl 2 OF SIGMUND

Ghoul of Sigmund (Enforcer)

Age: 44 (Real: 115, Embrace: 1954)

Nature (Demeanor): Architect (Child)

Freebies: -73 (21 / 0)

Physical (4): Strength 2, Dexterity 2, Stamina 3

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (5): Alertness 2, Brawl 1, Intimidation 1, Leadership 1.

Skills (11): Crafts 2, Drive 1, Etiquette 2, Larceny 1, Melee 2, Performance 1, Survival 2.

Knowledges (7): Enigmas 2, Law 1, Medicine 1, Occult 1, Rituals 1, Science 1.

Backgrounds (7): Bond 1, Contacts 1, Influence 2, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUl 1 OF SIGMUND

Ghoul of Sigmund (Valet)

Age: 23 (Real: 57, Embrace: 1991)

Nature (Demeanor): Masochist (Rogue)

Freebies: -73 (9 / 0)

Physical (4): Strength 2, Dexterity 2, Stamina 3

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (6): Perception 4, Intelligence 3, Wits 2

Talents (5): Athletics 1, Empathy 1, Expression 2, Streetwise 1.

Skills (7): Animal Ken 1, Drive 1, Etiquette 1, Firearms 2, Performance 1, Stealth 1.

Knowledges (11): Academics 2, Computer 2, Enigmas 1, Investigation 1, Medicine 1,

Occult 2, Science 1, Technology 1.

Backgrounds (7): Allies 1, Fame 1, Equipment 2, Innovation 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUl 3 OF SIGMUND

Ghoul of Sigmund (Valet)

Age: 24 (Real: 41, Embrace: 2008)

Nature (Demeanor): Trickster (Fanatic)

Freebies: -73 (6 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (3): Charisma 2, Manipulation 2, Appearance 2

Mental (6): Perception 2, Intelligence 4, Wits 3

Talents (5): Alertness 1, Expression 1, Primal-Urges 2, Streetwise 1.

Skills (11): Animal Ken 1, Drive 2, Etiquette 1, Larceny 1, Melee 1, Performance 1, Stealth 1, Survival 3.

Knowledges (7): Computer 1, Investigation 1, Law 1, Medicine 1, Rituals 1, Science 1, Technology 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 1, Equipment 1, Influence 1, Resources 1, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

GROUP: THE LÜBECKER COURT (Camarilla)

Notes:

ANNA THE ELDER

Primogen

6th gen. female Toreador of the Camarilla.

The Lübecker Court

Age: 23 (Real: 683, Embrace: 1365)

Nature (Demeanor): Martyr (Traditionalist)

Freebies: 430

Physical (5): Strength 2, Dexterity 3, Stamina 3

Social (14): Charisma 6, Manipulation 4, Appearance 7

Mental (10): Perception 3, Intelligence 4, Wits 6

Talents (37): Alertness 2, Athletics 3, Awareness 4, Empathy 5, Expression 6, Intimidation 4, Leadership 6, Streetwise 1, Subterfuge 6.

Skills (34): Animal Ken 1, Crafts 5, Drive 1, Etiquette 7, Larceny 2, Melee 6, Performance 6, Stealth 4, Survival 2.

Knowledges (29): Academics 6, Computer 3, Finance 1, Law 2, Medicine 3, Occult 4, Politics 4, Science 5, Technology 1.

Backgrounds (32): Allies 4, Contacts 1, Fame 3, Generation 7, Herd 3, Influence 3, Resources 4, Retainers 3, Status 4.

Disciplines: Presence (7), Auspex (7), Celerity (7), Fortitude (2), Potence (2), Obfuscate (3), Dominate (2)

Willpower: 7-oooooo-oo

Blood Pool: 30-oooooooooooo-oooooooooooo-oooooooooooo

Conscience:xxxxx Self-control:xxxxo Courage:xxxxo.

RETAINERS

MALE GHOUL 3 OF ANNA THE ELDER

Ghoul of Anna the Elder (Valet)

Age: 43 (Real: 307, Embrace: 1761)

Nature (Demeanor): Gallant (Bravo)

Freebies: -73 (59 / 0)

Physical (3): Strength 1, Dexterity 3, Stamina 2

Social (4): Charisma 3, Manipulation 3, Appearance 1

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (11): Brawl 2, Empathy 1, Expression 1, Intimidation 1, Leadership 1,

Primal-Urg 2, Streetwise 1, Subterfuge 2.

Skills (7): Crafts 1, Drive 1, Etiquette 1, Firearms 1, Larceny 1, Melee 1, Performance 1.

Knowledges (5): Enigmas 1, Law 1, Medicine 1, Rituals 1, Science 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 1, Fame 1, Equipment 1, Resources 1,

Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo.

MALE GHOUL 2 OF ANNA THE ELDER

Ghoul of Anna the Elder (Enforcer)

Age: 33 (Real: 304, Embrace: 1754)

Nature (Demeanor): Visionary (Pedagogue)

Freebies: -73 (58 / 0)

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (6): Charisma 3, Manipulation 4, Appearance 2

Mental (3): Perception 2, Intelligence 1, Wits 3

Talents (7): Alertness 1, Athletics 1, Brawl 1, Empathy 1, Leadership 1, Streetwise 1, Subterfuge 1.

Skills (5): Drive 1, Etiquette 2, Stealth 1, Survival 1.

Knowledges (11): Academics 2, Computer 1, Investigation 1, Medicine 1, Occult 1, Rituals 2, Science 2, Technology 1.

Backgrounds (7): Contacts 1, Fame 1, Innovation 1, Resources 1, Status 2, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo.

FEMALE GOUL 1 OF ANNA THE ELDER

Ghoul of Anna the Elder (Enforcer)

Age: 41 (Real: 138, Embrace: 1928)

Nature (Demeanor): Conniver (Child)

Freebies: -73 (25 / 0)

Physical (3): Strength 3, Dexterity 2, Stamina 1

Social (6): Charisma 4, Manipulation 3, Appearance 2

Mental (4): Perception 2, Intelligence 3, Wits 2

Talents (5): Alertness 1, Athletics 1, Intimidation 1, Streetwise 1, Subterfuge 1.

Skills (11): Drive 1, Etiquette 1, Firearms 2, Larceny 1, Melee 2, Performance 1, Stealth 2, Survival 1.

Knowledges (7): Academics 2, Enigmas 1, Occult 1, Rituals 1, Technology 2.

Backgrounds (7): Allies 2, Contacts 1, Fame 1, Influence 1, Innovation 1, Resources 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo.

LUKAS

Elder

7th gen. male Toreador of the Camarilla.

The Lübecker Court

Age: 29 (Real: 548, Embrace: 1506)

Nature (Demeanor): Bureaucrat (Rogue)

Freebies: 330

Physical (7): Strength 3, Dexterity 3, Stamina 4

Social (12): Charisma 6, Manipulation 4, Appearance 5

Mental (8): Perception 4, Intelligence 4, Wits 3

Talents (27): Alertness 3, Athletics 5, Awareness 2, Brawl 2, Empathy 3, Expression 4, Intimidation 3, Leadership 2, Streetwise 1, Subterfuge 2.

Skills (29): Animal Ken 2, Crafts 5, Drive 1, Etiquette 4, Firearms 2, Larceny 3, Melee 4, Performance 6, Stealth 1, Survival 1.

Knowledges (30): Academics 4, Computer 5, Finance 3, Investigation 3, Law 1, Medicine 3, Occult 2, Politics 5, Science 3, Technology 1.

Backgrounds (24): Allies 1, Contacts 1, Fame 5, Generation 6, Herd 2, Influence 2, Resources 2, Retainers 2, Status 3.

Disciplines: Auspex (5), Celerity (6), Presence (5), Thaumaturgy (3), Potence (2), Vicissitude (2)

Willpower: 5-ooooo

Blood Pool: 20-oooooooooooooooooooo

Conscience:xxxxx Self-control:xxxxo Courage:xxxxo.

RETAINERS

MALE GHOUL 2 OF LUKAS

Ghoul of Lukas (Enforcer)

Age: 27 (Real: 331, Embrace: 1721)

Nature (Demeanor): Bureaucrat (Confident)

Freebies: -73 (64 / 0)

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 1, Athletics 1, Empathy 1, Expression 2, Intimidation 3, Leadership 1, Primal-Urg 1, Streetwise 1.

Skills (5): Animal Ken 1, Crafts 1, Drive 1, Firearms 1, Performance 1.

Knowledges (7): Academics 1, Enigmas 1, Law 2, Medicine 1, Rituals 1, Science 1.

Backgrounds (7): Allies 1, Contacts 1, Fame 1, Equipment 1, Innovation 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo.

MALE GHOUL 1 OF LUKAS

Ghoul of Lukas (Intelligence)
Age: 31 (Real: 163, Embrace: 1893)
Nature (Demeanor): Gallant (Celebrant)
Freebies: -73 (30 / 0)
Physical (4): Strength 3, Dexterity 2, Stamina 2
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (7): Athletics 1, Brawl 1, Expression 1, Leadership 1, Primal-Urge 1, Streetwise 1, Subterfuge 1.
Skills (11): Crafts 1, Drive 1, Etiquette 1, Firearms 1, Larceny 1, Melee 2, Performance 1, Stealth 2, Survival 1.
Knowledges (5): Enigmas 1, Law 1, Medicine 1, Occult 1, Science 1.
Backgrounds (7): Allies 1, Bond 1, Influence 2, Innovation 1, Status 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

JULIUS

Neonate
11th gen. male Toreador of the Camarilla.
Lübecker Court
The Lübecker Court
Age: 21 (Real: 94, Embrace: 1952)
Nature (Demeanor): Curmudgeon (Bon Vivant)
Freebies: 75
Physical (6): Strength 4, Dexterity 2, Stamina 3
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (7): Perception 4, Intelligence 2, Wits 4
Talents (18): Alertness 2, Athletics 3, Awareness 2, Brawl 1, Empathy 1, Expression 3, Leadership 2, Streetwise 2, Subterfuge 2.
Skills (11): Drive 1, Etiquette 1, Firearms 1, Larceny 1, Melee 2, Performance 4, Survival 1.
Knowledges (13): Academics 2, Computer 2, Investigation 2, Law 1, Medicine 2, Occult 2, Science 1, Technology 1.
Backgrounds (9): Allies 1, Contacts 1, Fame 1, Generation 2, Influence 1, Mentor 1, Resources 1, Status 1.
Disciplines: Presence (2), Celerity (3), Auspex (4)
Willpower: 4-oooo
Blood Pool: 12-oooooo-oooooo-oo
Conscience:xxxxoo Self-control:xxxxoo Courage:xxxxoo.

ACHIM

Ancilla
9th gen. male Nosferatu of the Camarilla.
The Lübecker Court
Age: 33 (Real: 198, Embrace: 1860)
Nature (Demeanor): Child (Loner)
Freebies: 160
Physical (8): Strength 4, Dexterity 4, Stamina 3
Social (4): Charisma 4, Manipulation 3, Appearance 0
Mental (7): Perception 3, Intelligence 4, Wits 3
Talents (20): Alertness 3, Athletics 2, Awareness 2, Brawl 1, Empathy 1, Expression 5, Leadership 3, Streetwise 1, Subterfuge 2.
Skills (15): Crafts 1, Drive 5, Etiquette 1, Firearms 2, Larceny 1, Melee 1, Performance 1, Stealth 2, Survival 1.
Knowledges (9): Academics 1, Investigation 5, Occult 1, Politics 1, Technology 1.
Backgrounds (16): Allies 2, Contacts 3, Generation 4, Influence 2, Mentor 3, Status 2.
Disciplines: Animalism (5), Potence (5), Obfuscate (4), Dominate (2), Thaumaturgy (2)
Willpower: 4-oooo
Blood Pool: 14-oooooo-oooooo-oooo
Conscience:xxxxoo Self-control:xxxxoo Courage:xxxxoo.

MATTHIAS

Ancilla
10th gen. male Toreador of the Camarilla.
The Lübecker Court
Age: 31 (Real: 168, Embrace: 1888)
Nature (Demeanor): Penitent (Visionary)
Freebies: 140
Physical (8): Strength 3, Dexterity 4, Stamina 4
Social (8): Charisma 3, Manipulation 4, Appearance 4
Mental (7): Perception 3, Intelligence 3, Wits 4
Talents (18): Alertness 2, Athletics 3, Awareness 1, Brawl 2, Empathy 5, Expression 1, Leadership 3, Subterfuge 1.
Skills (16): Animal Ken 2, Crafts 5, Etiquette 1, Larceny 3, Melee 5.
Knowledges (9): Academics 1, Finance 3, Law 2, Medicine 2, Technology 1.
Backgrounds (19): Allies 1, Contacts 2, Fame 3, Generation 3, Herd 2, Influence 2, Resources 2, Retainers 2, Status 2.
Disciplines: Auspex (5), Presence (2), Celerity (5)
Willpower: 4-oooo
Blood Pool: 13-oooooo-oooooo-ooo
Conscience:xxxxxx Self-control:xxxxoo Courage:xxxxoo.

RETAINERS

MALE GHOUL 2 OF MATTHIAS

Ghoul of Matthias (Intelligence)
Age: 32 (Real: 142, Embrace: 1915)
Nature (Demeanor): Confident (Architect)
Freebies: -73 (26 / 0)
Physical (3): Strength 2, Dexterity 2, Stamina 2
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (7): Brawl 1, Expression 2, Intimidation 1, Primal-Urge 2, Streetwise 1.
Skills (5): Drive 1, Etiquette 1, Firearms 1, Larceny 1, Melee 1.
Knowledges (11): Academics 1, Computer 1, Investigation 1, Law 1, Medicine 2, Occult 2, Rituals 1, Science 1, Technology 1.
Backgrounds (7): Contacts 1, Fame 1, Influence 1, Innovation 1, Resources 2, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUL 1 OF MATTHIAS

Ghoul of Matthias (Operative)
Age: 35 (Real: 100, Embrace: 1960)
Nature (Demeanor): Critic (Rogue)
Freebies: -73 (18 / 0)
Physical (3): Strength 3, Dexterity 2, Stamina 1
Social (6): Charisma 2, Manipulation 4, Appearance 3
Mental (4): Perception 3, Intelligence 1, Wits 3
Talents (7): Alertness 1, Brawl 1, Empathy 1, Leadership 1, Primal-Urge 1, Streetwise 1, Subterfuge 1.
Skills (5): Animal Ken 1, Crafts 1, Larceny 1, Stealth 1, Survival 1.
Knowledges (11): Academics 1, Computer 2, Enigmas 1, Investigation 1, Law 1, Medicine 1, Occult 1, Rituals 1, Science 1, Technology 1.
Backgrounds (7): Bond 2, Contacts 1, Equipment 1, Status 2, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

EMILIA ZIEMMER

10th gen. female Toreador of the Camarilla.

Dockers

The Lübecker Court

Concept: Electro Trans DJ

Age: 25 (Real: 35, Embrace: 2015)

Nature (Demeanor): Bon Vivant (Guru)

Freebies: 0

Physical (5): Strength 2, Dexterity 3, Stamina 3

Social (7): Charisma 3, Manipulation 2, Appearance 5

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (13): Alertness 1, Athletics 1, Awareness 1, Empathy 3, Expression 2,

Streetwise 2, Subterfuge 3.

Skills (9): Animal Ken 1, Etiquette 1, Performance 4, Stealth 1, Survival 2.

Knowledges (5): Academics 1, Computer 1, Law 1, Technology 2.

Backgrounds (6): Fame 3, Generation 3.

Disciplines: Auspex (2), Celerity (1), Presence (2)

Willpower: 2-oo

Blood Pool: 13-ooooo-ooooo-ooo

Conscience:xxxxx Self-control:xxxxo Courage:xxooo.

GROUP: THE NIGHT UNLIFE (Camarilla)

Notes:

ELLA

Primogen

8th gen. female Malkavian of the Camarilla.

The Night Unlife

Age: 23 (Real: 287, Embrace: 1761)

Nature (Demeanor): Rebel (Rogue)

Freebies: 220

Physical (7): Strength 4, Dexterity 4, Stamina 2

Social (9): Charisma 4, Manipulation 4, Appearance 4

Mental (6): Perception 4, Intelligence 2, Wits 3

Talents (25): Alertness 3, Athletics 3, Awareness 1, Brawl 1, Empathy 4, Expression 2, Leadership 4, Streetwise 3, Subterfuge 4.

Skills (16): Animal Ken 1, Crafts 1, Drive 1, Etiquette 3, Firearms 2, Melee 3,

Performance 1, Stealth 3, Survival 1.

Knowledges (21): Academics 3, Computer 1, Finance 1, Investigation 2, Law 1,

Medicine 2, Occult 5, Politics 2, Science 2, Technology 2.

Backgrounds (28): Allies 2, Contacts 2, Fame 1, Generation 5, Herd 2, Influence 5, Resources 5, Retainers 3, Status 3.

Disciplines: Auspex (5), Obfuscate (5), Dominate (2), Dementation (5), Celerity (1)

Willpower: 4-oooo

Blood Pool: 15-oooooo-oooooo-oooooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUL 1 OF ELLA

Ghoul of Ella (Enforcer)

Age: 40 (Real: 241, Embrace: 1824)

Nature (Demeanor): Celebrant (Thrill-seeker)

Freebies: -73 (46 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (3): Perception 1, Intelligence 2, Wits 3

Talents (5): Brawl 1, Empathy 2, Leadership 1, Primal-Urges 1.

Skills (7): Drive 1, Firearms 2, Larceny 1, Performance 1, Stealth 1, Survival 1.

Knowledges (11): Academics 2, Computer 2, Enigmas 1, Investigation 1, Law 2, Occult 1, Science 1, Technology 1.

Backgrounds (7): Bond 2, Fame 1, Equipment 1, Influence 2, Resources 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUL 3 OF ELLA

Ghoul of Ella (Intelligence)

Age: 29 (Real: 159, Embrace: 1895)

Nature (Demeanor): Rebel (Bon Vivant)

Freebies: -73 (29 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (6): Charisma 4, Manipulation 2, Appearance 3

Mental (3): Perception 1, Intelligence 2, Wits 3

Talents (11): Alertness 1, Athletics 2, Brawl 2, Empathy 1, Leadership 2, Primal-Urges 1, Streetwise 1, Subterfuge 1.

Skills (7): Animal Ken 1, Crafts 1, Etiquette 1, Melee 1, Performance 1, Stealth 1, Survival 1.

Knowledges (5): Computer 1, Enigmas 1, Investigation 1, Occult 1, Science 1.

Backgrounds (7): Fame 1, Equipment 1, Innovation 3, Resources 1, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUL 2 OF ELLA

Ghoul of Ella (Valet)

Age: 39 (Real: 141, Embrace: 1923)

Nature (Demeanor): Loner (Child)

Freebies: -73 (26 / 0)

Physical (3): Strength 2, Dexterity 1, Stamina 3

Social (4): Charisma 3, Manipulation 3, Appearance 1

Mental (6): Perception 4, Intelligence 3, Wits 2

Talents (7): Alertness 1, Brawl 1, Empathy 1, Intimidation 1, Leadership 1, Streetwise 2.

Skills (5): Animal Ken 1, Larceny 1, Melee 1, Stealth 1, Survival 1.

Knowledges (11): Computer 2, Investigation 1, Law 1, Medicine 1, Occult 2, Rituals 1, Science 2, Technology 1.

Backgrounds (7): Allies 1, Bond 1, Equipment 1, Influence 1, Resources 1, Status 1,

Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

CHRISTIAN

Neonate

9th gen. male Malkavian of the Camarilla.

The Night Unlife

Age: 28 (Real: 79, Embrace: 1974)

Nature (Demeanor): Critic (Perfectionist)

Freebies: 65

Physical (5): Strength 3, Dexterity 2, Stamina 3

Social (5): Charisma 2, Manipulation 4, Appearance 2

Mental (4): Perception 3, Intelligence 2, Wits 2

Talents (6): Alertness 1, Expression 1, Intimidation 2, Streetwise 1, Subterfuge 1.

Skills (12): Animal Ken 2, Drive 1, Firearms 1, Larceny 3, Melee 2, Performance 2,

Stealth 1.

Knowledges (13): Academics 1, Finance 2, Investigation 2, Medicine 2, Occult 2, Politics 2, Technology 2.

Backgrounds (12): Contacts 1, Generation 4, Influence 1, Resources 2, Retainers 1, Status 3.

Disciplines: Auspex (4), Dementation (3), Obfuscate (5), Dominate (1)

Willpower: 3-ooo

Blood Pool: 14-oooooo-oooooo-oooooo

Conscience:xxxxxx Self-control:xxxxoo Courage:xxxxoo .

RETAINERS

MALE GHOUL 1 OF CHRISTIAN

Ghoul of Christian (Intelligence)

Age: 27 (Real: 44, Embrace: 2008)

Nature (Demeanor): Critic (Builder)

Freebies: -73 (6 / 0)

Physical (6): Strength 4, Dexterity 2, Stamina 3

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (3): Perception 3, Intelligence 1, Wits 2

Talents (5): Athletics 1, Expression 1, Primal-Urges 2, Streetwise 1.

Skills (11): Animal Ken 2, Crafts 1, Drive 2, Melee 2, Performance 2, Stealth 1,

Survival 1.

Knowledges (7): Academics 2, Investigation 2, Medicine 1, Occult 1, Rituals 1.

Backgrounds (7): Contacts 1, Fame 1, Equipment 1, Influence 1, Innovation 1, Resources 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

GERTRUD

Ancilla

10th gen. female Toreador of the Camarilla.

The Night Unlife

Age: 35 (Real: 142, Embrace: 1918)

Nature (Demeanor): Reluctant (Competitor)

Freebies: 120

Physical (5): Strength 4, Dexterity 2, Stamina 2

Social (8): Charisma 3, Manipulation 3, Appearance 5

Mental (7): Perception 2, Intelligence 4, Wits 4

Talents (19): Alertness 1, Athletics 2, Awareness 2, Brawl 2, Empathy 3, Expression 2,

Intimidation 1, Streetwise 1, Subterfuge 5.

Skills (12): Animal Ken 1, Crafts 3, Etiquette 2, Larceny 1, Melee 2, Performance 1,

Stealth 1, Survival 1.

Knowledges (12): Law 3, Medicine 3, Politics 3, Technology 3.

Backgrounds (14): Allies 1, Fame 1, Generation 3, Influence 1, Resources 3, Retainers

2, Status 3.

Disciplines: Auspex (4), Celerity (4), Presence (4)

Willpower: 5-ooooo

Blood Pool: 13-ooooo-ooooo-ooo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

RETAINERS

MALE GHOUL 1 OF GERTRUD

Ghoul of Gertrud (Valet)

Age: 25 (Real: 36, Embrace: 2014)

Nature (Demeanor): Rebel (Show off)

Freebies: -73 (5 / 0)

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 1, Athletics 1, Brawl 1, Empathy 3, Intimidation 2, Leadership

2, Subterfuge 1.

Skills (7): Animal Ken 1, Crafts 1, Drive 2, Larceny 1, Melee 1, Survival 1.

Knowledges (5): Academics 1, Computer 1, Occult 1, Science 2.

Backgrounds (7): Allies 1, Fame 1, Equipment 2, Innovation 1, Resources 1, Status 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:oooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUL 2 OF GERTRUD

Ghoul of Gertrud (Enforcer)

Age: 19 (Real: 35, Embrace: 2009)

Nature (Demeanor): Visionary (Pedagogue)

Freebies: -73 (5 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (3): Charisma 2, Manipulation 1, Appearance 3

Mental (4): Perception 3, Intelligence 3, Wits 1

Talents (5): Alertness 1, Empathy 1, Expression 1, Intimidation 1, Streetwise 1.

Skills (7): Animal Ken 1, Firearms 1, Larceny 2, Melee 1, Performance 1, Stealth 1.

Knowledges (11): Academics 1, Computer 1, Enigmas 1, Investigation 1, Medicine 1,

Occult 2, Rituals 1, Science 1, Technology 2.

Backgrounds (7): Allies 1, Equipment 1, Influence 1, Innovation 2, Resources 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:oooooo Self-control:ooooo Courage:ooooo .

LISA ASIL

11th gen. female Malkavian of the Camarilla.

The Night Unlife

Age: 21 (Real: 77, Embrace: 1969)

Nature (Demeanor): Bon Vivant (Rebel)

Freebies: 65

Physical (5): Strength 2, Dexterity 4, Stamina 2

Social (7): Charisma 2, Manipulation 5, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (18): Alertness 2, Athletics 2, Awareness 3, Empathy 3, Expression 2,

Streetwise 3, Subterfuge 3.

Skills (20): Animal Ken 2, Crafts 1, Etiquette 3, Firearms 2, Larceny 4, Melee 1, Performance 3, Stealth 3, Survival 1.

Knowledges (14): Computer 2, Finance 3, Investigation 3, Law 1, Medicine 2, Science 1, Technology 2.

Backgrounds (7): Allies 2, Contacts 1, Generation 2, Resources 1, Retainers 1.

Disciplines: Auspex (4), Obfuscate (2), Dementation (1)

Willpower: 3-ooo

Blood Pool: 12-ooooo-ooooo-oo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

RETAINERS

MALE GHOUL 1 OF LISA ASIL

Ghoul of Lisa Asil (Enforcer)

Age: 28 (Real: 44, Embrace: 2009)

Nature (Demeanor): Alpha (Predator)

Freebies: -73 (6 / 0)

Physical (3): Strength 2, Dexterity 3, Stamina 1

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (6): Perception 4, Intelligence 3, Wits 2

Talents (7): Alertness 1, Empathy 1, Expression 1, Intimidation 1, Leadership 1,

Primal-Urgue 2.

Skills (11): Animal Ken 1, Crafts 1, Drive 1, Etiquette 1, Firearms 2, Larceny 1, Melee 2, Stealth 1, Survival 1.

Knowledges (5): Academics 1, Enigmas 1, Law 1, Science 1, Technology 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 1, Fame 1, Innovation 1, Resources 1, Status 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:oooooo Self-control:ooooo Courage:ooooo .

GROUP: THE REVISIONISTS (Camarilla)

Notes:

CLAUDIUS ROTZEIGER

Neonate

11th gen. male Tremere of the Camarilla.

The Revisionists

Concept: Austrian Diplomat

Age: 27 (Real: 31, Embrace: 2046)

Nature (Demeanor): Director (Architect)

Freebies: 15

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (7): Charisma 4, Manipulation 4, Appearance 2

Mental (5): Perception 3, Intelligence 3, Wits 2

Talents (11): Awareness 2, Empathy 3, Expression 3, Intimidation 1, Subterfuge 2.

Skills (9): Drive 2, Etiquette 4, Firearms 2, Stealth 1.

Knowledges (15): Academics 3, Finance 1, Law 3, Medicine 2, Occult 1, Politics 1,

Science 4.

Backgrounds (10): Contacts 3, Generation 2, Influence 2, Resources 3.

Disciplines: Auspex (2), Domination (1), Thaumaturgy (1)

Willpower: 4-oooo

Blood Pool: 12-oooooooooooo-oo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

IAN GALLARD

9th gen. male Tremere of the Camarilla.

The Revisionists

Age: 31 (Real: 94, Embrace: 1962)

Nature (Demeanor): Predator (Deviant)

Freebies: 75

Physical (3): Strength 2, Dexterity 2, Stamina 2

Social (5): Charisma 2, Manipulation 4, Appearance 2

Mental (8): Perception 3, Intelligence 4, Wits 4

Talents (11): Alertness 1, Athletics 1, Awareness 2, Empathy 1, Expression 2,

Leadership 1, Streetwise 2, Subterfuge 1.

Skills (8): Animal Ken 1, Crafts 2, Drive 1, Etiquette 4.

Knowledges (16): Academics 1, Computer 1, Investigation 2, Law 1, Medicine 2,

Occult 4, Science 3, Technology 2.

Backgrounds (14): Contacts 1, Generation 4, Influence 1, Resources 4, Retainers 2,

Status 2.

Disciplines: Auspex (3), Dominate (3), Thaumaturgy (5)

Willpower: 5-oooo

Blood Pool: 14-oooooooooooo-oooo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

RETAINERS

MALE GHOUl 1 OF IAN GALLARD

Ghoul of Ian Gallard (Valet)

Age: 37 (Real: 65, Embrace: 1997)

Nature (Demeanor): Deviant (Autocrat)

Freebies: -73 (11 / 0)

Physical (4): Strength 3, Dexterity 2, Stamina 2

Social (3): Charisma 2, Manipulation 3, Appearance 1

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (5): Athletics 1, Brawl 1, Leadership 1, Primal-Urge 1, Streetwise 1.

Skills (7): Animal Ken 1, Crafts 1, Etiquette 1, Larceny 2, Performance 1, Survival 1.

Knowledges (11): Academics 1, Enigmas 1, Investigation 2, Medicine 2, Rituals 1,

Science 3, Technology 1.

Backgrounds (7): Allies 1, Bond 1, Influence 1, Innovation 1, Status 2, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

MALE GHOUl 2 OF IAN GALLARD

Ghoul of Ian Gallard (Valet)

Age: 39 (Real: 36, Embrace: 2028)

Nature (Demeanor): Director (Deviant)

Freebies: -73 (5 / 0)

Physical (6): Strength 2, Dexterity 4, Stamina 3

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (7): Athletics 1, Brawl 1, Empathy 1, Intimidation 1, Primal-Urge 2, Streetwise 1.

Skills (11): Crafts 2, Etiquette 1, Firearms 1, Larceny 2, Melee 1, Performance 2, Stealth 2.

Knowledges (5): Computer 1, Enigmas 1, Law 1, Occult 1, Technology 1.

Backgrounds (7): Allies 2, Equipment 1, Influence 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

AMANDA

Primogen

8th gen. female Tremere of the Camarilla.

The Revisionists

Age: 25 (Real: 247, Embrace: 1803)

Nature (Demeanor): Survivor (Builder)

Freebies: 200

Physical (7): Strength 3, Dexterity 4, Stamina 3

Social (6): Charisma 2, Manipulation 4, Appearance 3

Mental (6): Perception 2, Intelligence 4, Wits 3

Talents (27): Alertness 3, Athletics 1, Awareness 4, Brawl 1, Empathy 3, Expression 3, Intimidation 3, Leadership 4, Streetwise 1, Subterfuge 4.

Skills (18): Animal Ken 2, Crafts 4, Drive 2, Etiquette 4, Firearms 1, Larceny 2, Performance 1, Stealth 1, Survival 1.

Knowledges (26): Computer 1, Finance 1, Investigation 2, Law 3, Medicine 4, Occult 5, Politics 4, Science 4, Technology 2.

Backgrounds (24): Allies 4, Generation 5, Influence 4, Resources 4, Retainers 3, Status 4.

Disciplines: Auspex (4), Dominate (5), Thaumaturgy (5), Potence (1)

Willpower: 5-ooooo

Blood Pool: 15-oooooooooooo-ooooo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxx .

ESTHER GLUCKSMANN

Ancilla

9th gen. female Tremere of the Camarilla.

The Revisionists

Age: 25 (Real: 133, Embrace: 1917)

Nature (Demeanor): Critic (Fanatic)

Freebies: 120

Physical (7): Strength 3, Dexterity 4, Stamina 3

Social (3): Charisma 2, Manipulation 3, Appearance 1

Mental (7): Perception 4, Intelligence 3, Wits 3

Talents (9): Alertness 1, Athletics 2, Awareness 1, Brawl 1, Empathy 1, Expression 2, Leadership 1.

Skills (13): Animal Ken 1, Drive 1, Etiquette 2, Firearms 2, Larceny 4, Melee 1, Performance 1, Stealth 1.

Knowledges (20): Academics 1, Computer 2, Finance 3, Investigation 2, Law 5, Medicine 2, Occult 1, Politics 3, Science 1.

Backgrounds (16): Allies 1, Contacts 1, Fame 1, Generation 4, Herd 2, Resources 2, Retainers 2, Status 3.

Disciplines: Auspex (5), Dominate (3), Thaumaturgy (4), Celerity (3)

Willpower: 3-ooo

Blood Pool: 14-oooooooooooo

Conscience:xxxxo Self-control:xxxxo Courage:xxxxo .

RETAINERS

MALE GHOUL 1 OF ESTHER GLUCKSMANN

Ghoul of Esther Glucksmann (Leisure)

Age: 21 (Real: 0, Embrace: 2046)

Nature (Demeanor): Perfectionist (Show off)

Freebies: -73 (-2 / 0)

Physical (3): Strength 1, Dexterity 3, Stamina 2

Social (4): Charisma 2, Manipulation 2, Appearance 3

Mental (6): Perception 2, Intelligence 3, Wits 4

Talents (7): Alertness 1, Brawl 1, Expression 1, Leadership 1, Primal-Urgue 1,

Streetwise 1, Subterfuge 1.

Skills (11): Animal Ken 3, Crafts 2, Drive 2, Etiquette 1, Melee 1, Performance 1,

Survival 1.

Knowledges (5): Academics 1, Computer 1, Rituals 1, Science 2.

Backgrounds (7): Bond 1, Equipment 2, Influence 1, Innovation 1, Resources 1, Trust

1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

FEMALE GHOUL 1 OF GLOCKSMANN

Ghoul of Esther Glucksmann (Operative)

Age: 21 (Real: 0, Embrace: 2046)

Nature (Demeanor): Bureaucrat (Hedonist)

Freebies: -73 (-2 / 0)

Physical (4): Strength 4, Dexterity 2, Stamina 1

Social (6): Charisma 3, Manipulation 3, Appearance 3

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 1, Athletics 2, Brawl 1, Empathy 1, Expression 3, Intimidation 1, Leadership 1, Subterfuge 1.

Skills (7): Animal Ken 1, Crafts 2, Drive 1, Etiquette 1, Firearms 1, Stealth 1.

Knowledges (5): Medicine 2, Rituals 2, Science 1.

Backgrounds (7): Allies 1, Bond 2, Contacts 1, Resources 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

GROUP: THE VENTRUE PRIMOGEN (Camarilla)

Notes:

FIONA

Primogen

8th gen. female Ventrue of the Camarilla.

The Ventrue Primogen

Age: 20 (Real: 378, Embrace: 1667)

Nature (Demeanor): Explorer (Critic)

Freebies: 260

Physical (7): Strength 3, Dexterity 4, Stamina 3

Social (9): Charisma 4, Manipulation 5, Appearance 3

Mental (5): Perception 2, Intelligence 3, Wits 3

Talents (29): Alertness 3, Athletics 2, Awareness 1, Brawl 1, Empathy 3, Expression 4, Intimidation 3, Leadership 5, Streetwise 2, Subterfuge 5.

Skills (21): Animal Ken 1, Crafts 2, Drive 2, Etiquette 4, Firearms 3, Larceny 2, Melee 3, Performance 2, Stealth 1, Survival 1.

Knowledges (25): Academics 3, Computer 1, Finance 4, Investigation 2, Law 3, Medicine 3, Occult 2, Politics 1, Science 5, Technology 1.

Backgrounds (29): Allies 2, Contacts 2, Fame 2, Generation 5, Herd 4, Influence 3, Resources 5, Retainers 3, Status 3.

Disciplines: Dominate (5), Presence (5), Fortitude (5), Celerity (3), Potence (2)

Willpower: 5-ooooo

Blood Pool: 15-oooooooooooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

DEMETRA KRANGSTEN

Ghoul of Fiona (Leisure)

Age: 41 (Real: 362, Embrace: 1704)

Nature (Demeanor): Trickster (Explorer)

Freebies: 24 (70 / 0)

Physical (4): Strength 2, Dexterity 3, Stamina 2

Social (8): Charisma 5, Manipulation 2, Appearance 4

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (17): Alertness 1, Athletics 4, Empathy 3, Leadership 2, Primal-Urg 1, Streetwise 1, Subterfuge 5.

Skills (17): Animal Ken 1, Drive 5, Etiquette 2, Firearms 2, Melee 1, Performance 4, Survival 2.

Knowledges (11): Academics 1, Computer 1, Enigmas 1, Law 1, Medicine 1, Occult 1, Rituals 2, Science 1, Technology 2.

Backgrounds (14): Allies 2, Bond 3, Fame 2, Resources 2, Trust 5.

Disciplines: Potence (1), Fortitude (2)

Willpower: 4-oooo

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GOUL 1 OF FIONA

Ghoul of Fiona (Intelligence)

Age: 30 (Real: 228, Embrace: 1827)

Nature (Demeanor): Pedagogue (Critic)

Freebies: -73 (43 / 0)

Physical (6): Strength 1, Dexterity 5, Stamina 3

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (7): Alertness 2, Athletics 1, Empathy 1, Expression 1, Leadership 1, Primal-Urg 1.

Skills (11): Animal Ken 3, Crafts 1, Drive 1, Firearms 1, Larceny 1, Melee 2, Performance 1, Survival 1.

Knowledges (5): Computer 2, Enigmas 1, Rituals 1, Technology 1.

Backgrounds (7): Allies 1, Bond 1, Contacts 1, Fame 1, Equipment 2, Influence 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GOUL 3 OF FIONA

Ghoul of Fiona (Valet)

Age: 16 (Real: 36, Embrace: 2005)

Nature (Demeanor): Loner (Autocrat)

Freebies: -73 (5 / 0)

Physical (6): Strength 2, Dexterity 4, Stamina 3

Social (4): Charisma 3, Manipulation 2, Appearance 2

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (5): Expression 1, Intimidation 1, Primal-Urg 1, Streetwise 1, Subterfuge 1.

Skills (11): Animal Ken 2, Crafts 1, Drive 3, Firearms 2, Larceny 1, Stealth 1, Survival 1.

Knowledges (7): Academics 1, Computer 1, Medicine 1, Occult 1, Rituals 1,

Technology 2.

Backgrounds (7): Allies 1, Bond 1, Fame 1, Influence 1, Innovation 1, Status 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

THEODOR

Elder

9th gen. male Ventrue of the Camarilla.

The Ventrue Primogen

Age: 30 (Real: 212, Embrace: 1843)

Nature (Demeanor): Pedagogue (Trickster)

Freebies: 180

Physical (6): Strength 3, Dexterity 4, Stamina 2

Social (10): Charisma 5, Manipulation 5, Appearance 3

Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (19): Alertness 3, Athletics 3, Brawl 2, Empathy 2, Expression 2, Intimidation 2, Leadership 3, Subterfuge 2.

Skills (17): Animal Ken 2, Crafts 3, Drive 1, Etiquette 3, Firearms 2, Larceny 1, Melee 2, Performance 3.

Knowledges (18): Academics 3, Computer 3, Finance 2, Law 2, Medicine 3, Occult 1, Politics 1, Science 2, Technology 1.

Backgrounds (23): Allies 2, Contacts 2, Generation 4, Herd 2, Influence 2, Resources 4, Retainers 4, Status 3.

Disciplines: Dominate (4), Presence (4), Fortitude (3), Potence (2), Celerity (2)

Willpower: 4-oooo

Blood Pool: 14-oooooooooooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx .

RETAINERS

MALE GOUL 1 OF THEODOR

Ghoul of Theodor (Valet)

Age: 33 (Real: 70, Embrace: 1988)

Nature (Demeanor): Visionary (Thrill-seeker)

Freebies: -73 (12 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (4): Charisma 3, Manipulation 3, Appearance 1

Mental (3): Perception 3, Intelligence 2, Wits 1

Talents (11): Alertness 1, Athletics 1, Brawl 2, Intimidation 2, Leadership 1,

Primal-Urg 1, Streetwise 2, Subterfuge 1.

Skills (7): Etiquette 1, Firearms 2, Larceny 2, Survival 2.

Knowledges (5): Academics 2, Law 1, Occult 1, Rituals 1.

Backgrounds (7): Contacts 2, Equipment 1, Influence 1, Innovation 2, Resources 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GOUL 3 OF THEODOR

Ghoul of Theodor (Operative)

Age: 27 (Real: 69, Embrace: 1983)

Nature (Demeanor): Rogue (Show off)

Freebies: -73 (11 / 0)

Physical (4): Strength 1, Dexterity 3, Stamina 3

Social (3): Charisma 2, Manipulation 3, Appearance 1

Mental (6): Perception 3, Intelligence 4, Wits 2

Talents (5): Expression 1, Leadership 1, Primal-Urg 2, Streetwise 1.

Skills (7): Animal Ken 1, Crafts 1, Etiquette 1, Firearms 1, Performance 2, Stealth 1.

Knowledges (11): Computer 2, Enigmas 1, Investigation 1, Law 2, Medicine 1, Occult 2, Science 1, Technology 1.

Backgrounds (7): Bond 1, Fame 1, Equipment 1, Influence 1, Innovation 1, Resources 1, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooooooooo

Conscience:oooooo Self-control:oooooo Courage:oooooo .

FEMALE GHOUl 4 OF THEODOR

Ghoul of Theodor (Valet)
Age: 41 (Real: 63, Embrace: 2003)
Nature (Demeanor): Follower (Visionary)
Freebies: -73 (10 / 0)
Physical (4): Strength 3, Dexterity 2, Stamina 2
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (6): Perception 3, Intelligence 2, Wits 4
Talents (5): Intimidation 1, Leadership 1, Primal-Urges 1, Subterfuge 2.
Skills (7): Crafts 1, Firearms 1, Larceny 1, Melee 1, Stealth 1, Survival 2.
Knowledges (11): Academics 1, Computer 1, Enigmas 1, Investigation 1, Law 1, Medicine 2, Rituals 1, Science 2, Technology 1.
Backgrounds (7): Bond 1, Contacts 1, Fame 1, Equipment 1, Status 1, Trust 2.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

FEMALE GHOUl 2 OF THEODOR

Ghoul of Theodor (Valet)
Age: 28 (Real: 38, Embrace: 2015)
Nature (Demeanor): Architect (Bravo)
Freebies: -73 (5 / 0)
Physical (6): Strength 2, Dexterity 2, Stamina 5
Social (4): Charisma 3, Manipulation 2, Appearance 2
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (11): Alertness 1, Athletics 3, Empathy 1, Expression 1, Intimidation 1, Leadership 1, Primal-Urges 1, Streetwise 1, Subterfuge 1.
Skills (5): Animal Ken 1, Drive 1, Larceny 1, Melee 1, Survival 1.
Knowledges (7): Enigmas 1, Investigation 1, Law 2, Rituals 1, Technology 2.
Backgrounds (7): Allies 1, Contacts 1, Equipment 1, Influence 1, Innovation 2, Resources 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

HERMANN

Ancilla
10th gen. male Ventrue of the Camarilla.
The Ventrue Primogen
Age: 30 (Real: 135, Embrace: 1920)
Nature (Demeanor): Judge (Conniver)
Freebies: 120
Physical (9): Strength 4, Dexterity 4, Stamina 4
Social (6): Charisma 3, Manipulation 4, Appearance 2
Mental (6): Perception 2, Intelligence 3, Wits 4
Talents (15): Athletics 1, Awareness 1, Brawl 2, Expression 4, Intimidation 1, Leadership 2, Streetwise 2, Subterfuge 2.
Skills (20): Animal Ken 2, Crafts 2, Etiquette 3, Larceny 4, Melee 4, Performance 2, Stealth 3.
Knowledges (9): Computer 1, Finance 2, Investigation 2, Law 1, Medicine 1, Science 2.
Backgrounds (20): Allies 3, Contacts 3, Generation 3, Herd 2, Influence 1, Resources 4, Retainers 1, Status 3.
Disciplines: Dominate (3), Presence (2), Fortitude (3), Potence (3)
Willpower: 4-oooo
Blood Pool: 13-oooooooooooo-ooo
Conscience:xxxxoo Self-control:xxxxoo Courage:xxxxoo .

RETAINERS

MALE GHOUl 1 OF HERMANN

Ghoul of Hermann (Valet)
Age: 17 (Real: 19, Embrace: 2023)
Nature (Demeanor): Bon Vivant (Martyr)
Freebies: -73 (1 / 0)
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (3): Charisma 1, Manipulation 2, Appearance 3
Mental (4): Perception 4, Intelligence 2, Wits 1
Talents (5): Alertness 1, Brawl 1, Empathy 1, Expression 1, Leadership 1.
Skills (7): Crafts 1, Drive 2, Etiquette 1, Firearms 1, Larceny 1, Survival 1.
Knowledges (11): Computer 2, Enigmas 1, Law 2, Medicine 1, Rituals 2, Science 1, Technology 2.
Backgrounds (7): Allies 1, Bond 1, Contacts 1, Influence 1, Innovation 2, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

ALBRECHT

Ancilla
11th gen. male Ventrue of the Camarilla.
The Ventrue Primogen
Concept: Businessman
Age: 21 (Real: 132, Embrace: 1914)
Nature (Demeanor): Jester (Show off)
Freebies: 120
Physical (5): Strength 3, Dexterity 2, Stamina 3
Social (6): Charisma 2, Manipulation 3, Appearance 4
Mental (8): Perception 4, Intelligence 4, Wits 3
Talents (13): Alertness 2, Athletics 3, Brawl 1, Empathy 1, Expression 1, Intimidation 2, Leadership 1, Streetwise 1, Subterfuge 1.
Skills (14): Animal Ken 4, Drive 2, Etiquette 1, Stealth 3, Survival 4.
Knowledges (18): Academics 3, Finance 2, Law 1, Medicine 2, Occult 2, Politics 3, Science 3, Technology 2.
Backgrounds (10): Contacts 1, Generation 2, Herd 1, Resources 2, Retainers 2, Status 2.
Disciplines: Dominate (3), Presence (5), Fortitude (2), Animalism (3)
Willpower: 5-ooooo
Blood Pool: 12-oooooooooooo-oo
Conscience:xxxxoo Self-control:xxxxoo Courage:xxxx .

RETAINERS

MALE GHOUl 2 OF ALBRECHT

Ghoul of Albrecht (Operative)
Age: 44 (Real: 85, Embrace: 1984)
Nature (Demeanor): Trickster (Bravo)
Freebies: -73 (15 / 0)
Physical (6): Strength 3, Dexterity 2, Stamina 4
Social (4): Charisma 3, Manipulation 2, Appearance 2
Mental (3): Perception 3, Intelligence 1, Wits 2
Talents (7): Athletics 1, Brawl 1, Empathy 1, Intimidation 1, Leadership 1, Subterfuge 2.
Skills (11): Animal Ken 1, Crafts 1, Drive 2, Etiquette 1, Firearms 1, Melee 2, Performance 1, Stealth 1, Survival 1.
Knowledges (5): Academics 1, Computer 1, Enigmas 1, Occult 1, Rituals 1.
Backgrounds (7): Allies 2, Fame 1, Influence 1, Innovation 1, Status 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

FEMALE GHOUl 1 OF ALBRECHT

Ghoul of Albrecht (Valet)
Age: 41 (Real: 45, Embrace: 2021)
Nature (Demeanor): Rebel (Alpha)
Freebies: -73 (7 / 0)
Physical (3): Strength 2, Dexterity 1, Stamina 3
Social (4): Charisma 3, Manipulation 2, Appearance 2
Mental (6): Perception 4, Intelligence 3, Wits 2
Talents (5): Empathy 1, Expression 1, Primal-Urges 1, Subterfuge 2.
Skills (7): Drive 1, Etiquette 1, Firearms 1, Melee 1, Performance 2, Stealth 1.
Knowledges (11): Academics 1, Computer 2, Enigmas 2, Investigation 1, Law 1, Medicine 1, Occult 1, Technology 2.
Backgrounds (7): Fame 2, Innovation 1, Resources 2, Status 2.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

LAWRENCE CLARKSON

9th gen. male Ventrite of the Camarilla.
Dockers
The Ventrite Primogen
Concept: Dilletante
Age: 22 (Real: 37, Embrace: 2010)
Nature (Demeanor): Gallant (Conniver)
Freebies: 0
Physical (3): Strength 2, Dexterity 2, Stamina 2
Social (7): Charisma 2, Manipulation 4, Appearance 4
Mental (5): Perception 3, Intelligence 3, Wits 2
Talents (13): Alertness 3, Athletics 1, Awareness 1, Brawl 1, Empathy 1, Expression 1, Intimidation 2, Leadership 1, Subterfuge 2.
Skills (6): Drive 4, Etiquette 1, Performance 1.
Knowledges (8): Academics 1, Computer 1, Finance 1, Law 1, Medicine 1, Politics 2, Technology 1.
Backgrounds (10): Generation 4, Herd 1, Resources 5.
Disciplines: Dominate (2), Fortitude (1), Presence (1)
Willpower: 4-oooo
Blood Pool: 14-ooooo-ooooo-oooo
Conscience:xxxxoo Self-control:xxxxx Courage:xxxxo.

SIMON DRAZIC

12th gen. male Ventrite of the Camarilla.
The Ventrite Primogen
Age: 18 (Real: 33, Embrace: 2010)
Nature (Demeanor): Monster (Monster)
Freebies: 25
Physical (7): Strength 4, Dexterity 3, Stamina 3
Social (6): Charisma 3, Manipulation 4, Appearance 2
Mental (4): Perception 2, Intelligence 3, Wits 2
Talents (7): Athletics 2, Awareness 1, Brawl 3, Leadership 1.
Skills (13): Animal Ken 2, Crafts 1, Drive 1, Etiquette 1, Firearms 1, Larceny 1, Melee 3, Performance 1, Stealth 2.
Knowledges (11): Academics 1, Computer 1, Investigation 2, Law 1, Medicine 2, Occult 1, Politics 2, Technology 1.
Backgrounds (7): Fame 1, Generation 1, Herd 3, Influence 1, Resources 1.
Disciplines: Dominate (2), Fortitude (1), Presence (2)
Willpower: 5-oooo
Blood Pool: 11-ooooo-ooooo-o
Conscience:xxxxoo Self-control:xxxxx Courage:xxooo.

WOLFGANG DEMLER

Ancilla
9th gen. male Ventrite of the Camarilla.
The Ventrite Primogen
Concept: Cars Enthusiast
Age: 30 (Real: 147, Embrace: 1908)
Nature (Demeanor): Traditionalist (Autocrat)
Freebies: 100
Physical (6): Strength 2, Dexterity 3, Stamina 4
Social (8): Charisma 3, Manipulation 4, Appearance 4
Mental (5): Perception 3, Intelligence 2, Wits 3
Talents (13): Alertness 1, Athletics 1, Brawl 1, Expression 4, Intimidation 1, Leadership 4, Subterfuge 1.
Skills (13): Animal Ken 1, Drive 2, Etiquette 2, Firearms 1, Larceny 2, Melee 1, Performance 1, Stealth 2, Survival 1.
Knowledges (19): Academics 4, Computer 2, Investigation 3, Law 3, Occult 2, Politics 4, Science 1.
Backgrounds (13): Generation 4, Resources 5, Retainers 2, Status 2.
Disciplines: Dominate (4), Fortitude (3), Presence (3)
Willpower: 3-ooo
Blood Pool: 14-ooooo-ooooo-oooo
Conscience:xxxxoo Self-control:xxxxx Courage:xxooo.

RETAINERS

MALE GHOUL 2 OF WOLFGANG DEMLER

Ghoul of Wolfgang Demler (Operative)
Age: 41 (Real: 72, Embrace: 1994)
Nature (Demeanor): Critic (Builder)
Freebies: -73 (12 / 0)
Physical (6): Strength 4, Dexterity 3, Stamina 2
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (3): Perception 1, Intelligence 3, Wits 2
Talents (5): Alertness 1, Athletics 1, Empathy 1, Leadership 1, Primal-Urg 1.
Skills (11): Animal Ken 1, Crafts 1, Drive 1, Etiquette 2, Larceny 2, Melee 1, Performance 1, Stealth 1, Survival 1.
Knowledges (7): Academics 1, Computer 1, Investigation 1, Law 1, Rituals 1, Science 1, Technology 1.
Backgrounds (7): Allies 1, Contacts 1, Influence 1, Innovation 1, Resources 1, Status 2.
Willpower: 1-o
Blood Pool: 10-ooooo-ooooo
Conscience:ooooo Self-control:ooooo Courage:ooooo.

MALE GHOUL 1 OF WOLFGANG DEMLER

Ghoul of Wolfgang Demler (Intelligence)
Age: 26 (Real: 59, Embrace: 1992)
Nature (Demeanor): Confident (Judge)
Freebies: -73 (9 / 0)
Physical (4): Strength 2, Dexterity 2, Stamina 3
Social (3): Charisma 1, Manipulation 3, Appearance 2
Mental (6): Perception 3, Intelligence 4, Wits 2
Talents (7): Athletics 1, Empathy 1, Expression 1, Intimidation 2, Primal-Urg 2.
Skills (11): Animal Ken 1, Crafts 1, Etiquette 2, Firearms 1, Larceny 1, Melee 1, Performance 1, Stealth 1, Survival 2.
Knowledges (5): Academics 2, Law 1, Rituals 1, Science 1.
Backgrounds (7): Allies 2, Contacts 2, Influence 1, Innovation 1, Resources 1.
Willpower: 1-o
Blood Pool: 10-ooooo-ooooo
Conscience:ooooo Self-control:ooooo Courage:ooooo.

GROUP: U-BAHN GANG (Camarilla)

Notes:

WILHELM

Ancilla

11th gen. male Nosferatu of the Camarilla.

U-Bahn Gang

Age: 36 (Real: 224, Embrace: 1837)

Nature (Demeanor): Martyr (Masochist)

Freebies: 180

Physical (9): Strength 4, Dexterity 4, Stamina 4

Social (4): Charisma 4, Manipulation 3, Appearance 0

Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (26): Alertness 2, Athletics 3, Awareness 3, Brawl 3, Empathy 2, Expression 2, Intimidation 3, Leadership 3, Streetwise 3, Subterfuge 2.

Skills (22): Animal Ken 3, Crafts 2, Drive 3, Firearms 2, Larceny 3, Melee 2, Performance 2, Stealth 3, Survival 2.

Knowledges (21): Academics 2, Computer 4, Investigation 4, Law 1, Medicine 3, Occult 1, Politics 3, Science 2, Technology 1.

Backgrounds (13): Contacts 3, Generation 2, Resources 3, Retainers 2, Status 3.

Disciplines: Potence (2), Animalism (3), Obfuscate (5), Protean (2), Celerity (2)

Willpower: 6-ooooo-o

Blood Pool: 12-ooooo-ooooo-oo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

JUERGEN GLASSIK

Ghoul of Wilhelm (Enforcer)

Age: 34 (Real: 0, Embrace: 2059)

Nature (Demeanor): Trickster (Thrill-seeker)

Freebies: -73 (-2 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (3): Perception 2, Intelligence 3, Wits 1

Talents (11): Athletics 1, Brawl 1, Empathy 1, Intimidation 3, Leadership 1, Primal-Urges 1, Subterfuge 3.

Skills (7): Animal Ken 1, Firearms 1, Larceny 1, Melee 1, Performance 1, Stealth 1, Survival 1.

Knowledges (5): Law 1, Occult 1, Rituals 1, Science 1, Technology 1.

Backgrounds (7): Contacts 1, Fame 1, Resources 2, Status 2, Trust 1.

Willpower: 3-ooo

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

MALE GHOUl 2 OF WILHELM

Ghoul of Wilhelm (Valet)

Age: 44 (Real: 0, Embrace: 2069)

Nature (Demeanor): Rebel (Loner)

Freebies: -73 (-2 / 0)

Physical (3): Strength 3, Dexterity 2, Stamina 1

Social (6): Charisma 3, Manipulation 2, Appearance 4

Mental (4): Perception 3, Intelligence 3, Wits 1

Talents (7): Alertness 2, Brawl 1, Intimidation 1, Primal-Urges 2, Subterfuge 1.

Skills (11): Animal Ken 1, Crafts 1, Drive 2, Firearms 1, Larceny 2, Melee 2, Performance 2.

Knowledges (5): Law 2, Medicine 1, Technology 2.

Backgrounds (7): Bond 1, Fame 1, Equipment 1, Influence 1, Status 1, Trust 2.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

KLARA

Neonate

10th gen. female Nosferatu of the Camarilla.

U-Bahn Gang

Age: 30 (Real: 72, Embrace: 1983)

Nature (Demeanor): Builder (Gallant)

Freebies: 55

Physical (8): Strength 4, Dexterity 4, Stamina 3

Social (4): Charisma 4, Manipulation 3, Appearance 0

Mental (6): Perception 2, Intelligence 3, Wits 4

Talents (17): Alertness 2, Athletics 3, Awareness 3, Brawl 2, Empathy 2, Expression 1, Intimidation 2, Streetwise 1, Subterfuge 1.

Skills (12): Animal Ken 2, Crafts 1, Etiquette 1, Larceny 3, Performance 2, Stealth 2, Survival 1.

Knowledges (6): Computer 1, Medicine 2, Occult 2, Technology 1.

Backgrounds (10): Allies 2, Contacts 1, Generation 3, Herd 1, Resources 1, Retainers 1, Status 1.

Disciplines: Obfuscate (3), Animalism (1), Potence (2)

Willpower: 5-ooooo

Blood Pool: 13-ooooo-ooooo-ooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUl 1 OF KLARA

Ghoul of Klara (Valet)

Age: 21 (Real: 0, Embrace: 2046)

Nature (Demeanor): Confident (Follower)

Freebies: -73 (-2 / 0)

Physical (4): Strength 2, Dexterity 2, Stamina 3

Social (6): Charisma 2, Manipulation 2, Appearance 5

Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (11): Alertness 3, Athletics 2, Brawl 1, Expression 1, Intimidation 1, Leadership 1, Primal-Urges 1, Streetwise 1.

Skills (7): Animal Ken 2, Crafts 1, Etiquette 1, Firearms 1, Larceny 1, Melee 1.

Knowledges (5): Computer 1, Enigmas 1, Medicine 2, Technology 1.

Backgrounds (7): Bond 1, Equipment 2, Innovation 1, Resources 2, Status 1.

Willpower: 1-o

Blood Pool: 10-ooooo-ooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

KAI

Ancilla

10th gen. male Nosferatu of the Camarilla.

The Night Unlife

U-Bahn Gang

Age: 24 (Real: 167, Embrace: 1882)

Nature (Demeanor): Jester (Rogue)

Freebies: 140

Physical (7): Strength 3, Dexterity 4, Stamina 3

Social (3): Charisma 3, Manipulation 3, Appearance 0

Mental (7): Perception 4, Intelligence 3, Wits 3

Talents (17): Alertness 1, Athletics 1, Awareness 2, Brawl 2, Empathy 1, Expression 1, Intimidation 2, Leadership 1, Streetwise 4, Subterfuge 2.

Skills (18): Animal Ken 3, Crafts 1, Etiquette 2, Firearms 1, Larceny 1, Melee 2,

Performance 2, Stealth 4, Survival 2.

Knowledges (16): Academics 2, Computer 2, Finance 2, Investigation 2, Law 1, Medicine 1, Occult 3, Politics 1, Science 2.

Backgrounds (12): Contacts 2, Generation 3, Herd 2, Resources 1, Retainers 2, Status 2.

Disciplines: Obfuscate (4), Animalism (2), Potence (3), Celerity (3), Auspex (2)

Willpower: 6-ooooo-o

Blood Pool: 13-ooooo-ooooo-ooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUL 1 OF KAI

Ghoul of Kai (Enforcer)
Age: 30 (Real: 0, Embrace: 2055)
Nature (Demeanor): Visionary (Predator)
Freebies: -73 (-2 / 0)
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (4): Charisma 3, Manipulation 2, Appearance 2
Mental (3): Perception 1, Intelligence 3, Wits 2
Talents (5): Athletics 1, Brawl 1, Empathy 1, Leadership 1, Subterfuge 1.
Skills (11): Animal Ken 1, Crafts 2, Drive 1, Etiquette 1, Firearms 3, Performance 1, Stealth 1, Survival 1.
Knowledges (7): Academics 1, Computer 1, Enigmas 2, Occult 1, Rituals 1, Science 1.
Backgrounds (7): Contacts 3, Fame 2, Influence 1, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUL 2 OF KAI

Ghoul of Kai (Intelligence)
Age: 34 (Real: 0, Embrace: 2059)
Nature (Demeanor): Deviant (Conformist)
Freebies: -73 (-2 / 0)
Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (4): Perception 2, Intelligence 3, Wits 2
Talents (7): Alertness 1, Athletics 2, Expression 1, Leadership 1, Primal-Urge 1, Streetwise 1.
Skills (11): Animal Ken 1, Firearms 1, Larceny 2, Melee 2, Performance 1, Stealth 1, Survival 3.
Knowledges (5): Academics 1, Computer 1, Law 1, Medicine 1, Occult 1.
Backgrounds (7): Allies 2, Fame 1, Equipment 1, Innovation 1, Resources 1, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

ERIKA KARPINSKI

13th gen. female Nosferatu of the Camarilla.
U-Bahn Gang
Age: 31 (Real: 94, Embrace: 1962)
Nature (Demeanor): Bon Vivant (Follower)
Freebies: 75
Physical (7): Strength 3, Dexterity 3, Stamina 4
Social (4): Charisma 4, Manipulation 3, Appearance 0
Mental (8): Perception 4, Intelligence 4, Wits 3
Talents (9): Alertness 2, Athletics 1, Empathy 2, Expression 1, Intimidation 2, Streetwise 1.
Skills (9): Animal Ken 3, Crafts 2, Drive 1, Firearms 1, Stealth 1, Survival 1.
Knowledges (15): Academics 2, Computer 1, Finance 1, Investigation 3, Law 2, Medicine 1, Occult 1, Politics 1, Science 1, Technology 2.
Backgrounds (7): Allies 1, Contacts 1, Influence 1, Mentor 1, Resources 1, Retainers 1, Status 1.
Disciplines: Animalism (4), Obfuscate (3), Potence (3)
Willpower: 3-ooo
Blood Pool: 10-oooooo-oooooo
Conscience:xxxxx Self-control:xxxoo Courage:xxxoo.

RETAINERS

MALE GHOUL 1 OF ERIKA KARPINSKI

Ghoul of Erika Karpinski (Valet)
Age: 38 (Real: 42, Embrace: 2021)
Nature (Demeanor): Show off (Avant-garde)
Freebies: -73 (6 / 0)
Physical (4): Strength 1, Dexterity 3, Stamina 3
Social (6): Charisma 3, Manipulation 3, Appearance 3
Mental (3): Perception 2, Intelligence 3, Wits 1
Talents (7): Athletics 1, Expression 1, Leadership 2, Primal-Urge 1, Streetwise 2.
Skills (5): Animal Ken 1, Drive 1, Melee 1, Performance 1, Stealth 1.
Knowledges (11): Academics 2, Computer 1, Enigmas 1, Investigation 1, Medicine 2, Occult 1, Rituals 1, Science 1, Technology 1.
Backgrounds (7): Allies 1, Contacts 1, Fame 1, Equipment 1, Influence 1, Resources 2.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

ZOLOV

Ancilla
11th gen. male Nosferatu of the Camarilla.
U-Bahn Gang
Age: 22 (Real: 79, Embrace: 1968)
Nature (Demeanor): Fanatic (Child)
Freebies: 65
Physical (7): Strength 4, Dexterity 3, Stamina 3
Social (3): Charisma 3, Manipulation 3, Appearance 0
Mental (6): Perception 3, Intelligence 4, Wits 2
Talents (14): Alertness 1, Athletics 2, Awareness 1, Brawl 3, Empathy 2, Expression 2, Intimidation 2, Streetwise 1.
Skills (17): Animal Ken 2, Crafts 3, Etiquette 1, Firearms 1, Larceny 2, Melee 1, Stealth 4, Survival 3.
Knowledges (17): Academics 2, Computer 2, Finance 1, Investigation 3, Law 1, Medicine 3, Occult 2, Politics 1, Science 1, Technology 1.
Backgrounds (10): Contacts 1, Generation 2, Herd 2, Resources 2, Retainers 2, Status 1.
Disciplines: Animalism (3), Obfuscate (2), Potence (1)
Willpower: 3-ooo
Blood Pool: 12-oooooooooooo
Conscience:xxooo Self-control:xxxxx Courage:xxxxo.

RETAINERS

MALE GHOUL 2 OF ZOLOV

Ghoul of Zolov ()
Age: 44 (Real: 47, Embrace: 2022)
Nature (Demeanor): Conformist (Perfectionist)
Freebies: -73 (7 / 0)
Physical (4): Strength 2, Dexterity 2, Stamina 3
Social (6): Charisma 3, Manipulation 4, Appearance 2
Mental (3): Perception 1, Intelligence 3, Wits 2
Talents (7): Alertness 2, Athletics 1, Brawl 1, Empathy 1, Intimidation 2.
Skills (11): Animal Ken 1, Crafts 1, Drive 2, Larceny 2, Melee 1, Performance 2, Survival 2.
Knowledges (5): Computer 1, Enigmas 1, Law 1, Rituals 1, Technology 1.
Backgrounds (7): Bond 1, Contacts 1, Fame 1, Influence 1, Innovation 1, Resources 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

MALE GHOUL 1 OF ZOLOV

Ghoul of Zolov ()
Age: 17 (Real: 21, Embrace: 2021)
Nature (Demeanor): Architect (Builder)
Freebies: -73 (2 / 0)
Physical (3): Strength 2, Dexterity 1, Stamina 3
Social (4): Charisma 2, Manipulation 2, Appearance 3
Mental (6): Perception 3, Intelligence 2, Wits 4
Talents (11): Athletics 1, Brawl 2, Empathy 2, Expression 1, Intimidation 3, Subterfuge 2.
Skills (7): Animal Ken 1, Crafts 1, Etiquette 1, Larceny 2, Melee 1, Performance 1.
Knowledges (5): Computer 1, Law 1, Medicine 1, Occult 1, Rituals 1.
Backgrounds (7): Allies 2, Bond 1, Contacts 1, Influence 1, Innovation 1, Resources 1.
Willpower: 1-o
Blood Pool: 10-oooooo-oooooo
Conscience:oooooo Self-control:oooooo Courage:oooooo .

GROUP: VENTRUE RANGERS (Camarilla)

Notes:

PAULA

Ancilla

11th gen. female Gangrel of the Camarilla.

Ventrue Rangers

Age: 20 (Real: 96, Embrace: 1949)

Nature (Demeanor): Perfectionist (Gallant)

Freebies: 100

Physical (7): Strength 4, Dexterity 3, Stamina 3

Social (5): Charisma 3, Manipulation 2, Appearance 3

Mental (7): Perception 4, Intelligence 3, Wits 3

Talents (18): Alertness 2, Athletics 3, Awareness 4, Brawl 3, Empathy 1, Expression 1, Intimidation 3, Streetwise 1.

Skills (12): Animal Ken 4, Crafts 3, Stealth 2, Survival 3.

Knowledges (5): Academics 1, Investigation 1, Occult 1, Politics 1, Science 1.

Backgrounds (10): Allies 1, Generation 2, Herd 1, Resources 1, Retainers 2, Status 3.

Disciplines: Animalism (5)), Fortitude (3), Protean (5)

Willpower: 5-ooooo

Blood Pool: 12-oooooo-oooooo-oo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

GASTON

Primogen

8th gen. male Gangrel of the Camarilla.

Ventrue Rangers

Age: 35 (Real: 480, Embrace: 1580)

Nature (Demeanor): Thrill-seeker (Trickster)

Freebies: 240

Physical (11): Strength 5, Dexterity 4, Stamina 5

Social (7): Charisma 4, Manipulation 2, Appearance 4

Mental (9): Perception 4, Intelligence 3, Wits 5

Talents (9): Alertness 2, Athletics 1, Brawl 1, Empathy 1, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 1.

Skills (24): Animal Ken 5, Crafts 2, Etiquette 1, Larceny 3, Melee 2, Performance 3, Stealth 3, Survival 5.

Knowledges (13): Academics 1, Investigation 2, Law 2, Medicine 2, Occult 2, Science 3, Technology 1.

Backgrounds (13): Allies 2, Fame 1, Generation 5, Herd 1, Retainers 1, Status 3.

Disciplines: Animalism (5), Fortitude (5), Protean (5), Potence (3), Celerity (2), Auspex (4)

Willpower: 5-ooooo

Blood Pool: 15-oooooo-oooooo-oooooo

Conscience:xxxxx Self-control:xxxxx Courage:xxxxx.

RETAINERS

MALE GHOUl 2 OF PAuLA

Ghoul of Paula (Intelligence)

Age: 20 (Real: 78, Embrace: 1967)

Nature (Demeanor): Fanatic (Show off)

Freebies: -73 (13 / 0)

Physical (6): Strength 3, Dexterity 4, Stamina 2

Social (4): Charisma 2, Manipulation 4, Appearance 1

Mental (3): Perception 1, Intelligence 2, Wits 3

Talents (11): Alertness 2, Brawl 1, Empathy 2, Expression 1, Intimidation 1,

Leadership 1, Primal-Urg 2, Streetwise 1.

Skills (7): Animal Ken 1, Crafts 1, Etiquette 1, Performance 2, Stealth 1, Survival 1.

Knowledges (5): Academics 1, Medicine 1, Occult 1, Rituals 1, Science 1.

Backgrounds (7): Allies 2, Bond 1, Contacts 1, Equipment 1, Influence 1, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GHOUl 1 OF GASTON

Ghoul of Gaston (Valet)

Age: 24 (Real: 427, Embrace: 1622)

Nature (Demeanor): Loner (Hedonist)

Freebies: -73 (83 / 0)

Physical (6): Strength 2, Dexterity 4, Stamina 3

Social (4): Charisma 4, Manipulation 1, Appearance 2

Mental (3): Perception 1, Intelligence 3, Wits 2

Talents (7): Alertness 1, Athletics 1, Intimidation 1, Primal-Urg 1, Streetwise 1, Subterfuge 2.

Skills (5): Animal Ken 1, Crafts 2, Stealth 1, Survival 1.

Knowledges (11): Academics 1, Enigmas 1, Investigation 2, Law 1, Medicine 1, Occult 2, Science 2, Technology 1.

Backgrounds (7): Allies 1, Bond 2, Contacts 1, Fame 1, Equipment 1, Status 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

MALE GHOUl 1 OF PAuLA

Ghoul of Paula (Valet)

Age: 23 (Real: 17, Embrace: 2031)

Nature (Demeanor): Architect (Masochist)

Freebies: -73 (1 / 0)

Physical (6): Strength 4, Dexterity 3, Stamina 2

Social (4): Charisma 2, Manipulation 3, Appearance 2

Mental (3): Perception 1, Intelligence 2, Wits 3

Talents (11): Athletics 1, Empathy 1, Expression 1, Intimidation 3, Leadership 1,

Primal-Urg 1, Streetwise 1, Subterfuge 2.

Skills (7): Animal Ken 1, Crafts 2, Drive 1, Larceny 1, Melee 2.

Knowledges (5): Computer 1, Enigmas 1, Investigation 1, Law 1, Rituals 1.

Backgrounds (7): Allies 1, Bond 2, Fame 1, Innovation 1, Resources 1, Trust 1.

Willpower: 1-o

Blood Pool: 10-oooooo-oooooo

Conscience:ooooo Self-control:ooooo Courage:ooooo .

FACTION: SABBAT

FACTION: INDEPENDENTS

GROUP: AGGRIPA LOUNGE (INDEPENDENTS)

Notes:

RITA KANELSKI

11th gen. female Setite of the Independents.
One Timer
Aggripa Lounge
Concept: Pub Owner
Age: 35 (Real: 167, Embrace: 1893)
Nature (Demeanor): Loner (Architect)
Freebies: 140
Physical (7): Strength 4, Dexterity 3, Stamina 3
Social (6): Charisma 3, Manipulation 2, Appearance 4
Mental (5): Perception 3, Intelligence 2, Wits 3
Talents (21): Alertness 1, Athletics 2, Awareness 2, Brawl 2, Empathy 2, Expression 3, Intimidation 2, Leadership 1, Streetwise 4, Subterfuge 2.
Skills (19): Animal Ken 3, Drive 1, Etiquette 2, Firearms 3, Melee 2, Performance 3, Stealth 3, Survival 2.
Knowledges (11): Academics 2, Investigation 4, Law 2, Medicine 2, Politics 1.
Backgrounds (14): Contacts 2, Fame 1, Generation 2, Herd 2, Influence 2, Resources 3, Retainers 2.
Disciplines: Presence (4), Serpentis (4), Auspex (2), Obfuscate (4)
Willpower: 5-ooooo
Blood Pool: 12-oooooooooooooo
Conscience:xxxxo Self-control:xxxxo Courage:xxxxo.

RETAINERS

FEMALE GOHUL 2 OF RITA KANELSKI

Ghoul of Rita Kanelski (Intelligence)
Age: 33 (Real: 142, Embrace: 1916)
Nature (Demeanor): Thrill-seeker (Builder)
Freebies: -73 (26 / 0)
Physical (4): Strength 3, Dexterity 3, Stamina 1
Social (6): Charisma 3, Manipulation 2, Appearance 4
Mental (3): Perception 1, Intelligence 3, Wits 2
Talents (7): Alertness 1, Brawl 1, Leadership 1, Primal-Urges 2, Subterfuge 2.
Skills (11): Animal Ken 1, Crafts 2, Drive 2, Etiquette 1, Larceny 1, Performance 2, Stealth 1, Survival 1.
Knowledges (5): Investigation 1, Law 1, Occult 1, Science 1, Technology 1.
Backgrounds (7): Allies 1, Bond 2, Contacts 2, Status 1, Trust 1.
Willpower: 1-o
Blood Pool: 10-oooooo-ooooo
Conscience:ooooo Self-control:ooooo Courage:ooooo .

FEMALE GOHUL 1 OF RITA KANELSKI

Ghoul of Rita Kanelski (Intelligence)
Age: 23 (Real: 94, Embrace: 1954)
Nature (Demeanor): Visionary (Autocrat)
Freebies: -73 (16 / 0)
Physical (4): Strength 2, Dexterity 3, Stamina 2
Social (3): Charisma 3, Manipulation 2, Appearance 1
Mental (6): Perception 3, Intelligence 3, Wits 3
Talents (5): Alertness 1, Athletics 1, Expression 1, Intimidation 1, Subterfuge 1.
Skills (11): Animal Ken 1, Crafts 1, Drive 1, Etiquette 1, Firearms 2, Stealth 2, Survival 3.
Knowledges (7): Enigmas 1, Investigation 1, Law 1, Medicine 1, Occult 1, Rituals 1, Science 1.
Backgrounds (7): Bond 2, Fame 1, Influence 1, Innovation 1, Resources 1, Status 1.
Willpower: 1-o
Blood Pool: 10-oooooo-ooooo
Conscience:ooooo Self-control:ooooo Courage:ooooo .

FACTION: ANARCHS

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|--|-----------|--|-----------|
| Hamburg By Night | 1 | <i>Thomas</i> | 10 |
| Faction: Camarilla | 1 | <i>Male ghoul 4 of Thomas</i> | 10 |
| <i>Group: (Camarilla)</i> | 1 | <i>Female ghoul 3 of Thomas</i> | 10 |
| <i>Nicolas Brent</i> | 1 | <i>Female ghoul 2 of Thomas</i> | 10 |
| <i>Male ghoul 1 of Nicolas Brent</i> | 1 | <i>Female ghoul 1 of Thomas</i> | 10 |
| <i>Group: Bergedorfer Circle (Camarilla)</i> | 2 | <i>Konrad of Hamburg</i> | 10 |
| <i>Georg</i> | 2 | <i>Female ghoul 2 of Konrad of Hamburg</i> | 11 |
| <i>Male ghoul 4 of Georg</i> | 2 | <i>Female ghoul 1 of Konrad of Hamburg</i> | 11 |
| <i>Female ghoul 3 of Georg</i> | 2 | <i>Alfred</i> | 11 |
| <i>Female ghoul 2 of Georg</i> | 2 | <i>Male ghoul 4 of Alfred</i> | 11 |
| <i>Male ghoul 1 of Georg</i> | 2 | <i>Male ghoul 3 of Alfred</i> | 11 |
| <i>Katja</i> | 2 | <i>Male ghoul 5 of Alfred</i> | 11 |
| <i>Female ghoul 1 of Katja</i> | 2 | <i>Male ghoul 2 of Alfred</i> | 11 |
| <i>Kevin</i> | 3 | <i>Female ghoul 1 of Alfred</i> | 12 |
| <i>Male ghoul 1 of Kevin</i> | 3 | <i>Group: The Artists (Camarilla)</i> | 13 |
| <i>Group: Dockers (Camarilla)</i> | 4 | <i>Katharina</i> | 13 |
| <i>Anatoli Chemko</i> | 4 | <i>Male ghoul 3 of Katharina</i> | 13 |
| <i>Female ghoul 1 of Anatoli Chemko</i> | 4 | <i>Male ghoul 4 of Katharina</i> | 13 |
| <i>Isaac Hieldorf</i> | 4 | <i>Female ghoul 1 of Katharina</i> | 13 |
| <i>Tristana Von Bauer</i> | 4 | <i>Male ghoul 2 of Katharina</i> | 13 |
| <i>Group: Hamburg Chantry (Camarilla)</i> | 5 | <i>Jens</i> | 13 |
| <i>Svetlana</i> | 5 | <i>Male ghoul 1 of Jens</i> | 13 |
| <i>Cem</i> | 5 | <i>Sigmund</i> | 14 |
| <i>Male ghoul 1 of Cem</i> | 5 | <i>Female ghoul 2 of Sigmund</i> | 14 |
| <i>Group: Lüneburg (Camarilla)</i> | 6 | <i>Female ghoul 1 of Sigmund</i> | 14 |
| <i>Vallentin</i> | 6 | <i>Female ghoul 3 of Sigmund</i> | 14 |
| <i>Female ghoul 2 of Vallentin</i> | 6 | <i>Group: The Lübecker Court (Camarilla)</i> | 15 |
| <i>Male ghoul 1 of Vallentin</i> | 6 | <i>Anna the Elder</i> | 15 |
| <i>Male ghoul 3 of Vallentin</i> | 6 | <i>Male ghoul 3 of Anna the Elder</i> | 15 |
| <i>Heinrich</i> | 6 | <i>Male ghoul 2 of Anna the Elder</i> | 15 |
| <i>Group: Mitte Brujah (Camarilla)</i> | 7 | <i>Female ghoul 1 of Anna the Elder</i> | 15 |
| <i>Frederike</i> | 7 | <i>Lukas</i> | 15 |
| <i>Male ghoul 1 of Frederike</i> | 7 | <i>Male ghoul 2 of Lukas</i> | 15 |
| <i>Male ghoul 2 of Frederike</i> | 7 | <i>Male ghoul 1 of Lukas</i> | 16 |
| <i>Karl</i> | 7 | <i>Julius</i> | 16 |
| <i>Group: Romantics (Camarilla)</i> | 8 | <i>Achim</i> | 16 |
| <i>Helmut Reichert</i> | 8 | <i>Matthias</i> | 16 |
| <i>Balmain</i> | 8 | <i>Male ghoul 2 of Matthias</i> | 16 |
| <i>Male ghoul 1 of Balmain</i> | 8 | <i>Male ghoul 1 of Matthias</i> | 16 |
| <i>Romane</i> | 8 | <i>Emilia Ziemmer</i> | 17 |
| <i>Male ghoul 1 of Romane</i> | 8 | <i>Group: The Night Unlife (Camarilla)</i> | 18 |
| <i>Female ghoul 1 of Romane</i> | 8 | <i>Ella</i> | 18 |
| <i>Enrico Falba</i> | 9 | <i>Male ghoul 1 of Ella</i> | 18 |
| <i>Male ghoul 1 of Enrico Falba</i> | 9 | <i>Male ghoul 3 of Ella</i> | 18 |
| <i>Elisabeth</i> | 9 | <i>Male ghoul 2 of Ella</i> | 18 |
| <i>Female ghoul 2 of Elisabeth</i> | 9 | <i>Christian</i> | 18 |
| <i>Female ghoul 1 of Elisabeth</i> | 9 | <i>Male ghoul 1 of Christian</i> | 18 |
| <i>Group: The Aldermann (Camarilla)</i> | 10 | <i>Gertrud</i> | 19 |

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|--|----|---|-----------|
| <i>Male ghoul 1 of Gertrud</i> | 19 | <i>Paula</i> | 27 |
| <i>Female ghoul 2 of Gertrud</i> | 19 | <i>Male ghoul 2 of Paula</i> | 27 |
| <i>Lisa Asil</i> | 19 | <i>Male ghoul 1 of Paula</i> | 27 |
| <i>Male ghoul 1 of Lisa Asil</i> | 19 | <i>Gaston</i> | 27 |
| <i>Group: The Revisionists (Camarilla)</i> | 20 | <i>Female ghoul 1 of Gaston</i> | 27 |
| <i>Claudius Rotzeiger</i> | 20 | Faction: Sabbat | 28 |
| <i>Ian Gallard</i> | 20 | Faction: Independents | 28 |
| <i>Male ghoul 1 of Ian Gallard</i> | 20 | <i>Group: Aggripa Lounge (Independents)</i> | 28 |
| <i>Male ghoul 2 of Ian Gallard</i> | 20 | <i>Rita Kanelski</i> | 28 |
| <i>Amanda</i> | 20 | <i>Female ghoul 2 of Rita Kanelski</i> | 28 |
| <i>Esther Glucksmann</i> | 20 | <i>Female ghoul 1 of Rita Kanelski</i> | 28 |
| <i>Male ghoul 1 of Esther Glucksmann</i> | 21 | Faction: Anarchs | 29 |
| <i>Female ghoul 1 of Glocksmann</i> | 21 | | |
| <i>Group: The Ventrue Primogen (Camarilla)</i> | 22 | | |
| <i>Fiona</i> | 22 | | |
| <i>Demetra Krangsten</i> | 22 | | |
| <i>Male ghoul 1 of Fiona</i> | 22 | | |
| <i>Male ghoul 3 of Fiona</i> | 22 | | |
| <i>Theodor</i> | 22 | | |
| <i>Male ghoul 1 of Theodor</i> | 22 | | |
| <i>Male ghoul 3 of Theodor</i> | 22 | | |
| <i>Female ghoul 4 of Theodor</i> | 23 | | |
| <i>Female ghoul 2 of Theodor</i> | 23 | | |
| <i>Hermann</i> | 23 | | |
| <i>Male ghoul 1 of Hermann</i> | 23 | | |
| <i>Albrecht</i> | 23 | | |
| <i>Male ghoul 2 of Albrecht</i> | 23 | | |
| <i>Female ghoul 1 of Albrecht</i> | 23 | | |
| <i>Lawrence Clarkson</i> | 24 | | |
| <i>Simon Drazic</i> | 24 | | |
| <i>Wolfgang Demler</i> | 24 | | |
| <i>Male ghoul 2 of Wolfgang Demler</i> | 24 | | |
| <i>Male ghoul 1 of Wolfgang Demler</i> | 24 | | |
| <i>Group: U-Bahn Gang (Camarilla)</i> | 25 | | |
| <i>Wilhelm</i> | 25 | | |
| <i>Juergen Glassik</i> | 25 | | |
| <i>Male ghoul 2 of Wilhelm</i> | 25 | | |
| <i>Klara</i> | 25 | | |
| <i>Male ghoul 1 of Klara</i> | 25 | | |
| <i>Kai</i> | 25 | | |
| <i>Male ghoul 1 of Kai</i> | 26 | | |
| <i>Male ghoul 2 of Kai</i> | 26 | | |
| <i>Erika Karpinski</i> | 26 | | |
| <i>Male ghoul 1 of Erika Karpinski</i> | 26 | | |
| <i>Zolov</i> | 26 | | |
| <i>Male ghoul 2 of Zolov</i> | 26 | | |
| <i>Male ghoul 1 of Zolov</i> | 26 | | |
| <i>Group: Ventrue Rangers (Camarilla)</i> | 27 | | |