

# The Vampire

What a Wonderful  
World of Darkness

Hamburg  
by Night

Name .....	Daniel Völker	Nature .....	Trickster	Age (M.C.) .....	24/25 (2022A.D)
Player .....	Hugo (@amelo)	Demeanor .....	Child	Sex .....	male
Chronicle .....	HbN	Position .....	Neonate	Concept .....	PhD student
Creature .....	Kindred	Coterie .....	Samhain Coterie	Clan .....	Ravnos
Faction .....	Camarilla	Territory .....		Weakness .....	Vice addiction

## Physical (3)

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

## Social (5)

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

## Mental (7)

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

## Talents (10)

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

## Skills (5)

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

## Knowledges (18)

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

## Backgrounds (7)

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

## Disciplines (4)

Chimerstry .....	●●●○○
Animalism .....	○○○○○
Fortitude .....	●○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

## Virtues

Conscience .....	●●●●○
Self-Control .....	●●●○○
Courage .....	●●●●○
.....	
Generation .....	12th
Sire .....	
.....	
Experience .....	3
Remaining .....	3
Spent .....	0

## Merits/Flaws

## Willpower

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

## Humanity

●	●	●	●	●	●	●	○	○	○
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## Blood Pool

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

## Health

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

## Specialities

Appearance 4 .....	
Intelligence 5 .....	
Wits 4 .....	
Dodge 4 .....	
Science 4 .....	

## Action Shortcuts

Dexterity+Stealth .....	3
Dexterity+Dodge .....	6
Charisma+Performance .....	2
Charisma+Intimidation .....	1
Manipulation+Subterfuge .....	3
Appearance+Subterfuge .....	4
Perception+Alertness .....	1

Perception+Empathy .....	4
Perception+Dodge .....	5
Wits+Streetwise .....	5

Challenge:8

About Backgrounds

Allies [2]

- One ally of moderate influence and power - One ally of moderate influence and power

Contacts [1]

- One major contact

Generation [1]

12th generation

Mentor [3]

Mentor is heavily influential, such as a member of the primogen.

Timeline

About Nature & Demeanor

TRICKSTER

Description --- The Trickster finds the absurd in everything. No matter how grim life (or unlife) may become, the Trickster always uncovers a kernel of humor within it. Tricksters cannot abide sorrow or pain, and so they strive to lighten the spirits of those around them. Some Tricksters have even higher ideals, challenging static dogma by exposing its failures in humorous ways. Comedians, satirists and social critics are examples of Trickster Archetypes.

System --- Regain a point of Willpower any time you manage to lift others' spirits, especially if you are able to deny your own pain in the process.

CHILD (demeanor)

Description --- The Child is still immature in personality and temperament. He wants what he wants now, and often prefers someone to give it to him. Although he can typically care for himself, he would rather have a caretaker-type cater to his bratty desires. Some Child Archetypes are actually innocent rather than immature, ignorant of the cold ways of the real world. Children, spoiled individuals and some drug abusers are Child Archetypes.

About Merits & Flaws

About Disciplines

- FORTITUDE -

A character's rating in Fortitude adds to his Stamina for the purposes of soaking normal damage (bashing and lethal). A character with this Discipline may also use his dots in Fortitude to soak aggravated damage (Kindred cannot normally soak things like vampire bites, werewolf claws, magical effects, fire, sunlight or massive physical trauma). So a vampire with Fortitude 3 has three dice to soak aggravated damage. See Chapter Six, pp. 208-209, for further details on soaking and damage.

- CHIMERSTRY - Apparition

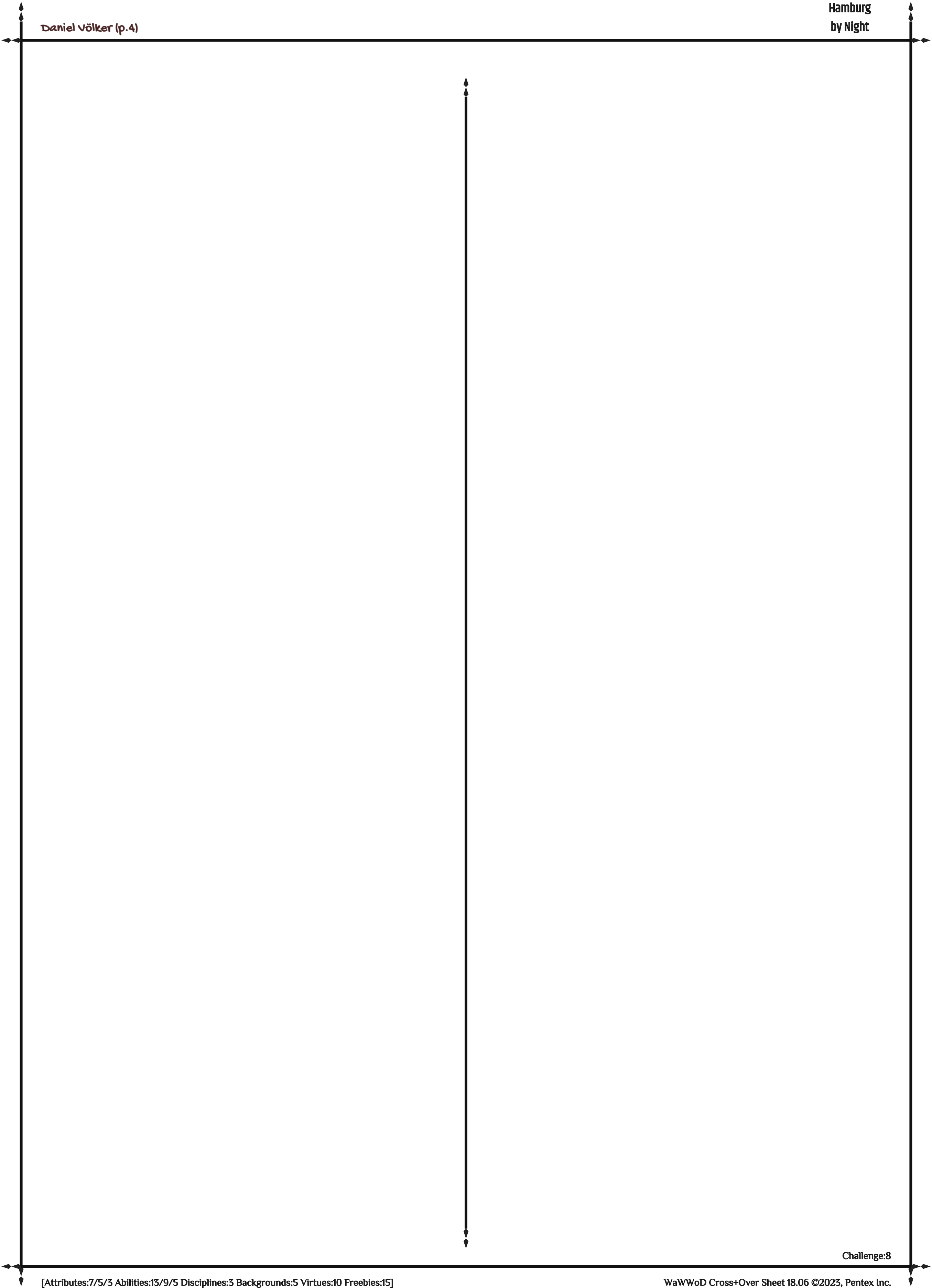
The creator spends one blood point to make the illusion move in one specific way. She may change the image's movement only if she has done nothing but concentrate on the mirage since creating it.

- CHIMERSTRY - Fata Morgana

The player spends a Willpower point and a blood point to create the dweomer. These static images remain until dispelled, in much the same way that an Ignis Fatuus illusion does.

- CHIMERSTRY - Ignis Fatuus

The player must spend a point of Willpower to create this illusion. It lasts until the Ravens leaves its vicinity (such as stepping out of the room) or until another person sees through it somehow. The Cainite may also end the illusion at any time; this requires no effort, only the merest whim.



Daniel völker (p.4)

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