

The Northeast Passage

Hamburg by Night

Age (Y/L) 33/34 (2022A.D)

Sex female

Concept Medium

Clan Brujah

Weakness Short fuse

Mental (7)

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

Knowledges (17)

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

Virtues

Conscience	●●●●○
Self-Control	●●●●○
Courage	●●○○○
Generation	13th
Sire	
Experience	○
Remaining	○
Spent	○

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Action Shortcuts

Perception+Empathy	5
Perception+Dodge	4
Wits+Streetwise	3

[Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:10 Freebies:15]

WaWwOD Cross+Over Sheet 16.06 ©2023, Pentex Inc.

About Backgrounds

Contacts [1]

- One major contact

Fame [1]

You’re known to a select subculture of the city — local clubgoers or the Park Avenue set, for instance.

Herd [2]

- 7 vessels

Resources [2]

Middle class: an apartment or condominium. If liquidated, you would have at least €16,000 in cash. Allowance of €2400 a month.

Timeline

About Nature & Demeanor

About Merits & Flaws

About Disciplines

- POTENCE -

The player rolls all Strength-related tests normally, but then adds an automatic success for each point he has in Potence. Thus, the character succeeds at most Strength feats without needing to make a roll at all. In melee and brawling combat, the automatic successes are applied to the damage roll results.

- CELERITY -

The character spends a single blood point. The next turn, she gains a number of additional full actions equal to her Celerity rating. These additional actions must be physical (e.g., the vampire cannot use a mental Discipline like Dominate multiple times in one turn). So a vampire with Celerity 4 who spends a blood point may perform a total of five physical actions in her next turn. The actions occur at the end of the turn (the vampire's regular action still takes place per her initiative roll). Normally, a character without Celerity must apply a dice pool penalty if she wants to take multiple actions in a single turn. A character using Celerity performs his extra actions (including full movement) without penalty, gaining a full dice pool for each separate action. Extra actions gained through Celerity may not in turn be split into multiple actions.

- PRESENCE - Entrancement

The player rolls Appearance + Empathy (difficulty of the target's permanent willpower); the number of successes determines how long the subject is entranced (see the chart below). The storyteller may wish to make the roll instead, since the character is never certain of the strength of her hold on the victim. The vampire may try to keep the subject under her thrall, but can do so only after the initial Entrancement wears off. Attempting this power while Entrancement is already in operation has no effect.

- PRESENCE - Dread Gaze

The player rolls Charisma + Intimidation (difficulty of the victim's Wits + Courage). Success indicates the victim is cowed, while failure means the target is startled but not terrified by the sight. Three or more successes means he runs away in abject fear; victims who have nowhere to run claw at the walls, hoping to dig a way out rather than face the vampire. Moreover, each success subtracts one from the target's action dice pools next turn.

- PRESENCE - Awe

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

