What a Wonderful
World of Darkness

VAMPIRE
The Northeast Passage

Hamburg
by Night

Name — Dominic Braün	Nature — TBD	Age/R(E) — 30/31 (2022A.D)
Player — Gerard	Demeanor — TBD	Sex — male
Chronicle — HbN	Position — Neonate	Concept — Businessman
Creature — Kindred	Coterie — Samhain Coterie	Clan — Ventrue
Faction — Camarilla	Territory —	Weakness — Prey Exclusive

Physical (3)
Strength ●○○○○
Dexterity ●●●○○
Stamina ●●○○○

Social (7)
Charisma ●●●●○
Manipulation ●●●●●
Appearance ●○○○○

Mental (5)
Perception ●●○○○
Intelligence ●●○○○
Wits ●●●●●

Talents (13)
Alertness ●●○○○
Athletics ●○○○○
Brawl ○○○○○
Dodge ●●○○○
Empathy ●○○○○
Expression ●●●○○
Intimidation ●○○○○
Leadership ●●●○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills (5)
Animal ken ○○○○○
Crafts ○○○○○
Drive ●●○○○
Etiquette ○○○○○
Firearms ●○○○○
Melee ○○○○○
Performance ○○○○○
Security ●○○○○
Stealth ●○○○○
Survival ○○○○○

Knowledges (13)
Academics ●○○○○
Technology ●○○○○
Finance ●●●●○
Investigation ○○○○○
Law ●○○○○
Linguistics ●○○○○
Medicine ○○○○○
Occult ●●○○○
Politics ●●●○○
Science ○○○○○

Backgrounds (5)
Allies ○○○○○
Contacts ○○○○○
Fame ○○○○○
Generation ●○○○○
Herd ○○○○○
Influence ●●●○○
Mentor ○○○○○
Resources ●○○○○
Retainers ○○○○○
Status ○○○○○

Disciplines (5)
Dominate ●●●○○
Presence ●○○○○
Fortitude ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Virtues
Conscience ●●●●○
Self-Control ●●●●●
Courage ●●○○○

Generation — 12th
Sire —

Experience — 6
Remaining — 6
Spent — 0

Merits/Flaws

Willpower
●●●○○○○○○○
□□□□□□□□□□

Humanity
●●●●●●●●○○

Blood Pool
●○○●●●●●○●
□□□□□□□□□□
□□□□□□□□□□

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

Specialities
Charisma 4
Manipulation 5
Wits 4
Finance 4

Action Shortcuts
Dexterity+Stealth — 4
Dexterity+Dodge — 5
Charisma+Performance — 4
Charisma+Intimidation — 5
Manipulation+Subterfuge — 5
Appearance+Subterfuge — 1
Perception+Alertness — 4

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

Challenge:8

About Backgrounds

Timeline

Challenge:8

About Nature & Demeanor

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.

- 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.

- DOMINATE - The Forgetful Mind
The player states what sorts of alteration he wants to perform, then rolls Wits + Subterfuge (difficulty of the target's Willpower score). Any success pacifies the victim for the amount of time it takes the vampire to perform the verbal alteration, provided the vampire does not act aggressively toward the victim. The table below indicates the degree of modification possible to the subject's memory, depending on the number of successes gained. If the successes rolled don't allow for the extent of change the character desired, the Storyteller reduces the resulting impact on the victim's mind.

- DOMINATE - Mesmerize
The player rolls Manipulation + Leadership (difficulty equal to the target's permanent Willpower). The number of successes determines how well the suggestion takes hold in the victim's subconscious. If the vampire scores one or two successes, the subject cannot be forced to do anything that seems strange to her (she might walk outside, but is unlikely to act like a chicken). At three or four successes, the command is effective unless following it endangers the subject. At five successes or greater, the vampire can implant nearly any sort of command. No matter how strong the Kindred's will, his command cannot force the subject to harm herself directly or defy her innate Nature. So, while a vampire who scored five successes could make a 98-pound weakling attack a 300-pound bouncer, he could not make the mortal shoot herself in the head.

- DOMINATE - Command
The player rolls Manipulation + Intimidation (difficulty of the target's permanent Willpower). More successes force the subject to act with greater vigor or for a longer duration (continue running for a number of turns, go off on a laughing jag, sneeze uncontrollably).

Challenge:8