

The Vampire

What a Wonderful
World of Darkness

Hamburg
by Night

Name	Jakob Luzinski	Nature	TBD	Age / IQ	32/33 (2022A.D)
Player	Maxime (Quarta-Feira)	Demeanor	TBD	Sex	male
Chronicle	HbN	Position	Neonate	Concept	Police Officer
Creature	Kindred	Coterie	Samhain Coterie	Clan	Malkavian
Faction	Camarilla	Territory	St. Pauli District	Weakness	Derangement

Physical (3)

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

Social (5)

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

Mental (7)

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

Talents (13)

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

Skills (9)

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

Knowledges (10)

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

Backgrounds (10)

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

Disciplines (4)

Dementation	●●○○○
Auspex	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Virtues

Conscience	●●●●●
Self-Control	●●○○○
Courage	●●●○○
Generation	10th
Sire	
Experience	9
Remaining	9
Spent	0

Merits/Flaws

D: TBD F	○○○○○
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Willpower

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

Humanity

●	●	●	●	●	●	●	○	○	○
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Blood Pool

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

Health

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

Specialities

Manipulation 4	
Wits 4	
Empathy 4	
Investigation 4	

Action Shortcuts

Dexterity+Stealth	4
Dexterity+Dodge	3
Charisma+Performance	1
Charisma+Intimidation	2
Manipulation+Subterfuge	6
Appearance+Subterfuge	5
Perception+Alertness	4

Perception+Empathy	7
Perception+Dodge	3
Wits+Streetwise	6

Challenge:8

About Backgrounds

Allies

One human ally of moderate influence

Contacts

One major contact in Hamburg police

Fame

Quite renown young detective

Resource

Some money. But being a cop doesn't pays so much.

Mentor

(ella) Oh yeah she is so good.

Timeline

About Nature & Demeanor

TBD
Nature

TBD
Demeanor

About Merits & Flaws

About Disciplines

- AUSPEX - Aura Perception
The player rolls Perception + Empathy (difficulty 8); each success indicates how much of the subject's aura the character sees and understands (see the table below). A botch indicates a false or erroneous interpretation. The Storyteller may wish to make this roll, thus keeping the player in the dark as to just how good (or bad) the character's interpretation is.

- AUSPEX - Heightened Senses
In certain circumstances, use of this power requires a die roll: for a normal Perception roll (the Storyteller may reduce the difficulty by the character's Auspex rating), to notice a subject using Obfuscate (see p. 166), or to perceive a threat

- DEMENTATION - The Haunting
The player spends a blood point and rolls Manipulation + Subterfuge (difficulty of his victim's Perception + Self-Control). The number of successes determines the length of the sensory "visitations." The precise effects are up to the Storyteller, though particularly eerie or harrowing apparitions can certainly reduce dice pools for a turn or two after the manifestation.

- DEMENTATION - Passion
The player rolls Charisma + Empathy (difficulty of the victim's Humanity score). The number of successes determines the duration of the altered state of feeling. Effects of this power might include one- or two-point additions or subtractions to difficulties of frenzy rolls, virtue rolls, rolls to resist Presence powers, etc.