

HAMBURG BY NIGHT

The Chronicle Book
Notes: Based on Yora's Northeast Passage.
Acronym: GHH
Era: 2025
Creature: kindred

Hamburg By Night	1
Faction: Camarilla	2
Group: (Camarilla)	2
Faction: Sabbat	3
Faction: Independents	3
Faction: Anarchs	3

FACTION: CAMARILLA

GROUP: (CAMARILLA)

GOTTFRIED BROEM

9th gen. male Brujah of the Camarilla.
Concept: College Student
Age: 28 (Real: 32, Embrace: 2023)
Nature (Demeanor): Visionary (Trickster)
Freebies: 0 [OK]
Physical (5): Strength 3, Dexterity 3, Stamina 2
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (7): Perception 3, Intelligence 4, Wits 3
Talents (9): Alertness 1, Athletics 1, Brawl 1, Empathy 3, Expression 1, Streetwise 1, Subterfuge 1.
Skills (5): Crafts 1, Etiquette 1, Larceny 1, Melee 1, Stealth 1.
Knowledges (13): Academics 3, Investigation 2, Law 2, Medicine 1, Occult 1, Politics 1, Science 2, Technology 1.
Backgrounds (6): Generation 4, Herd 1, Resources 1.
Disciplines: Potence (1), Presence (3), Celerity (1)

Blood	14	Willpower	3
Pool			
Conscience	2	Self-Control	5
		Courage	3

BRUNHILDE DAUMER

12th gen. female Toreador of the Camarilla.
Concept: Weaponsmith
Age: 31 (Real: 33, Embrace: 2023)
Nature (Demeanor): Idealist (Celebrant)
Freebies: 0 [OK]
Physical (5): Strength 3, Dexterity 3, Stamina 2
Social (7): Charisma 3, Manipulation 3, Appearance 4
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (11): Alertness 1, Athletics 1, Awareness 1, Empathy 1, Expression 4, Streetwise 1, Subterfuge 2.
Skills (17): Animal Ken 1, Crafts 5, Drive 1, Etiquette 3, Melee 2, Performance 3, Stealth 1, Survival 1.
Knowledges (5): Academics 1, Computer 1, Occult 1, Science 1, Technology 1.
Backgrounds (5): Generation 1, Mentor 3, Resources 1.
Disciplines: Presence (1), Auspex (1), Celerity (1)

Blood	11	Willpower	5
Pool			
Conscience	4	Self-Control	4
		Courage	2

JANN SCHNEIDER

12th gen. female Malkavian of the Camarilla.
Concept: Nightlife Enthousiast
Age: 24 (Real: 26, Embrace: 1999)
Nature (Demeanor): Chameleon (Dabbler)
Freebies: 0 [OK]
Physical (5): Strength 3, Dexterity 3, Stamina 2
Social (7): Charisma 3, Manipulation 5, Appearance 2
Mental (3): Perception 2, Intelligence 2, Wits 2
Talents (15): Alertness 2, Athletics 2, Awareness 2, Empathy 2, Expression 1, Streetwise 4, Subterfuge 2.
Skills (9): Crafts 1, Drive 1, Etiquette 1, Larceny 1, Performance 3, Stealth 1, Survival 1.
Knowledges (6): Academics 1, Law 1, Medicine 1, Occult 1, Science 1, Technology 1.
Backgrounds (6): Contacts 1, Generation 1, Herd 1, Mentor 3.
Disciplines: Auspex (3), Dementation (1)

Blood	11	Willpower	5
Pool			
Conscience	3	Self-Control	3
		Courage	4

FACTION: SABBAT

FACTION: INDEPENDENTS

FACTION: ANARCHS