

GAME BACKGROUND

Description of your Games recent History/Setting:

Background Summary:

Fabled ancestral home and origin of Priscus Archer's Rise to power and dominion over the "mid-west". It has been a few years since the city was under siege, and the signs of recovery are now apparent. The Dark is Dark, but there is light around each corner if you know where to look. Cainites compete for territory among each other as well as other monsters in the city. Madison is a staging ground; that has roads which can take you anywhere; if you have the strength and stamina to travel them.

Now the Angel of Caine Delila an unknown yet supported Archbishop of Wisconsin has plans for both the Territories and the sanctity of the sword's holy rites. Priscus Archer's packmate and loyal friend Ivan created and maintains a public Communal Haven and meeting grounds so the Sword can gather securely and can sate their appetites whatever they may be.

Archbishop Delila after the Midwest Palla Grande High Holiday, set territories within Dane county, the county that surrounds Madison to each of the stable Packs in the area. She named a Serpent of the Light named Tear as her Templar, Joey Sixx a Pander from the Pander Movement, and Grimore of Blood Pack as one of the Bishops, and Marcus Penn a Ventrue Antitribu of the Sons of Caine Pack as her second Bishop. They are to co-lead the Diocese and the other Cainites, maintaining the territory, and protecting it from the Enemies of the Sword. They are starting to build the power base in Wisconsin.

The outlying area and Madison is shared by Lupines, Wraiths, Spectres, and Changeling also fighting and hidden trying to keep the Cainites from controlling and driving them out of their territories.

Packs are responsible for maintaining and monitoring their territories, feeding and living in these areas to prevent enemies from taking over the area. But unyet known to them Followers of Set NPC's have killed and taken over one of the corners of the county given to a Npc pack in the north east corner of the county.

Also not known is the small group of Camarilla NPC's have taken over the north west corner of the county, executing the small Npc pander pack that maintained the very small territory in the county.

POLITICS OF THE CITY

Current Political Situation/Climate: Stable/Building

Please list below the Clan/Generation/XP and identify if the character is a NPC or PC as they apply in your game.

Sabbat Positions

Arch-Bishop: Delila- Assamite- 7th Gen- NPC

Bishop: Joey Sixx- Pander- 9th Gen- PC, Marcus Penn- Ventrue- 8th Gen- PC

Ductus(s):

Lewis- Pander- 9th Gen PC

Diamond – Gangrel Anti – 9th Gen PC

Archard – Gangrel Anti – 8th Gen PC

Masseo – Ravenous- 10th Gen PC

Pack Priest(s):

Alexi- Salubri- 8th Gen PC

Pavel Obertus – 9th Gen PC

Vertigo – Toreador Anti – 9th Gen PC

Templars/Paladins:

Lewis- Paladin- Pander- 9th Gen- PC

Nickoli Bloodtalen the Dread Wolf- Templar- Gangrel- 8th Gen- PC

Vashj- Templar- Serpent of the light- 9th Gen- PC

Tear – Templar – Serpent of the Light – 9th Gen PC

Slurpy – Templar – Nosferatu Anti – 10th Gen PC

Angel Raguel – Salubri Anti – 9th Gen PC

Others (Blackhand/Inquisitors/Prisci/6+ personal Status Vampires/7th gen or lower NPCs):

Samyra- Black Hand- Assamite- 8th Gen- PC

Elizabeth Victoria Andrews- Black Hand- Gangrel- 10th Gen- PC

Archard- Black Hand- Gangrel- 8th Gen- PC

Alexi- Inquisition- Salubri- 8th Gen- PC

Nickoli Bloodtalen the Dread Wolf- Inquisition- 8th Gen- PC

Vashj- Serpent of the Light- Inquisition- 9th Gen- PC

Archer- Lasombra- Prisci- 6th Gen - NPC

Anarchs/Independents/Other of Note (Please use your judgment and discretion)

Camarilla Positions

Prince: Antwain Vernon of Roxbury, Wi.

Seneschal:

Keeper:

Sheriff:

Head Harpy:

Others (Archons/4+ personal Status Kindred/7th gen or lower NPCs/Background: Fame 4+):
 Scourge: Nash Carter of Roxbury, Wi

PC CHARACTERS:

Please list the number of each in your game below

SABBAT	15	14	13	12	11	10	9	8
Brujah Anti								
Gangrel Anti						1	4	3
Malkavian Anti				1			1	
Nosferatu Anti						3	2	1
Toreador Anti						1	1	
Ventrue Anti						1		1
Lasombra						1	3	2
Tzimicie						1	2	2
Pander	1					1	1	
Salubri						1	1	2
								1

INDEPENDENT	15	14	13	12	11	10	9	8
Assamites								
Gangrel								
Giovanni								
Ravnos								

Catiff								
Setite								

BLOODLINES	15	14	13	12	11	10	9	8
Daughters of Cacophony								
Samedi								
True Brujah								
Old Clan Tzimice								

What faction are each of the Assamites in your game:

Samyra- Assamite Sorcerer- 8th Gen- Black Hand- PC

Others (Please Specify):

Assamite (Sabbat): 8th Gen- 1

Ravanos AT (Sabbat): 10th Gen-2, 9th Gen-1

Harbingers of Skulls (Sabbat): 8th Gen-1

Serpents of the Light (Sabbat): 10th Gen-1, 9th Gen-5

Ravenous: 10th Gen- 1

Kiasyd: 10th Gen- 1

NPC CHARACTERS:

Please list the number of each in your game below

SABBAT	15-14	13-12	11-10	9	8	7	6	5
Brujah Anti								
Gangrel Anti					1			
Malkavian Anti								

Nosferatu Anti								
Toreador Anti								
Ventrue Anti								
Lasombra								
Tzimicie				1	1			
Pander		1	2					
Salubri					1			

CAMARILLA	15-14	13-12	11-10	9	8	7	6	5
Brujah			1					
Gangrel			1					
Malkavian								
Nosferatu								
Toreador			1					
Tremere								
Ventrue			1	1				
Catiff								
Children Of Haquim				1				

INDEPENDENT	15-14	13-12	11-10	9	8	7	6	5
Assamites								
Gangrel								
Giovanni								
Ravnos								
Catiff								
Setite			2	1	1			

BLOODLINES	15-14	13-12	11-10	9	8	7	6	5
Daughters of Cacophony								
Samedi					1			
Old Clan Tzimice								

What faction are each of the Assamites in your game?

Archbishop Delila- Assamite Warrior- 7th Gen- NPC- No Faction

Others (Please Specify):

Lasombra-Sabbat- 6th Gen-1

Assamite Anti- Sabbat- 8th Gen-1 ; 7th Gen- 1

Serpents of the Light- Sabbat- 7th Gen- 1

Toreador- Autarch- 8th Gen-4; 7th Gen-1

BLOOD MAGIC

Please list all Blood Magic in your game by character. Please identify the clan of the character and if it is a PC or NPC (ex: Tremere – PC: Thaum Paths and Rituals)

Salubri-Alexi-PC: Judicium Thaumaturgy: Gift of Morheus

Salubri-Alexi-PC: Judicium Thaumaturgy: Movement of the Mind

Salubri-Alexi-PC: Judicium Thaumaturgy: Path of Blood

Salubri-Alexi-PC: Judicium Thaumaturgy: Spirit Manipulation

Salubri-Alexi-PC: Koldunic Sorcery: Way of Wind

Salubri-Alexi-PC: Judicium Thaumaturgy: Calling the Restless Spirit

Salubri-Alexi-PC: Judicium Thaumaturgy: Craft Bloodstone

Salubri-Alexi-PC: Judicium Thaumaturgy: Illuminate Trail of Prey

Salubri-Alexi-PC: Judicium Thaumaturgy: Principle Focus of Vitae Infusion

Salubri-Alexi-PC: Judicium Thaumaturgy: Summon the Guardian Spirit

Salubri-Alexi-PC: Judicium Thaumaturgy: Eyes of the Past

Salubri-Alexi-PC: Judicium Thaumaturgy: Rend the Mind

Salubri-Alexi-PC: Judicium Thaumaturgy: Ward VS Kindred

Salubri-Alexi-PC: Judicium Thaumaturgy: Invisible Chains of Binding

Salubri-Alexi-PC: Judicium Thaumaturgy: Paper Flesh

Salubri-Alexi-PC: Judicium Thaumaturgy: Stone of the True Form

Salubri-Alexi-PC: Judicium Thaumaturgy: Umbra Walk

Salubri-Alexi-PC: Koldunic Sorcery: Deflection of Wood Doom

Salubri- Alexi-PC: Koldunic Sorcery: Reawakening the Dead Water

Salubri- Alexi- PC: Koldunic Sorcery: Ties that Bind

Salubri- Alexi- PC: Koldunic Sorcery: Ward VS Lupines

Salubri- Alexi-PC: Koldunic Sorcery: Gaze of the Gorgon

Gangrel-Archard-PC: Koldunic Sorcery: Way of Fire

Gangrel- Archard-PC: Koldunic Sorcery: Domadli's Favor

Gangrel- Archard-PC: Koldunic Sorcery: Deflection of Wooden Doom

Gangrel- Archard- PC: Koldunic Sorcery: Rouse the Elemental Spirit

Gangrel- Archard- PC: Koldunic Sorcery: Ties that Bind

Gangrel- Archard- PC: Koldunic Sorcery: Ward vs Cainites

Gangrel- Archard- PC: Koldunic Sorcery: Mephistophelean Minx

Gangrel- Archard- PC: Aljusi Koldunic Sorcery: Principle Focus of Vitae Infusion

Gangrel- Archard- PC: Aljusi Koldunic Sorcery: Eyes of the Grave

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Communing with the Darkness

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Drawing the Shades of Darkness

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Nox Etemum

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: The Shadow of Hands that Serve

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Empowering the Shroud of Night

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Shadow servant

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Shadow Vault

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Pierce the Murk

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: The Heart that Beats in Silence

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Calling the Thing in Darkness

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Pilfer the Tenebrous Essence

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Reflections of Hollow Revelation

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Seeing the Darkness Within

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Nocturnal Discussion

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Ahriman's Favor

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Drinking the Blood of Ahriman

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Aegis of Ahriman

Lasombra-Frances Montague "M"-PC: Abyss Mysticism: Transubstantiation of Essence

Gangrel-Nickoli Bloodtalen the Dread Wolf- PC: Dur An Ki: Elemental Mastery

Gangrel- Nickoli Bloodtalen the Dream Wolf- PC: Deflection of Wooden Doom

Tzimisce- Greta-PC: Koldunic Sorcery: Way of Fire

Tzimisce- Greta- PC: Koldunic Sorcery: Way of Spirit

Tzimisce- Greta- PC: Koldunic Sorcery: Way of Wind

Tzimisce- Greta- PC: Koldunic Sorcery: Deflection of Wood Doom

Tzimisce- Greta- PC: Koldunic Sorcery: Enlightenment

Tzimisce- Greta- PC: Koldunic Sorcery: Hospitality

Tzimisce- Greta- PC: Koldunic Sorcery: Ties that Bind

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Way of Earth

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Way of Spirit

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Way of Wind

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Enlightenment

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Hospitality

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Invoke the Lesser Sign of Power

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Mephistophelean Minx

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Revelation of Blood Lineage

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Rouse the Elemental Spirit

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Raze the Lelek

Tzimisce- Pavel Obertus- PC: Koldunic Sorcery: Ties that Bind

Assamite- Samyra- PC: Dur-An-Ki: Movement of the Mind

Assamite- Samyra- PC: Dur-An-Ki: Hunter's Wind

Assamite- Samyra- PC: Dur-An-Ki: Elemental Mastery

Assamite- Samyra- PC: Dur-An-Ki: Focused Mind

Assamite- Samyra- PC: Dur-An-Ki: Path of Father's Vengeance

Assamite- Samyra- PC: Dur-An-Ki: Spirit Manipulation

Assamite- Samyra- PC: Dur-An-Ki: The Green Path

Assamite- Samyra- PC: Dur-An-Ki: Burning Blade

Assamite- Samyra- PC: Dur-An-Ki: Calling the Restless Spirit

Assamite- Samyra- PC: Dur-An-Ki: Defense of the Sacred Haven

Assamite- Samyra- PC: Dur-An-Ki: Deflection of Wooden Doom

Assamite- Samyra- PC: Dur-An-Ki: Extinguish

Assamite- Samyra- PC: Dur-An-Ki: Principal Focus of Vitae Infusion

Assamite- Samyra- PC: Dur-An-Ki: Sanguinous Phial

Assamite- Samyra- PC: Dur-An-Ki: Sense the Mystical

Assamite- Samyra- PC: Dur-An-Ki: Vessel of Transference

Assamite- Samyra- PC: Dur-An-Ki: Illuminate trail of the Prey

Assamite- Samyra- PC: Dur-An-Ki: Touch the Earth

Assamite- Samyra- PC: Dur-An-Ki: Serendaing the Kami

Assamite- Samyra- PC: Dur-An-Ki: Steps of the Terrified

Assamite- Samyra- PC: Dur-An-Ki: Infirm Inert

Assamite- Samyra- PC: Dur-An-Ki: Scry

Assamite- Samyra- PC: Dur-An-Ki: Stolen Kisses

Assamite- Samyra- PC: Dur-An-Ki: Ward vs Kindred

Assamite- Samyra- PC: Dur-An-Ki: Awaken Kalif

Assamite- Samyra- PC: Dur-An-Ki: Aura of the Innocent child's heart

Assamite- Samyra- PC: Dur-An-Ki: Warding Circle vs Spirits

Harbinger of Skulls- Sidor- PC: Necromancy: Ash Path

Harbinger of Skulls- Sidor- PC: Necromancy: Bone Path

Harbinger of Skulls- Sidor- PC: Necromancy: Sepulchre Path

Harbinger of Skulls- Sidor- PC: Necromancy: Call of the Hungry Dead

Harbinger of Skulls- Sidor- PC: Necromancy: Eyes of the Grave

Harbinger of Skulls- Sidor- PC: Necromancy: Call on the Shadow's Grace

Harbinger of Skulls- Sidor- PC: Necromancy: Peek Past the Shroud

Harbinger of Skulls- Sidor- PC: Necromancy: Ritual of the Unearthed Fetter

Harbinger of Skulls- Sidor- PC: Necromancy: Chill of Oblivion

Serpents of The Light- Tanitha Bensen- PC: Wanga: Orisha's Fortune

Serpents of the Light- Tanitha Bensen- PC: Wanga: Sepulchre Path

Serpents of the Light- Tanitha Bensen- PC: Defense of the Sacred Haven

Serpents of the Light- Tanitha Bensen- PC: Eyes of the Grave

Serpents of the Light- Tanitha Bensen- PC: Craft Gris- Gris

Serpents of the Light- Tear- PC: Wanga: Ash Path

Serpents of the Light- Tear- PC: Wanga: Bone Path

Serpents of the Light- Tear- PC: Wanga: Flow of Ashe

Serpents of the Light- Tear- PC: Wanga: Orisha's Fortune

Serpents of the Light- Tear- PC: Wanga: Path of Blood

Serpents of the Light- Tear- PC: Wanga: Sepulchre

Serpents of the Light- Tear- PC: Wanga: Craft Garde

Serpents of the Light- Tear- PC: Wanga: Ward vs Ghouls

Serpents of the Light- Tear- PC: Wanga: Ori Sight

Serpents of the Light- Tear- PC: Wanga: Ward vs Cainite

Serpents of the Light- Tear- PC: Wanga: Ward vs Ghost

Serpents of the Light- Tear- PC: Wanga: Eyes of the Grave

Serpents of the Light- Tear- PC: Wanga: Spirit Beacon

Serpents of the Light- Tear- PC: Wanga: Baleful Doll

Serpents of the Light- Tear- PC: Wanga: Nightmare Drums

Serpents of the Light- Vashj- PC: Wanga: Ash Path

Serpents of the Light- Vashj- PC: Wanga: Bone Path

Serpents of the Light- Vashj- PC: Wanga: Orisha's Fortune

Serpents of the Light- Vashj- PC: Wanga: Sepulchre Path

Serpents of the Light- Vashj- PC: Wanga: Craft Garde

Serpents of the Light- Vashj- PC: Wanga: Grandfather's Gift

Serpents of the Light- Vashj- PC: Wanga: Scry

Serpents of the Light- Vashj- PC: Wanga: Ward vs Demons

Serpents of the Light- Vashj- PC: Wanga: Warding Circle vs Cainites

Serpents of the Light- Vashj- PC: Wanga: Eyes of the Grave

Serpents of the Light- Vashj- PC: Wanga: Knowing stone

Serpents of the Light- Vashj- PC: Wanga: Baleful Doll

Serpents of the Light- Vashj- PC: Wanga: Ritual of the Unearth Fetter

Serpents of the Light- Vashj- PC: Wanga: Dead Man's Hand

Samedi- Syntax- NPC: Vodoun: The Ash Path

Samedi- Syntax- NPC: Vodoun: The Bone Path

Samedi- Syntax- NPC: Vodoun: The Sepulchre Path

Samedi- Syntax- NPC: Vodoun: Custom: Charon's Eyes

Samedi- Syntax- NPC: Vodoun: Call the Hungry Dead

Samedi- Syntax- NPC: Vodoun: Eyes of the Grave

Samedi- Syntax- NPC: Vodoun: Knowing Stone

Samedi- Syntax- NPC: Vodoun: Part the Veil

Samedi- Syntax- NPC: Vodoun: Baleful Doll

Samedi- Syntax- NPC: Vodoun: Call of the Shadow's Grace

Samedi- Syntax- NPC: Vodoun: Dead Man's Hand

Samedi- Syntax- NPC: Vodoun: Garb of Hades

Samedi- Syntax- NPC: Wanga: Orisha's Fortune

Samedi- Syntax- NPC: Wanga: The Flow of Ashe

Samedi- Syntax- NPC: Wanga: The Path of Blood

Samedi- Syntax- NPC: Wanga: Ward vs Ghouls

Samedi- Syntax- NPC: Wanga: Warding Circle vs Ghouls

Samedi- Syntax- NPC: Wanga: Bone of Lies

Samedi- Syntax- NPC: Wanga: Ori Sight

Samedi- Syntax- NPC: Wanga: Ward vs Cainite

Samedi- Syntax- NPC: Wanga: Ward vs Lupines

Samedi- Syntax- NPC: Wanga: Ward vs Ghosts

Samedi- Syntax- NPC: Wanga: Warding circle vs Demons

Lasombra- Archer- NPC: Thaumaturgy: Hands of Destruction

Lasombra- Archer- NPC: Thaumaturgy: Path of Blood

Lasombra- Archer- NPC: Thaumaturgy: Focused Mind

Lasombra- Archer- NPC: Thaumaturgy: Blood Mastery

Lasombra- Archer- NPC: Thaumaturgy: Blood Walk

Lasombra- Archer- NPC: Thaumaturgy: Burning Blades

Lasombra- Archer- NPC: Thaumaturgy: Calling the Restless Spirit

Lasombra- Archer- NPC: Thaumaturgy: Craft Bloodstone

Lasombra- Archer- NPC: Thaumaturgy: Defense of Sacred Haven

Lasombra- Archer- NPC: Thaumaturgy: Deflection of Wooden Doom

Lasombra- Archer- NPC: Thaumaturgy: Dominoe of Life

Lasombra- Archer- NPC: Thaumaturgy: Engaging the Vessel of Transference

Lasombra- Archer- NPC: Thaumaturgy: Eye of the Nighthawk

Lasombra- Archer- NPC: Thaumaturgy: Illuminate Trail of Prey

Lasombra- Archer- NPC: Thaumaturgy: Principle Focus of Vitae Infusion

Lasombra- Archer- NPC: Thaumaturgy: Sanguineous Phial

Lasombra- Archer- NPC: Thaumaturgy: Sense the Mystical

Lasombra- Archer- NPC: Thaumaturgy: Steps of the Terrified

Lasombra- Archer- NPC: Thaumaturgy: Wake the Evening's Freshness

Lasombra- Archer- NPC: Thaumaturgy: Ward vs Ghouls

Lasombra- Archer- NPC: Thaumaturgy: Widow's Spite

Lasombra- Archer- NPC: Thaumaturgy: Blood Allergy

Lasombra- Archer- NPC: Thaumaturgy: Blond of Lies

Lasombra- Archer- NPC: Thaumaturgy: Clinging of the Insect

Lasombra- Archer- NPC: Thaumaturgy: Eyes of the Past

Lasombra- Archer- NPC: Thaumaturgy: Fire in the Blood

Lasombra- Archer- NPC: Thaumaturgy: Firewalker

Lasombra- Archer- NPC: Thaumaturgy: Flesh of the Fiery Touch

Lasombra- Archer- NPC: Thaumaturgy: Incorporeal Passage

Lasombra- Archer- NPC: Thaumaturgy: Mirror of the Second Sight

Lasombra- Archer- NPC: Thaumaturgy: Pavis of the Foul Presence

Lasombra- Archer- NPC: Thaumaturgy: Rend the Mind

Lasombra- Archer- NPC: Thaumaturgy: Rending Sweet Earth

Lasombra- Archer- NPC: Thaumaturgy: Shaft of Belated Quiescence

Lasombra- Archer- NPC: Thaumaturgy: Unweave Ritual

Lasombra- Archer- NPC: Thaumaturgy: Ward vs Kindred

Lasombra- Archer- NPC: Thaumaturgy: Ward vs Lupines

Lasombra- Archer- NPC: Thaumaturgy: Blood Contract

Lasombra- Archer- NPC: Thaumaturgy: Diamond's Doom

Lasombra- Archer- NPC: Thaumaturgy: Invisible Chains of Binding

Lasombra- Archer- NPC: Thaumaturgy: Paper Flesh

Lasombra- Archer- NPC: Thaumaturgy: Stone of the True Form

Lasombra- Archer- NPC: Thaumaturgy: Umbra Walk

Lasombra- Archer- NPC: Thaumaturgy: Ward vs Demons

Lasombra- Archer- NPC: Thaumaturgy: Ward vs Ghost

Lasombra- Archer- NPC: Thaumaturgy: Ward vs Spirits

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ash Path

Serpents of the Light- Tol-la Witch- NPC: Wanga: Bone Path

Serpents of the Light- Tol-la Witch- NPC: Wanga: Flow of Ashe

Serpents of the Light- Tol-la Witch- NPC: Wanga: Orisha's Fortune

Serpents of the Light- Tol-la Witch- NPC: Wanga: Sepulchre Path

Serpents of the Light- Tol-la Witch- NPC: Wanga: Call of the Hungry Dead

Serpents of the Light- Tol-la Witch- NPC: Wanga: Eyes of the Grave

Serpents of the Light- Tol-la Witch- NPC: Wanga: Knowing Stone

Serpents of the Light- Tol-la Witch- NPC: Wanga: Baleful Doll

Serpents of the Light- Tol-la Witch- NPC: Wanga: Cadaver's Touch

Serpents of the Light- Tol-la Witch- NPC: Wanga: Call on the Shadow's Grace

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ritual of the Unearthed Fetter

Serpents of the Light- Tol-la Witch- NPC: Wanga: Dead Man's Hand

Serpents of the Light- Tol-la Witch- NPC: Wanga: Craft Garde

Serpents of the Light- Tol-la Witch- NPC: Wanga: Craft Gris-Gris

Serpents of the Light- Tol-la Witch- NPC: Wanga: Defense of the sacred Haven

Serpents of the Light- Tol-la Witch- NPC: Wanga: Grandfather's Gift

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ward vs Ghoul

Serpents of the Light- Tol-la Witch- NPC: Wanga: Bone of Lies

Serpents of the Light- Tol-la Witch- NPC: Wanga: Bottle of Lies

Serpents of the Light- Tol-la Witch- NPC: Wanga: Bottled Voice

Serpents of the Light- Tol-la Witch- NPC: Wanga: Candle of Rage

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ori Sight

Serpents of the Light- Tol-la Witch- NPC: Wanga: Scry

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ward vs Cainite

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ward vs Fea

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ward vs Lupines

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ward vs Demons

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ward vs Ghost

Serpents of the Light- Tol-la Witch- NPC: Wanga: Ward vs Spirits

Followers of Set- David Vengrini-NPC: Akhu; False Heart

Followers of Set- David Vengrini-NPC: Akhu: Vine of Dionysus

Followers of Set-David Vengrini-NPC: Akhu: Devil's Touch

Followers of Set- David Vengrini-NPC: Akhu: Rebirth of Mortal Vanity

Followers of Set- David Vengrini-NPC: Akhu: Stolen Kisses

Followers of Set- David Vengrini-NPC: Akhu: Warding Circle vs Fae

Followers of Set- Farthing Dentre-NPC: Akhu: False Heart

Followers of Set- Farthing Dentre- NPC: Akhu: Path of Anubis

Followers of Set- Farthing Dentre-NPC: Akhu: Defense of Sacred Haven

Followers of Set- Farthing Dentre-NPC: Akhu: Incantation of the Shepherd

Followers of Set- Farthing Dentre-NPC: Akhu: Inscribe the Book of Set

Followers of Set- Farthing Dentre-NPC: Akhu: Warding Circle vs Ghouls

Followers of Set- Farthing Dentre-NPC: Akhu: Return of the Heart

Followers of Set- Farthing Dentre-NPC: Akhu: Stolen Kisses

Followers of Set- Farthing Dentre-NPC: Akhu: Warding Circle vs Cainite

Followers of Set- Farthing Dentre-NPC: Akhu: Cobra's Favor

Followers of Set- Farthing Dentre-NPC: Akhu: Warding Circle vs Ghost

OTHER SUPERNATURALS

The following section requests that any other supernaturals be mentioned in the application. Please include a description under each of the general plot you plan to run with them. Also include any R& U concerning them

Garou: Glasswalker Elders control Capital building and Major Politics, Scattered packs protect Specific sites, small caern in Native Reservation Park.

Wraiths: Spectures are more common, three shades Fear, Anger, and Pain maintain cults. There is a Haunted hotel that traps Ghosts once they enter

Changlings: Unseelie/Shadow Court individuals hid and protect their trods, freeholds and balefires. Small goblin market in Madison. Pc's have traded and are wanted for bad deals and broken promises

Mage: None

RARE AND UNIQUE CREATURE APPLICATIONS:

Please create a character sheet, in which you list all details for that creature type (Vampire, Garou, etc.) for each individual Rare and Unique Creature you have in your Game. We ask that you send these when you send your application. Rare and Unique Characters are not necessarily NPCs. OWBN Council likes knowing of them so that the balance of Rare and Unique types of characters is maintained in games.

If you have questions as to if a character is considered R&U please ask the SubCoord working with you or reference the current R&U Bylaws for OWBN.

Kindred

Any Rare Clan/Antitribu (ie Lasombra Antitribu, Salubri Antitribu, Baali etc): All Sheets Attached at End

Any Bloodline (Can be PC): Sheet Attached at End

Any Kindred below 7th Gen (Must be NPC): 2 NPC Sheets Attached at end

Any Kindred with More than 6 personal Status (Can be PC):

Other

Any Famous/Historical People (ie Catherine the Great, Michelangelo, Joan d'Arc etc):

Mummies (of any sort):
Demons/Deamons/Devils/Imps etc:
Any other special creations unique to your Chronicle (ie a sentient obilisk):

OWBN BYLAWS

Have you read the Character, R&U, Administrative and Coordinator Bylaws and feel that you understand them, are willing to uphold them in your chronicle, and enforce them in game and in interactions with others? (All STs names must be listed here to assure that they all have read them.)

Alexi

Vampire

Player: Chuck Farmer

Character ID:

Status: Active

Clan: Salubri Antitribu

Sect: Sabbat

Coterie/Pack: Son's of Caine

Blood: 15 0000000000000000

Willpower: 12 00000000000000

Experience Unspent: 4

Total Experience Earned: 570

Narrator:

Generation: 8

Title: Archangel

Sire:

Date Printed: April 10, 2016

Last Modified: March 20, 2016

Starting Date: June 18, 2010

Nature: Fanatic

Demeanor: Drunk Uncle

Morality Path: Path of Honorable Accord

Morality Traits: 4 0000

Conscience/Conviction: 2 00

Aura: +0

Self-Control/Instinct: 3 000

Courage: 5 00000

14 Physical Traits:

000 Deadly x3
00 Ferocious x2
000 Quick x3
0000 Resilient x4
00 Vicious x2

14 Social Traits:

0000 Callous x4
00000 Cruel x5
00000 Fearsome x5

14 Mental Traits:

000 Depraved x3
000 Focused x3
0000 Inhumane x4
0000 Insidious x4

0 Negative Physical Traits:

2 Negative Social Traits:

Tactless
Untrustworthy

3 Negative Mental Traits:

Forgetful
Gullible
Oblivious

93 Abilities:

O Acting
00000 Animal Ken x5
00000 Brawl x5
00 Empathy x2
00 Intimidation x2
00000 Investigation x5
00000 Koldunism x5
00 Leadership x2
0000 Lore: Bahari x4
00000 Lore: Clan: Salubri Antitribu x5

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Auspex: Psychic Projection (adv.)
Celerity: Alacrity (basic)
Celerity: Swiftess (basic)

000 Lore: Clan: Tremere x3
 00000 Lore: Demon x5
 00000 Lore: Infernal x5
 0000 Lore: Kindred x4
 000 Lore: Noddist x3
 000 Lore: Path of Enlightenment x3
 0000 Lore: Sabbat x4
 00000 Melee x5 (Spec:Reliquary)
 00000 Occult x5
 0000 Performance: Mandolin x4
 0000 Rituals x4
 000 Survival x3
 000 Tactics x3
 0 Theology
 00000 Torture x5 (Spec:Heritics)

Celerity: Rapidity (int.)
 Celerity: Legerity (int.)
 Celerity: Fleetness (adv.)
 Fortitude: Endurance (basic)
 Fortitude: Mettle (basic)
 Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Fortitude: Aegis (adv.)
 Obtenebration: Shadow Play (basic)
 Obtenebration: Shroud of Night (basic)
 Obtenebration: Arms of the Abyss (int.)
 Obtenebration: Black Metamorphosis (int.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Quietus: Silence of Death (basic)
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Vicissitude: Bloodform (adv.)
 Thaumaturgy: Gift of Morpheus: Cause Sleep (basic)
 Thaumaturgy: Gift of Morpheus: Mass Slumber (basic)
 Thaumaturgy: Gift of Morpheus: Enchanted Slumber (int.)
 Thaumaturgy: Movement of the Mind: Force Bolt (basic, P)
 Thaumaturgy: Movement of the Mind: Manipulate (basic, P)
 Thaumaturgy: Movement of the Mind: Flight (int., P)
 Thaumaturgy: Movement of the Mind: Repulse (int., P)
 Thaumaturgy: Movement of the Mind: Control (adv., P)
 Thaumaturgy: Path of Blood: Taste for Blood (basic)
 Thaumaturgy: Path of Blood: Blood Rage (basic)
 Thaumaturgy: Path of Blood: Blood of Potency (int.)
 Thaumaturgy: Path of Blood: Theft of Vitae (int.)
 Thaumaturgy: Spirit Manipulation: Hermetic Sight (basic)
 Thaumaturgy: Spirit Manipulation: Astral Cant (basic)
 Koldunic Sorcery: Way of Wind: Breath of Whispers (basic, P)
 Koldunic Sorcery: Way of Wind: Biting Gale (basic, P)
 Koldunic Sorcery: Way of Wind: Breeze of Lethargy (int., P)
 Koldunic Sorcery: Way of Wind: Ride the Tempest (int, P)
 Koldunic Sorcery: Way of Wind: Fury of the Night Sky (adv., P)
 Valeren: Warrior: Sense Death (basic)
 Valeren: Warrior: Morphean Blow (basic)
 Valeren: Warrior: Burning Touch (int.)
 Valeren: Warrior: Armor of Caine's Fury (int.)
 Valeren: Warrior: Vengeance of Samiel (adv.)
 Valeren: Combo: Eye of Unforgiving Heaven
 Tzimisce: Flaying Touch
 Tzimisce: Koldunism: Body of Zephyr (WofW 5, Vicissitude 5)
 Tzimisce: Pater Szlachta
 Combination: Alpha Glint
 Combination: Iron Facade

10 Status:

O Sabbat P: Inquisitor: Confirmed
 O Sabbat P: Inquisitor: Feared

Rituals:

Thaumaturgy: Basic: Calling the Restless Spirit (R1, P, JT)
 Thaumaturgy: Basic: Craft Bloodstone (R1, P, JT)

- O Sabbat P: Inquisitor: Ominous
- O Sabbat P: Pack Priest: Enlightened
- O Sabbat P: True Sabbat: Initiated
- O Sabbat R: Faction: Inquisition: Purifier
- O Sabbat R: Patriarch (Convention of Fire)
- O Sabbat R: Relentless
- O Sabbat R: Supported (Priscus Archer)
- O Sabbat R: Vanquisher (Battle of Chorizan)

Thaumaturgy: Basic: Illuminate Trail of Prey (R2, JT)
 Thaumaturgy: Basic: Principle Focus of Vitae Infusion (R1, JT)
 Thaumaturgy: Basic: Summon the Guardian Spirit (R2, JT)
 Thaumaturgy: Intermediate: Eyes of the Past (R2, JT)
 Thaumaturgy: Intermediate: Rend the Mind (R1, P, JT)
 Thaumaturgy: Intermediate: Ward vs. Kindred (R1, P, JT)
 Thaumaturgy: Advanced: Invisible Chains of Binding (R3, JT)
 Thaumaturgy: Advanced: Paper Flesh (R3, JT)
 Thaumaturgy: Advanced: Stone of the True Form (R3, JT)
 Thaumaturgy: Advanced: Umbra Walk (R1, P, JT)
 Koldunic Sorcery: Basic: Deflection of Wooden Doom (basic, P)
 Koldunic Sorcery: Basic: Reawakening the Dead Water (basic, P)
 Koldunic Sorcery: Intermediate: Ties that Bind (int., P)
 Koldunic Sorcery: Intermediate: Ward vs. Lupine (int., P)
 Koldunic Sorcery: Advanced: Gaze of the Gorgon (adv., P)
 Sabbat: Auctoritas: All from LotN:R Sabbat Guide
 Sabbat: Ignoblis: All from LotN:R Sabbat Guide

17 Backgrounds:

- O Alternate Identity
- O Faction Membership : Inquisition
- OOO Generation x3
- OOOOO Mentor x5 (Salubri Anti)
- OOOO Mentor 2 x4 (Vykos)
- O Retainers
- OO Rituals x2

0 Influences:

Miscellaneous Traits:

Derangements:

Ritual Freak

Blood Bonds/Vinculum:

Boons:

Merits:

Salubri Antitribu: Born again Warrior (2)

Flaws:

Infertile Vitae (5)
 Inquisition Enemy (0, x5, Nationally Important Judge Inquisitor)
 Magic Attunement (0, Koldunic Sorcery)
 Vulnerability to Silver (2)

Equipment:

Reliquary x3

Health Levels:

- OOO Healthy x3
- OOO Bruised x3
- OO Wounded x2
- O Incapacitated
- O Torpor

Notes:

Salubri In-clans: Auspex, Fortitude, Valeran.

Out of Clans: Animalism, Celerity, Thaumaturgy, Koldonic Sorcery, Quietus, Thanatosis, Potence, Presence, Protean, Vicissitude

Thaumaturgy : Judicium Thaumaturgy (Bacaban) P = Primary
 Paths: Movement of the Mind, Path of Blood, Spirit Manipulation.

Honorable Accord - Conviction, Self-Control

Rank - Archangel

Diablarie to 8th from 10th.

Faction Rank: Judge Inquisitor

Alt ID: Johnny Kincade - Catiff Anarch from Rock County known by Barret

+ [Merit]

Born-Again Warrior (OWbN Custom)

Salubri Packet 1-10-15

This merit is only found amongst the Salubri Antitribu, where something in your embrace has invoked the original powers of the Warrior bloodline. Because of this, instead of having the modern versions of Valeren 2 & 4, you manifest the original versions of this power; Morphean Blow and Armour of Caine's

Fury, respectively. Both Morphean Blow and Armour of Caine's Fury are treated as in clan for you, and as such, anyone who learns those levels of Valeren from you learns Morphean Blow and Armour Caine's Fury. Should you ever acquire the Merit: Blooding by the Code, this Merit ceases to function, as you are considered to be a full-fledged Salubri Warrior, with all that entails. Refund of points spent on this merit is at ST discretion.

Way of Wind Use Player's Guide to High Clans pg. 185 for the original description

• Breath of Whispers (Players Guide to High Clans, pg. 185)

System: There is no activation test for this power. Instead, each Temporary Mental Trait spent allows the Koldun to send and receive one message (roughly 3 seconds of conversation). Otherwise, use as printed. •• Biting Gale (Players Guide to High Clans, pg. 185)

System: The Koldun engages all targets in the area of effect in a Mental versus Physical Challenge, retested with Occult. Should the Koldun win, those caught in the area of effect take one level of Bashing Damage, lose two Physical Traits, must bid two additional Physical Traits on all physical challenges, and have their movement reduced by half. Each turn the victims remain in the area of effect, they must make a Physical Challenge difficulty of the Koldun's Mental Traits or suffer another additional level of Bashing Damage. This power lasts a number of turns equal to the Koldun's levels of Way of Wind. Otherwise, use as printed.

••• Breeze of Lethargy (Players Guide to High Clans, pg. 185)

System: The Koldun engages the targets in a Mental versus Physical Challenge, retested with Occult, in the area of effect. Should the Koldun win, each victim may only declare half their Physical Traits (total) in all Physical Challenges while under the effects of this power. In addition to this, movement rates while under the effects of this power are halved. This power lasts a number of rounds equal to the Koldun's levels in the Way of Wind. Victims who lose the initial challenge must make two immediate simple tests. Should they lose both, the victim falls asleep, as described in this power. Otherwise, use as printed.

•••• Ride the Tempest (Players Guide to High Clans, pg. 185)

System: Use as printed, with the following system: instead of an activation roll, the Koldun performs a Static Mental Challenge, difficulty of 10 and retested with Occult. A Koldun who tries to use this power indoors in an enclosed area suffers 5 levels of Lethal Damage that may be soaked normally

••••• Fury of the Night Sky (Players Guide to High Clans, pg. 186)

System: The Koldun performs a Static Mental Challenge, difficulty 9 and retested with Occult. After the challenge, the Koldun may spend any number of Temporary Mental Traits to determine the time it takes for the storm to gather and the length of the storm. (Each Mental Trait spent equals 1 hour less per Mental Trait for the storm to gather from a starting time of 6 hours, and the storm lasts 1 hour per Mental Trait spent.) Each turn, the Koldun may spend one point of Willpower and engage a target who is able to be struck by lightning in a Mental versus Physical Challenge, retested with Occult. Should the victim fail, they suffer 5 levels of Lethal Damage. Only one such attack may be made per turn. Otherwise, use as printed.

+[Koldunic Sorcery]

Primary Path: Wind

Teacher: Velya (Tzim Coord NPC)

Flaw: Magic Attunement

Those that learn Koldunism Out of Clan are considered 1 trait down to any opposing magic as they must attune themselves to magic in order to Learn Koldunism. The "Attunement" Flaw gives them no extra points and can never be bought off

Body of Zephyr (Way of Wind 5, Protean 5 or Vicissitude 5) Blood Magic: Secrets of Thaumaturgy, page 129

See Book for Description

System: Use as printed with no activation test. It should be noted that a vampire in this form is immune to all forms of physical attacks, as they are made up of wind.

XP Cost: 9

+Honorable Accord

1- Breaking your word; killing without strong justification.

2 - Placing personal concerns above duty; showing cowardice.

3 - Disobeying your leader; failing to protect your allies.

4 - Associating with dishonorable individuals; failing to participate in group rites.

5- Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

- Flesh Wound / Iron Facade:

Spend one Blood Trait. For the next hour, no damage you suffer produces a visible result; no wounds, no limps from lameness, no fountains of blood from inconvenient holes. Characters with Auspex may attempt to pierce this with the usual challenge of Auspex versus Obfuscate.

Bystanders who see particularly ludicrous lack of evidence may attempt a Mental Challenge to see through the illusion.

While using Flesh Wound, you have a two-Trait bonus to Social Tests related to your physical capabilities.

Alpha Glint (Animalism 3, Fortitude 3)

Counsel of Primogen pg. 104

The wielder spends a Temporary Willpower to activate the power, which has similar effects to Presence: Majesty, but does affect mortals, and functions only to intimidate. Those without the Intimidation Ability and at least one Intimidating Social Trait are unable to use this power. Should anyone wish to break the Alpha Glint, they engage the wielder in a Static Willpower Challenge.

Alpha Glint costs 10 Experience Points to learn.

Playing Touch Potence 2/ Vis 2
 Player's Guide to the High Clans, page 167
 System: Make a Physical Challenge against the target, retest with Brawl (this may only be used in a brawling attack). You must also touch exposed flesh. If successful, the player spends Body Crafts ability to inflict an equal corresponding number of levels of lethal damage. If the damage exceeds the victim's stamina related traits, she may only writhe and scream in pain (but may defend herself normally). Vampires do not take damage, instead they lose Blood Traits. Otherwise, use as printed.
 Rarity: Tzimisce Coordinator Approval
 XP Cost: 7

Pater Szlachta (Cbk Tzi Rev pg 72)
 Required: Protean 4, Vicissitude 3

Some Tzimisce combine the Protean power to turn into an animal with the possibilities of Vicissitude. Forces of chaotic change surge through the Fiend's body, forces he must direct while experiencing bone-breaking pain. When the Tzimisce can bear the strain no longer, the body settles into the Pater Szlachta. Takes 2 bloodpoints. The change takes up to five posts to accomplish, during which the Tzimisce can only howl, drool vitae and writhe. The player can describe what sort of alterations he wants to make, but the process is difficult to control.

Anaisa Pye

Vampire

Player: Schmitt, Amanda
Character ID:
Status: Active

Experience Unspent: 18
Total Experience Earned: 842
Narrator:

Date Printed: April 10, 2016
Last Modified: April 9, 2016
Starting Date: March 12, 2003

Clan: Ventru
Sect: Sabbat
Coterie/Pack: Son's of Caine

Generation: 10
Title:
Sire: Marcus Penn

Nature: Caregiver
Demeanor: Child

Blood: 13 00000000000000
Willpower: 10 0000000000

Morality Path: Humanity
Morality Traits: 2 00
Conscience/Conviction: 2 00

Aura: +0
Self-Control/Instinct: 4 0000
Courage: 3 000

12 Physical Traits:

000 Brutal x3
 000 Dexterous x3
 000 Quick x3
 000 Tough x3

12 Social Traits:

00 Alluring x2
 00 Charming x2
 00 Commanding x2
 00 Friendly x2
 00 Gorgeous x2
 00 Seductive x2

12 Mental Traits:

000 Alert x3
 000 Determined x3
 000 Disciplined x3
 000 Wise x3

0 Negative Physical Traits:

0 Negative Social Traits:

1 Negative Mental Traits:

Impatient

297 Abilities:

00000 Academics x5
 00000 Animal Ken x5 (Quell the beast)
 00000 Archery x5
 00000 Athletics x5

Disciplines:

Animalism: Feral Whispers (basic)
 Animalism: Beckoning (basic)
 Animalism: Quell the Beast (int.)
 Animalism: Subsume the Spirit (int.)

00000 Awareness x5
 0000 Blindfighting x4
 0000 Bodycraft x4
 00000 Brawl x5 (Natural Weapons)
 00000 Computer x5
 000 Conspiracy Theory x3
 000 Covert Culture x3
 000 Demolitions x3
 00000 Dodge x5 (Multiple Opponents)
 00000 Drive x5
 00000 Empathy x5 (Passion)
 00 Enigmas x2
 00000 Etiquette x5
 00000 Finance x5
 00000 Firearms x5 (Assault Weapons)
 0 Haven Scouting
 00 Herbalism x2
 000 Hunting x3
 00000 Intimidation x5
 00000 Investigation x5 (Heightened Senses)
 00000 Law x5
 00000 Leadership x5 (Majesty)
 00000 Linguistics x5
 000 Lore: Anarch x3
 0 Lore: Angelic
 00000 Lore: Camarilla x5
 0 Lore: Clan: Assamites
 000 Lore: Clan: Brujah x3
 000 Lore: Clan: Followers of Set x3
 0000 Lore: Clan: Gangrel x4
 0 Lore: Clan: Giovanni
 0 Lore: Clan: Lasombra
 000 Lore: Clan: Malkavian x3
 00 Lore: Clan: Nosferatu x2
 00 Lore: Clan: Ravnos x2
 00 Lore: Clan: Samedi x2
 000 Lore: Clan: Toreador x3
 0 Lore: Clan: Tzimisce
 00000 Lore: Clan: Ventrue x5
 0 Lore: Demon
 0 Lore: Dur An Ki
 000 Lore: Faerie x3
 00 Lore: Hunter x2
 0 Lore: Infernal
 00000 Lore: Kindred x5
 0 Lore: Kuei-Jin
 00000 Lore: Lupine x5
 000 Lore: Mage x3
 00000 Lore: Noddist x5
 0000 Lore: Sabbat x4
 0 Lore: Sewer
 00 Lore: Spirit x2
 000 Lore: Umbral x3
 0 Lore: Wraith
 00 Lore: Wyrms x2
 00 Masquerade x2
 00000 Medicine x5
 00 Meditation x2
 00000 Melee x5
 0 Naval Artillery
 0 Navigation
 00000 Occult x5
 00000 Politics x5
 00000 Power Brokering x5
 000 Psychology x3
 00000 Repair x5

Auspex: Heightened Senses (basic)
 Auspex: Aura Perception (basic)
 Auspex: Spirit's Touch (int.)
 Auspex: Telepathy (int.)
 Celerity: Alacrity (basic)
 Celerity: Swiftmess (basic)
 Celerity: Rapidity (int.)
 Celerity: Legerity (int.)
 Celerity: Fleetness (adv.)
 Chimerstry: Ignis Fatuus (basic)
 Chimerstry: Fata Morgana (basic)
 Chimerstry: Apparition (int.)
 Chimerstry: Permanency (int.)
 Dementation: Passion (basic)
 Dementation: The Haunting (basic)
 Dementation: Eyes of Chaos (int.)
 Dementation: Voice of Madness (int.)
 Dominate: Command (basic)
 Dominate: Mesmerism (basic)
 Dominate: Forgetful Mind (int.)
 Dominate: Conditioning (int.)
 Dominate: Possession (adv.)
 Fortitude: Endurance (basic)
 Fortitude: Mettle (basic)
 Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Fortitude: Aegis (adv.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Obfuscate: Cloak the Gathering (adv.)
 Obtenebration: Shadow Play (basic)
 Obtenebration: Shroud of Night (basic)
 Obtenebration: Arms of the Abyss (int.)
 Obtenebration: Black Metamorphosis (int.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Presence: Dread Gaze (basic)
 Presence: Entrancement (int.)
 Presence: Summon (int.)
 Presence: Majesty (adv.)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Quietus: Silence of Death (basic)
 Quietus: Scorpion's Touch (basic)
 Quietus: Dagon's Call (int.)
 Serpents: Eyes of the Serpent (basic)
 Serpents: Tongue of the Asp (basic)
 Serpents: Skin of the Adder (int.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Ventrue: Approximation of Loyalty Absolute
 Ventrue: Denial of Aphrodite's Favor
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)

OO	Rituals x2	Combo: Alpha Glint
OOOOO	Science x5	Inspire Greatness
OOOO	Science: Electronics x4	Inspire Greater Greatness
OOOO	Science: Polymers x4	
OOOOO	Scrounge x5	
OOO	Seamanship x3	
OOOOO	Security x5	
OOOOO	Shipwright x5	
OO	Sniping x2	
OOOOO	Stealth x5 (Vanish from the Minds Eye)	
OOOOO	Streetwise x5	
OOOOO	Subterfuge x5	
OOOOO	Survival x5	
OOOO	Thanatology x4	
OOOO	Theology x4	

5 Status:

O Sabbat P: True Sabbat: Initiated
O Sabbat R: Clan: Ventrue Antiribu: Respected
O Sabbat R: Loyal (Previously Unified)
O Sabbat R: Proven
O Sabbat R: Scorched

Rituals:

38 Backgrounds:

OOOOO Allies x5
OOOOO Contacts x5
OOOOO Fame x5 (Humanitarian)
OOO Generation x3
OOOOO Herd x5
OOOOO Mentor x5 (Jason Lee - Dead)
OOO Mentor2 x3 (Amarante DeVisconti)
OOOOO Resources x5
OO Retainers x2

35 Influences:

Bureaucracy x5
Church
Finance x5
Health x5
Media x5
Occult x6
Politics x4

Miscellaneous Traits:

Police x4

Derangements:

Intellectualization (Dementation)

Blood Bonds/Vinculum:

Boons:

Minor Boon due from Ace

Merits:

Eat Food (2)
Enchanting Voice (4)
Natural Leader (1)
Ventrue: Paragon (6, Occult)

Flaws:

Overconfident (1)
Short (1)
Territorial (2)

Equipment:

Health Levels:

OOO Healthy x3
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

True name is Elizabeth Daley
Camarilla name is : Areial Emerson

May not ever partake in Nectar of the Bitter rose again.

Lingustics: Arabic, ASL, Ancient Babylonian, French, Hebrew, Latin, Russian, TBD

Bodycrafted lvl 6 to hide Identity

+Humanity

- 1: Utter perversion or heinous acts; Casual violation (thoughtless killing, feeding past satiation).
- 2: Planned violation (outright murder, savored exsanguination); Impassioned violation(Manslaughter, killing a vessel in frenzy)
- 3: Intentional property damage; Accidental violation (drinking a vessel dry out of starvation).
- 4: Theft; Injury to another (accidental or otherwise).
- 5: Minion selfish acts; Selfish thoughts.

Angel Raguel (Jason Alaste)

Vampire

Player: Paul Reynolds

Character ID:

Status: Active

Experience Unspent: 0

Total Experience Earned: 84

Narrator:

Date Printed: April 10, 2016

Last Modified: April 10, 2016

Starting Date: January 13, 2016

Clan: Salubri Antitribu

Sect: Sabbat

Coterie/Pack: Grimore of Blood

Generation: 9

Title: Templar (Marcus Penn)

Sire:

Nature: Judge

Demeanor: Idealist

Blood: 14 OOOOOOOOOOOOOO

Willpower: 6 OOOOOO

Morality Path: Path of Honorable Accord

Morality Traits: 3 OOO

Conscience/Conviction: 3 OOO

Aura: +0

Self-Control/Instinct: 3 OOO

Courage: 3 OOO

13 Physical Traits:

OO Ferocious x2
OO Savage x2
O Stalwart
OOO Vicious x3
OO Vigorous x2
OOO Wiry x3

13 Social Traits:

OO Fearsome x2
OOO Intense x3
OOOO Intimidating x4
OO Persuasive x2
OO Threatening x2

13 Mental Traits:

OO Analytical x2
OOO Disciplined x3
OO Focused x2
O Insidious
OOO Intuitive x3
OO Knowledgeable x2

0 Negative Physical Traits:

2 Negative Social Traits:

Eerie
Scarred

1 Negative Mental Traits:

Predictable

29 Abilities:

O Alertness
O Athletics
O Awareness
O Hunting
O Intimidation
O Investigation
OOO Lore: Cainite x3
OOOOO Lore: Clan: Salubri Antitribu x5
OOO Lore: Sabbat x3
OOOOO Melee x5

Disciplines:

Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Valeren: Warrior: Sense Death (basic)
Valeren: Warrior: Morphean Blow (basic)
Valeren: Warrior: Burning Touch (int.)
Valeren: Warrior: Armor of Caine's Fury (int.)
Valeren: Warrior: Vengeance of Samiel (adv.)

O Occult
OOOOO Rituals x5
O Survival

6 Status:

O Sabbat P: Templar: Ominous
O Sabbat P: Templar: Respected
O Sabbat P: True Sabbat: Initiated
O Sabbat R: Ordained
O Sabbat R: Path: Blessed
O Sabbat R: Path: Devoted

Rituals:

Sabbat: Auctoritas: Binding
Sabbat: Auctoritas: Blood Bath
Sabbat: Auctoritas: Blood Feast
Sabbat: Auctoritas: Creation Rites
Sabbat: Auctoritas: Fire Dancing
Sabbat: Auctoritas: Games of Instinct
Sabbat: Auctoritas: Monomancy
Sabbat: Auctoritas: Sermons of Caine
Sabbat: Auctoritas: Vaulderie
Sabbat: Auctoritas: War Parties
Sabbat: Auctoritas: Wild Hunt
Sabbat: Ignoblis: Acceptance Ritus
Sabbat: Ignoblis: Allegiance Ritus
Sabbat: Ignoblis: Asp's Blessing
Sabbat: Ignoblis: Contrition Ritus
Sabbat: Ignoblis: Martial Ritus
Sabbat: Ignoblis: Ritus of Thanksgiving
Sabbat: Ignoblis: Spilling of Blood
Sabbat: Ignoblis: Stealth Ritus
Sabbat: Ignoblis: Sun Dance
Sabbat: Ignoblis: Test of Pain
Sabbat: Ignoblis: Truth Revealed
Sabbat: Ignoblis: Welcoming Ritus

10 Backgrounds:

OOOO Generation x4
OOOOO Mentor x5 (Grandsire)
O Resources

0 Influences:

Miscellaneous Traits:

Derangements:

Blood Bonds/Vinculum:

Boons:

Anaisa Pye
Diamond DeWinters "Diamond Bloodtalen"
Diana Starling
Elizabeth Victoria Andrews x2
Jason "Leo" Caster x2
Joey Sixx x3
Lewis
Marcus Penn x3
Nickoli Bloodtalen the Dread Wolf
Pavel Obertus x2
Sidor
Slurpy (Dominic)
Test Subject 29 "Jolki Fleshflayer" "Joe Flayer"

Merits:

Debt of Gratitude (2, After character create)
Lucky (6, After character create)
Salubri Antitribu: Born again Warrior (2)
Sight beyond sight (5)

Flaws:

Odd Eye (2, Red)
Visable Eye (5)

Equipment:

Health Levels:

OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

Sire: Jameson Duval, meet final death at the claws of lupines.
Your sires only broodmate is named Suryan du Kervak (PC)
Grandsire: Kervak, Ductus of Ghost Knife, the Archbishop of Wisconsin Delila's pack. He is serious and very loyal to his pack, he is ex military

so he has a lot of tactical and demolition/firearms experiance.

+Honorable Accord

- 1: Breaking your word; killing without strong justification.
- 2: Placing personal concerns above duty; showing cowardice.
- 3: Disobeying your leader; failing to protect your allies.
- 4: Associating with dishonorable individuals; failing to participate in group rites.
- 5: Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Archard

Vampire

Player: Jacob Bouvet

Character ID:

Status: Active

Clan: Gangrel Antitribu

Sect: Sabbat

Coterie/Pack: Venom

Experience Unspent: 12

Total Experience Earned: 462

Narrator:

Generation: 8

Title: Ductus

Sire: Hawk

Date Printed: April 10, 2016

Last Modified: April 3, 2016

Starting Date: December 27, 2015

Nature: Capitalist

Demeanor: Survivor

Blood: 15 0000000000000000

Willpower: 10 0000000000

Morality Path: Path of the Grey Hunter

Morality Traits: 3 000

Conscience/Conviction: 2 00

Aura: +0

Self-Control/Instinct: 5 00000

Courage: 4 0000

14 Physical Traits:

000 Brawny x3
000 Quick x3
0000 Resilient x4
00 Rugged x2
00 Stalwart x2

14 Social Traits:

00 Alluring x2
00 Commanding x2
00 Diplomatic x2
00000 Intimidating x5
000 Magnetic x3

14 Mental Traits:

0 Alert
000 Cunning x3
00 Dedicated x2
000 Determined x3
00 Knowledgeable x2
000 Vigilant x3

0 Negative Physical Traits:

2 Negative Social Traits:

Bestial
Feral

2 Negative Mental Traits:

Deceitful
Impatient

98 Abilities:

00000 Acting x5
00000 Animal Ken x5 (Drawing out the Beast)
00000 Art of Memory x5
000 Athletics x3
000 Blindfighting x3
00000 Brawl x5 (Tooth & Claw)
0 Disguise
000 Dodge x3
000 Empathy x3
0000 Intimidation x4
00000 Investigation x5
00000 Koldunism x5
00000 Leadership x5

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Animalism: Subsume the Spirit (int.)
Animalism: Drawing Out the Beast (adv.)
Auspex: Heightened Senses (basic)
Celerity: Alacrity (basic)
Celerity: Swiftess (basic)
Celerity: Rapidity (int.)
Celerity: Legerity (int.)
Celerity: Fleetness (adv.)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)

OO Linguistics x2
 O Lore: Anarch
 OO Lore: Cainite x2
 OO Lore: Camarilla x2
 OOOOO Lore: Clan: Gangrel x5
 OOO Lore: Faction: Black Hand x3
 OO Lore: Sabbat x2
 O Lore: Spirit
 OOOOO Melee x5 (Florentine)
 OOOOO Occult x5 (Koldunism)
 OO Rituals x2
 OOOOO Stealth x5
 OOOOO Subterfuge x5
 OOOOO Survival x5
 O True Enochian

Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Fortitude: Aegis (adv.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Presence: Dread Gaze (basic)
 Presence: Entrancement (int.)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Protean: Mist Form (adv.)
 Quietus: Silence of Death (basic)
 Quietus: Scorpion's Touch (basic)
 Quietus: Dagon's Call (int.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Tzimisce: Pater Szlachta
 Koldunic Sorcery: Way of Fire: Fiery Courage (basic)
 Koldunic Sorcery: Way of Fire: Combust (basic)
 Koldunic Sorcery: Way of Fire: Wall of Magma (int.)
 Koldunic Sorcery: Way of Fire: Heat Wave (int.)
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)
 Gangrel: Flesh Wound
 Gangrel: Alpha Glint
 Gangrel: Protean: Instant Transformation
 Gangrel: Shattered Fog
 Combo: Shatter

7 Status:

O Sabbat P: Ductus: Feared
 O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Fearless
 O Sabbat R: Path: Blessed
 O Sabbat R: Path: Devoted
 O Sabbat R: Proven
 O Sabbat R: Stalwart

Rituals:

Koldunism: Domadli's Favor (basic)
 Koldunism: Deflection of the Wooden Doom (basic, P)
 Koldunism: Rouse the Elemental Spirit (basic, P)
 Koldunism: Ties that Bind (int.,P)
 Koldunism: Ward vs Cainites (int.,P)
 Koldunism: Mephistophelean Minx (adv. P)
 Aljusuri: Principle Focus of Vitae Infusion (basic)
 Aljusuri: Eyes of the Grave (basic)
 Sabbat: Auctoritas: Binding
 Sabbat: Auctoritas: Blood Feast
 Sabbat: Auctoritas: Creation Rites
 Sabbat: Auctoritas: Fire Dancing
 Sabbat: Auctoritas: Monomancy
 Sabbat: Auctoritas: Sermons of Caine
 Sabbat: Ignoblis: Contrition Ritus
 Sabbat: Ignoblis: Welcoming Ritus
 Sabbat: Ignoblis: Custom: Spin the Bottle

7 Backgrounds:

O Alternate Identity (Thomas Hawkins)
 OO Faction Membership x2 (Black Hand)
 OOOO Mentor x4 (Malice - CDR)

0 Influences:

Miscellaneous Traits:

Derangements:

Blood Bonds/Vinculum:

Boons:

Paranoia

Archbishop Lincon x2 (NPC: CiET)
Buster Brown x2 (NPC: CiET)
Priestess Lady x2 (NPC: CiET)
Priscus Abel (NPC: CiET)
Templar Elano Ides x2 (NPC: CiET)

Merits:

Ambidextrous (1)
Bruiser (1)
Fearless Ferocity (2)
Gangrel Animal Trait: Exoskeleton (2)
Unbondable (3)

Flaws:

Gangrel: Extinct Animal Form (6)
Hatred (3, City Gangrel)
Tzimisce: Kouldunism Attunement (0)

Equipment:

Health Levels:

OO	Healthy x2
OOO	Bruised x3
OO	Wounded x2
O	Incapacitated
O	Torpor

Notes:

May learn Thanatosis 1-4 (Syntax)
(at Archers Behest)

Black Hand:
Watch Commander Decatur IL
Dominion: Titus/Prospero (Derek Howard)
Rank/Role: Agent/Watch Commander

Camarilla Status (as Thomas Hawkins)
Acknowledged: Prince Rupert Swain of Peoria 7/8/13
Determined: Prince Jericho Fenis of Edwardsville 8/10/13
Loyal: Prince Rupert Swain of Peoria 9/12/13

Languages:
Black Hand Sign, ASL, Farthic (Old Norse)

+Path of the Grey Hunter

- 1: Abstaining from feeding when hungry; Showing your enemies mercy.
- 2: Not Defending your territory; Refusing to kill when important for your safety.
- 3: Making a sacrifice for a stranger; Avoiding contact with civilization.
- 4: Shunning a gathering or celebration; Not hunting an easy target when the opportunity presents itself.
- 5: Avoiding an opportunity to hunt in the wilds; Failing to offer hospitality to an invited (or announced) visitor.

+ [Combos]

- Shattered Fog:

If the character can see an attack coming, or even a startling movement, he may spend a Blood Trait to instantly change into mist, just as if using Protean: Mist Form. The form change effected by Shattered Fog lasts for the entire round, and the subject returns to his solid form at the end of the round.

- Alpha Glint:

The wielder spends a Temporary Willpower to activate the power, which has similar effects to Presence: Majesty, but does affect mortals, and functions only to intimidate. Those without the Intimidation Ability and at least one Intimidating Social Trait are unable to use this power. Should anyone wish to break the Alpha Glint, they engage the wielder in a Static Willpower Challenge.

- Instantaneous Transformation (Protean)

The player must make a Simple Physical challenge—retest Survival—and spend the normal cost associated with the shift (one blood point for Shape of the Beast or Mist Form, three for Tenebrous Form). If successful, the change takes only a single turn, rather than the three normally demanded. Failure indicates that the shift takes the standard three turns.

- Flesh Wound / Iron Facade:

Spend one Blood Trait. For the next hour, no damage you suffer produces a visible result; no wounds, no limps from lameness, no fountains of blood from inconvenient holes. Characters with Auspex may attempt to pierce this with the usual challenge of Auspex versus Obfuscate. Bystanders who see particularly ludicrous lack of evidence may attempt a Mental Challenge to see through the illusion.

While using Flesh Wound, you have a two-Trait bonus to Social Tests related to your physical capabilities.

Shatter (Way of fire 1, Potence 1)
Blood Magic Secret of Thaum pg.131
Cost 3xp

See book for description

System: The Koldun makes a social challenge, retested with Occult, set to a difficulty based on the size of the object (5 for small, 9 for medium, 11 for large size object.) Should to Koldun succeed, the target object shatters. Otherwise use as printed.

+ [Ritae]

- Spin the Bottle

Creator: Twisted Legion

Game: Decatur, IL: the Chaos Within

Description: This ritae is used to decide pack positions on a given evening. The pack gathers around, forming a circle, and the priest performing the ritae begins by spinning the bottle as the entire pack says, "We spin the bottle to avoid a ruckus; We spin the bottle to pick a Ductus." Whomever the bottle stops on is declared the Ductus for the night. The new Ductus now spins the bottle as the pack chants, "We spin the bottle to keep the peace; We spin the bottle to pick a Priest!" The Ductus cannot also be the newly appointed Priest for the night with this ritual and the step is repeated if the bottle stops on the newly appointed Ductus. After the Priest is decided they will spin to decide on the Abbot with the following phrase being chanted, "We spin the bottle out of habit; We spin the bottle to pick the Abbot!" Once the Abbot is declared the ritae is over and the pack may go about their business, however Ductus and Priest now have the unwavering strength of the pack behind them.

System: The newly chosen Ductus and Priest each have an additional Courage Virtue trait for the remainder of the evening.

+ [Koldunism]

- Those that learn Koldunism Out of Clan are considered 1 trait down to any opposing magic as they must attune themselves to magic in order to Learn Koldunism. The "Attunement" Flaw gives them no extra points and can never be bought off.

Domaldi's Favor aka HylliDomaldi

(Koldunic Ritual: Basic: Coordinator Approval: Created by Lotgar)

Domaldi, a legendary Swedish king, did not have a happy life. He became king when his two older half-brothers murdered their father Visbur, and his stepmother cursed Domaldi with a life of bad luck. This was one curse not made in vain; Domaldi's reign was marked by famine and plague. The first year of starvation, the Swedish chieftains sacrificed oxen, and when the harvest was still terrible, they offered up human beings the following year. Because the luck of the land was believed to be tied to the luck of the king, on the third year the chieftains reluctantly decided they had to sacrifice Domaldi (who was generally liked and well-regarded). Sagas relate that Sweden's luck changed once the altar was splashed with Domaldi's blood, and the next year's harvests were excellent.

Mechanics:

The Koldun makes two cuts on the sides of his stomach, so that he may be full, but not eat, one cut representing each older brother. He places a maximum of as many small rocks (thumb-sized) as he has in his primary Koldunic Way multiplied by his Koldunism ability. He then heals the wounds (which are one lethal a piece) and ingests blood, which is suffused into the small rocks, sacrificing Domaldi on the altar. One trait is absorbed into each. They may be activated no more than 3 per round to generate the blood trait infused in each small stone into the blood pool of the Koldun. Once cast, the stones will revert to blood if removed from the stomach. Each stone has a single use. They remain in the stomach until removed or used.

Count Lobo

Vampire

Player: Frank oliver

Character ID:

Status: Active

Clan: Gangrel

Sect: Sabbat

Coterie/Pack: Son's Of Caine

Blood: 15 0000000000000000

Willpower: 12 00000000000000

Experience Unspent: 9

Total Experience Earned: 519

Narrator:

Generation: 8

Title:

Sire:

Morality Path: Path of Caine

Morality Traits: 3 000

Conscience/Conviction: 3 000

Date Printed: April 10, 2016

Last Modified: March 20, 2016

Starting Date: June 15, 2008

Nature: Survivor

Demeanor: Sadist

Aura: +0

Self-Control/Instinct: 4 0000

Courage: 4 0000

14 Physical Traits:

OO Dex: Fierce x2
OOOO Misc: Brutal x4
OOO Sta: Savage x3
OOO Str: Tough x3
OO Str: Vicious x2

0 Negative Physical Traits:

14 Social Traits:

OOO Manip: Callous x3
OOOO Manip: Cruel x4
OOO Manip: Manipulative x3
OOO Misc: Intense x3
O Misc: Intimidating

2 Negative Social Traits:

Condescending
Tactless

14 Mental Traits:

OOOO Insidious x4
OOO Misc: Determined x3
OOOO Perc: Focused x4
OOO Wits: Analytical x3

3 Negative Mental Traits:

Deceitful
Forgetful
Impatient

107 Abilities:

OOOOO Animal Ken x5 (Quell)
O Awareness
OO Blindfighting x2
OOOOO Bodycrafts x5
OOOOO Brawl x5 (Spec: Claws)
OO City lore: Constantinople x2
OOOO Dodge x4
OO Etiquette x2
O Fire Dancing
OOO Intimidation x3
OO Investigation x2
OO Koldunism x2
OOOO Law: Sabbat x4
OOOO Leadership x4
OOO Linguistics x3
O Lore: Angel
OOOO Lore: Clan: Gangrel Antitribu x4
OOOOO Lore: Clan: Tzimisce x5
O Lore: Demon

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Animalism: Subsume the Spirit (int.)
Animalism: Drawing Out the Beast (adv.)
Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Celerity: Alacrity (basic)
Celerity: Swiftess (basic)
Celerity: Rapidity (int.)
Celerity: Legerity (int.)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Fortitude: Resistance (int.)
Fortitude: Aegis (adv.)
Obfuscate: Cloak of Shadows (basic)
Obfuscate: Unseen Presence (basic)
Obfuscate: Mask of a Thousand Faces (int.)

O Lore: Faerie
 O Lore: Garou
 OOO Lore: Kindred x3
 O Lore: Mage
 OOOOO Lore: Noddist x5
 OOOO Lore: Sabbat x4
 O Lore: Spirit
 O Lore: Wraith
 OOOOO Medicine x5
 OOO Melee x3
 OO Occult x2
 OOOO Politics x4
 OOOOO Rituals x5
 O Scrounge
 OOOO Stealth x4
 OOOO Survival x4
 O Tactics
 OO Tanning x2
 OO Torture x2
 O Tracking

Obfuscate: Vanish from the Mind's Eye (int.)
 Obtenebration: Shadow Play (basic)
 Obtenebration: Shroud of Night (basic)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Presence: Dread Gaze (basic)
 Presence: Entrancement (int.)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Protean: Mist Form (adv.)
 Quietus: Silence of Death (basic)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Tzimisce: Pater Szlachta
 Combination: Child of Dracon: Unchain the Wrathful Beast
 Combination: Alpha glint
 Combination: Combo: Instantaneous Transformation (Protean)
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)
 Valeren: Sense Vitality (basic)
 Valeren: Anesthetic Touch (basic)
 Valeren: Burning Touch (int.)
 Gangrel: Shattered Fog
 Gangrel: Flesh Wound

9 Status:

O Sabbat N: Indecisive
 O Sabbat P: Faction Leader: Feared
 O Sabbat P: Faction Leader: Respected
 O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Battle-Scarred
 O Sabbat R: Faction: Children of Dracon: Devil's Advocate
 O Sabbat R: Militant
 O Sabbat R: Ominous
 O Sabbat R: Path: Enlightened

Rituals:

Sabbat: Auctoritas: Binding
 Sabbat: Auctoritas: Blood Bath
 Sabbat: Auctoritas: Blood Feast
 Sabbat: Auctoritas: Creation Rites
 Sabbat: Auctoritas: Fire Dancing
 Sabbat: Auctoritas: Games of Instinct
 Sabbat: Auctoritas: Monomancy
 Sabbat: Auctoritas: Sermons of Caine
 Sabbat: Auctoritas: Vaulderie
 Sabbat: Auctoritas: War Parties
 Sabbat: Auctoritas: Wild Hunt
 Sabbat: Ignoblis: Acceptance Ritus
 Sabbat: Ignoblis: Allegiance Ritus
 Sabbat: Ignoblis: Asp's Blessing
 Sabbat: Ignoblis: Contrition Ritus
 Sabbat: Ignoblis: Martial Ritus
 Sabbat: Ignoblis: Ritus of Thanksgiving
 Sabbat: Ignoblis: Spilling of Blood
 Sabbat: Ignoblis: Stealth Ritus
 Sabbat: Ignoblis: Sun Dance
 Sabbat: Ignoblis: Test of Pain
 Sabbat: Ignoblis: Truth Revealed
 Sabbat: Ignoblis: Welcoming Ritus
 Order of Dracon: Rite of Blood
 Order of Dracon: Rite of the Dragon

24 Backgrounds:

O Allies
 O Contacts
 OOOOO Faction Membership: Children of Dracon: Dracul x5

2 Influences:

Occult x2

Miscellaneous Traits:

OOOO Haven x4
OOOO Mentor: Children of Dracon x4
OOOO Occult Library x4
OOOOO Retainers x5

Derangements:

Blood Bonds/Vinculum:

Boons:

Aoefie x4
Drake x4
Malaki x2 (Reed - Dracon from Iowa)
The Jackal (NPC - Dracon Faction Leader)

Merits:

Order of Dracon: Dragon Blooded (5)

Flaws:

Infertile Vitae (5)
Vengeance (2)

Equipment:

Health Levels:

O Fortitude: Healthy
OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

Elizabeth Victoria Andrews

Vampire

Player: Sam Swanson

Character ID:

Status: Active

Experience Unspent: 1

Total Experience Earned: 216

Narrator:

Date Printed: April 10, 2016

Last Modified: April 10, 2016

Starting Date: July 11, 2014

Clan: Gangrel

Sect: Sabbat

Coterie/Pack: Packless

Generation: 10

Title:

Sire: Nickoli Bloodtalen the Dread Wolf

Nature: Chameleon

Demeanor: Listener

Blood: 13 OOOOOOOOOOOOO

Willpower: 5 OOOOO

Morality Path: Path of the Grey Hunter

Morality Traits: 1 O

Conscience/Conviction: 2 OO

Aura: +0

Self-Control/Instinct: 3 OOO

Courage: 3 OOO

12 Physical Traits:

OO Brawny x2
OO Enduring x2
OO Nimble x2
OO Quick x2
O Tireless
OOO Tough x3

6 Social Traits:

O Diplomatic
O Expressive
OO Ingratiating x2
OO Intimidating x2

10 Mental Traits:

O Attentive
OO Disciplined x2
OO Intuitive x2
O Knowledgeable
OO Observant x2
O Rational
O Vigilant

0 Negative Physical Traits:

2 Negative Social Traits:

Callous
Stubborn

1 Negative Mental Traits:

Deceitful

51 Abilities:

OOO Academics x3
O Alertness
OO Animal Ken x2
OOO Art of Memory x3
O Awareness
OOO Brawl x3
O Disguise
OOO Dodge x3
O Etiquette
OOO Investigation x3
OOOO Linguistics x4

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Celerity: Alacrity (basic)
Celerity: Swiftiness (basic)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)

OO Lore: Black Hand x2
 OO Lore: Cainite x2
 OO Lore: Camarilla x2
 OO Lore: Clan: Gangrel Antitribu x2
 OO Lore: Lupine x2
 OOO Lore: Sabbat x3
 OOO Melee x3
 OOOO Stealth x4
 OOO Subterfuge x3
 OOO Survival x3

Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Fortitude: Aegis (adv.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Protean: Mist Form (adv.)
 Combo: What was that?

2 Status:

O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Faction: Black Hand: Chosen

Rituals:

13 Backgrounds:

OOO Alternate Identity x3
 OOO Alternate Identity 2 x3
 OOO Faction Membership: Black Hand x3 (Agent "Pygme")
 OOO Generation x3
 O Resources

0 Influences:

Miscellaneous Traits:

Derangements:

Blood Bonds/Vinculum:

Anaisa Pye
 Angel Raguel (Jason Alaste)
 Diamond DeWinters "Diamond Bloodtalen"
 Diana Starling
 Jason "Leo" Caster
 Joey Sixx x2
 Lewis x2
 Marcus Penn x2
 Nickoli Bloodtalen the Dread Wolf
 Pavel Obertus
 Sidor
 Slurpy (Dominic)
 Test Subject 29 "Jolki Fleshflayer" "Joe Flayer"

Boons:

Merits:

Additional In-clan Discipline (10, Obfuscate)
 Eidetic Memory (2)
 Gift of Proteus (3)
 Natural Linguist (4)
 Without a Trace (2)

Flaws:

Hunted (2)
 Selective Digestion (2, College age humans (18-26))

Equipment:

Health Levels:

OO Healthy x2
 OOO Bruised x3
 OO Wounded x2
 O Incapacitated
 O Torpor

Notes:

In- clans: Protean, Fortitude, Animalism, Obfuscate(merit)

Out of Clans: Celerity

Alternate Identity 1: Vickie - Independant Gangrel

Alternate Identity 2: Tori Andrews - Cam Catiff - 1 Status (Acknowledged)

Note on Alt ID: Both names will come up as truth if a bone is lies as both are valid truncations of her full name Elizabeth Victoria Andrews.

Languages: Arabic, ASL, Creole, French, Greek, Latin, Navajo, Russian, Sumarien, Spanish, Serbian, Black Hand Sign, 4 TBA

+Path of the Grey Hunter

- 1: Abstaining from feeding when hungry; Showing your enemies mercy.
- 2: Not Defending your territory; Refusing to kill when important for your safety.
- 3: Making a sacrifice for a stranger; Avoiding contact with civilization.
- 4: Shunning a gathering or celebration; Not hunting an easy target when the opportunity presents itself.
- 5: Avoiding an opportunity to hunt in the wilds; Failing to offer hospitality to an invited (or announced) visitor.

What was that?

Auspex 4 Obfuscate 4

Pre Req: Art of Memory 2

By spending a Willpower and a mental trait, for the remainder of the scene or hour (which ever is shorter) any time a telepathy or dominate dig is done to garner information from the mind of the user, they may make a Vanish challenge to hide the information that is being sought. If successful, the information vanishes and the person digging forgets the question and moves onto the next one.

This challenge is done as per Vanish from Minds eye against anyone in the users mind via Telepathy.

Frances Montague "M"

Vampire

Player: Jen The Red

Character ID:

Status: Active

Experience Unspent: 36

Total Experience Earned: 297

Narrator:

Date Printed: April 10, 2016

Last Modified: March 20, 2016

Starting Date: February 29, 2012

Clan: Lasombra

Sect: Sabbat

Coterie/Pack: Packless

Generation: 8

Title:

Sire:

Nature: Enigma

Demeanor: Conniver

Blood: 14 00000000000000

Willpower: 8 00000000

Morality Path: Path of the Abyss

Morality Traits: 2 00

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 4 0000

Courage: 3 000

14 Physical Traits:

O Dex: Graceful
OOO Dex: Quick x3
OO Ferocious x2
OOOO Misc: Brutal x4
O Sta: Resilient
O Str: Tough
OO Tenacious x2

14 Social Traits:

O App: Gorgeous
OO Cha: Charismatic x2
OO Cha: Eloquent x2
O Cha: Expressive
OO Manip: Commanding x2
OOO Manip: Manipulative x3
OOO Misc: Intimidating x3

14 Mental Traits:

OO Insidious x2
OO Int: Cunning x2
OOO Int: Disciplined x3
O Int: Knowledgeable
OO Int: Rational x2
OOOO Wits: Analytical x4

0 Negative Physical Traits:

1 Negative Social Traits:

Untrustworthy

3 Negative Mental Traits:

Impatient
Unstable x2

70 Abilities:

OOO Academics x3
OOOOO Brawl x5
OO Disguise x2
OOO Dodge x3
OOO Empathy x3
OO Etiquette x2
OOOOO Game Theory x5
OOO Intimidation x3
O Investigation
OO Larceny x2
OOO Leadership x3

Disciplines:

Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Celerity: Alacrity (basic)
Celerity: Swiftmess (basic)
Dementation: Passion (basic)
Dementation: The Haunting (basic)
Dominate: Command (basic)
Dominate: Mesmerism (basic)
Dominate: Forgetful Mind (int.)
Dominate: Conditioning (int.)
Obtenebration: Shadow Play (basic)

OO Linguistics x2
 OOOOO Lore: Abyss x5
 OOO Lore: Clan: Lasombra x3
 OO Lore: Noddist x2
 OOOO Lore: Sabbat x4
 O Lore: Wraith
 OOOOO Occult x5 (Obtenebration)
 OOO Politics x3
 OOOOO Rituals x5
 OOOO Subterfuge x4
 OO Survival x2
 O Thanatology
 O Torture

7 Status:

O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Clan: Lasombra (Noble)
 O Sabbat R: Faction: Status Quo: Architect
 O Sabbat R: Fortified
 O Sabbat R: Path: Blessed
 O Sabbat R: Protected (Alexi)
 O Sabbat R: Respected

34 Backgrounds:

OOOOO Alysall Information Network x5 Media x3
 OOO Alternate Identity x3 (Emily Doyle)
 OOOOO Contacts x5 Politics x5
 O Faction Membership: Status-Quo: Daughter
 OO Fame x2 (Alternate Identity)
 OO Generation x2
 OOOO Mentor x4 (Lasombra Abyss Mystic)
 OOOOO Resources x5
 O Spectre Reputation
 OOOOO Spirit Retainer: Abyss Shard x5
 O Wraith Notoriety

Derangements:

Antisocial Disorder

Merits:

Eidetic Memory (2)
 Introspection (1)
 Lasombra: Controllable Night Sight (2)

Equipment:

Notes:

Obtenebration: Shroud of Night (basic)
 Obtenebration: Arms of the Abyss (int.)
 Obtenebration: Black Metamorphosis (int.)
 Obtenebration: Shadow Body (adv.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Thanatosis: Hag's Wrinkles (basic)
 Status Quo: Regional: Combo: Clarity of Emptiness
 Status Quo: Regional: Combo: Random Patterns

Rituals:

Abyss Mysticism: R1: Basic: Communing with the Darkness *
 Abyss Mysticism: R1: Basic: Drawing the Shades of Darkness *
 Abyss Mysticism: R1: Basic: Nox Eternum *
 Abyss Mysticism: R1: Basic: The Shadow of Hands that Serve
 Abyss Mysticism: R1: Int: Empowering the Shroud of Night *
 Abyss Mysticism: R1: Int: Shadow Servant *
 Abyss Mysticism: R1: Adv: Shadow Vault *
 Abyss Mysticism: R2: Basic: Pierce the Murk
 Abyss Mysticism: R2: Basic: The Heart that Beats in Silence
 Abyss Mysticism: R2: Int: Calling the Thing in Darkness
 Abyss Mysticism: R2: Int: Pilfer the Tenebrous Essence *
 Abyss Mysticism: R2: Int: Reflections of Hollow Revelation
 Abyss Mysticism: R2: Int: Seeing the Darkness Within *
 Abyss Mysticism: R3: Basic: Nocturnal Discussion *
 Abyss Mysticism: R3: Int: Ahriman's Favor *
 Abyss Mysticism: R3: Int: Drinking the Blood of Ahriman
 Abyss Mysticism: R3: Adv: Aegis of Ahriman *
 Abyss Mysticism: R1: Basic: Transubstantiation of Essence *
 Auctoritas: Games of Instinct
 Auctoritas: Monomancy
 Auctoritas: Vaulderie

14 Influences:

Miscellaneous Traits:

Linguistics: ASL
 Police x2 Linguistics: English (N)
 Linguistics: Portugese
 Underworld x4 Linguistics: Spanish

Blood Bonds/Vinculum:

Boons:

Flaws:

Custom: One Eye (1)

Health Levels:

OO Healthy x2
 OOO Bruised x3
 OO Wounded x2
 O Incapacitated
 O Torpor

*This character was recopied from a corrupted Gex File. XP History Can be verified with Staff of 7 Embers and Black Crusade via Email**

--Soul Shard of John Doyle.

Diaob 6/1/13

+Path of the Abyss

- 1: Showing aversion to the Abyss; Needlessly shunning the darkness.
- 2: Acting in a sacrificial manner; Letting compassion sway a decision.
- 3: Refusing to share knowledge with another adept of the Abyss; Succumbing to Frenzy.
- 4: Succumbing to Frenzy; Refusing to feeding when hungry.
- 5: Failing to observe a manifestation of darkness; Showing fear of the dark.

+ [Deal with the Abyss]

Mechanical effects

Temporary

* Flaw: 1 eye. Any challenge which solely relies on the sense of sight is -2 traits.

* M must enter slumber each morning with a minimum of 7 Blood. It will require 6 blood to rise each evening (1 for rising, 5 for fueling the Abyss Spirit) If M enters slumber at dawn with less than 7 blood; she can not rise and surcomes to torpor until she has enough blood, or is forcibly risen through supernatural means. (M is well aware of this limitation, after her first night rising)

* If confronted with a wraith, M as a conscious choice (1 blood); may choose to speak with its Shadow or Psyche, or both. (Dark Arconi:

Contaminate: Shadowspeech)

* If confronted with a spirit, M as a conscious choice (1 blood); may speak to it. The spirit will recognize and treat her as if she were an abysall spirit; until/unless she does something that would be out of character for such a spirit.

* Freely identify Servants of the Abyss

* Spirit Retainer: Abyss Shard x1 (can be increased with role play only , could become permanent)

Permanent

* Background: Wraith Notoriety x1

* Background: Spectre reputation x1

* May learn Discipline: Combo: Smothering Darkness - as if you had a teacher

Jack Cock agrees to teach Dementation

Abyss Mysticism uses the Occult Ability as a Retest.

Path of the Abyss

For complete information on the Path of the Abyss please consult Guide to the High Clans and Dark Ages: Vampire the Storytellers Companion (See the Road of Bones, page 24).

Virtues: Conviction, Self-Control

5 Needlessly preventing Darkness or the Abyss. Refusing to feed when hungry.

4 Failing to study the Abyss and Darkness when provided an opportunity to do so. Refusing to pursue experiments.

3 Succumbing to frenzy, Allowing emotion to sway your decisions.

2 Refusing to share insight with others on the path, Showing fear or aversion to Darkness or the Abyss.

1 Risking your existence unnecessarily. Giving your loyalty to anyone above your path and clan.

Greta

Vampire

Player: Courtney K

Character ID:

Status: Inactive

Clan: Tzimisce (Kol)

Sect: Sabbat

Coterie/Pack:

Blood: 13 00000000000000

Willpower: 8 00000000

Experience Unspent: 42

Total Experience Earned: 115

Narrator:

Generation: 10

Title:

Sire: Xavier aka Faust

Date Printed: April 10, 2016

Last Modified: March 19, 2016

Starting Date: May 21, 2011

Nature: Survivor

Demeanor: Chameleon

Aura: +0

Self-Control/Instinct: 4 0000

Courage: 3 000

6 Physical Traits:

OO Quick x2
OO Resilient x2
OO Wiry x2

12 Social Traits:

O Charismatic
OOO Intimidating x3
OOO Manipulative x3
OOO Persuasive x3
O Seductive
O Threatening

12 Mental Traits:

OO Analytical x2
OO Clever x2
OO Disciplined x2
OO Focused x2
O Insidious
OO Insightful x2
O Intuitive

0 Negative Physical Traits:

0 Negative Social Traits:

0 Negative Mental Traits:

21 Abilities:

OO Animal Ken x2
O Athletics
O Awareness
OO Investigation x2
OOOOO Koldunism x5
OO Lore: Clan: Tzimisce x2
O Lore: Kindred
O Lore: Sabbat
OOO Occult x3
OOO Survival x3

2 Status:

O Sabbat: Gifted (R)
O Sabbat: True Sabbat (P)

3 Backgrounds:

OOO Generation x3

Derangements:

Merits:

Concentration (1)

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Auspex: Heightened Senses (basic)
Koldunic Sorcery: Way of Fire: Fiery Courage (basic)
Koldunic Sorcery: Way of Fire: Combust (basic)
Koldunic Sorcery: Way of Spirit: 50-Foot Radius (basic)
Koldunic Sorcery: Way of Spirit: 100-Yard Radius (basic)
Koldunic Sorcery: Way of Spirit: Quarter Mile Radius (int.)
Koldunic Sorcery: Way of Wind: Breath of Whispers (basic)

Rituals:

Koldunic Sorcery: Basic: Deflection of Wooden Doom (basic, P)
Koldunic Sorcery: Basic: Enlightenment (basic, P)
Koldunic Sorcery: Basic: Hospitality (basic)
Koldunic Sorcery: Intermediate: Ties that Bind (int., P)

0 Influences:

Miscellaneous Traits:

Blood Bonds/Vinculum:

Boons:

Flaws:

Child (4)

Iron Will (3)
Light Sleeper (1)

Twisted Upbringing (1)

Equipment:

Health Levels:

OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

James Villalobos "Jack Wolf"

Vampire

Player: Hollywood

Character ID:

Status: Inactive

Experience Unspent: 20

Total Experience Earned: 255

Narrator:

Date Printed: April 10, 2016

Last Modified: March 19, 2016

Starting Date: September 2, 2011

Clan: Lasombra

Sect: Sabbat

Coterie/Pack:

Generation: 8

Title:

Sire:

Nature: Judge

Demeanor: Director

Blood: 15 0000000000000000

Willpower: 9 0000000000

Morality Path: Path of Redemption

Morality Traits: 2 00

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 3 000

Courage: 4 0000

14 Physical Traits:

O Agile
O Athletic
OO Brawny x2
OO Brutal x2
O Deadly
O Fierce
O Graceful
OOO Quick x3
O Tireless
O Tough

14 Social Traits:

O Charismatic
O Charming
O Dignified
OOO Diplomatic x3
O Genial
O Gorgeous
O Intense
O Intimidating
O Magnetic
OO Seductive x2
O Witty

14 Mental Traits:

O Alert
O Calm
OO Clever x2
O Creative
O Cunning
O Dedicated
O Determined
O Disciplined
O Focused
O Inhumane
O Intuitive
OO Patient x2

0 Negative Physical Traits:

5 Negative Social Traits:

Callous x2
Condescending
Tactless
Untrustworthy

0 Negative Mental Traits:

46 Abilities:

OOOOO Brawl x5
OOO Computer x3
OOOOO Dodge x5
OOO Expression x3
O Finance
OOO Intimidation x3
O Law
OO Leadership x2
O Linguistics
OO Lore: Clan: Lasombra x2
O Lore: Kindred
OO Lore: Noddist x2
OO Lore: Paths of Enlightenment x2
OOO Lore: Sabbat x3
OO Occult x2

Disciplines:

Celerity: Alacrity (basic)
Celerity: Swiftmess (basic)
Celerity: Rapidity (int.)
Dominate: Command (basic)
Dominate: Mesmerism (basic)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Fortitude: Resistance (int.)
Fortitude: Aegis (adv.)
Obfuscate: Cloak of Shadows (basic)
Obfuscate: Unseen Presence (basic)
Obfuscate: Mask of a Thousand Faces (int.)
Obfuscate: Vanish from the Mind's Eye (int.)
Obtenebration: Shadow Play (basic)

OOOOO Rituals x5
OO Stealth x2
OO Survival x2
O Theology

Obtenebration: Shroud of Night (basic)
Obtenebration: Arms of the Abyss (int.)
Obtenebration: Black Metamorphosis (int.)
Obtenebration: Shadow Body (adv.)
Potence: Prowess (basic)
Potence: Might (basic)
Potence: Vigor (int.)
Potence: Intensity (int.)
Potence: Puissance (adv.)
Vicissitude: Malleable Visage (basic)
Combination: Shroud of Absence
Combination: Instantaneous Transformation

7 Status:

O Sabbat: Clan: Keeper: Noble
O Sabbat: Positional: True Sabbat
O Sabbat: Reputation: Enriched
OO Sabbat: Reputation: Faction: Order of St. Blaise: Preacher x2
O Sabbat: Reputation: Feared
O Sabbat: Reputation: Respected

Rituals:

Sabbat: Auctoritas: Blood Feast
Sabbat: Auctoritas: Creation Rites
Sabbat: Auctoritas: Fire Dancing
Sabbat: Auctoritas: Games of Instinct
Sabbat: Auctoritas: Monomancy
Sabbat: Auctoritas: Sermons of Caine
Sabbat: Auctoritas: Vaulderie
Sabbat: Auctoritas: War Parties
Sabbat: Auctoritas: Wild Hunt
Sabbat: Ignoblis: Acceptance Ritus
Sabbat: Ignoblis: Allegiance Ritus
Sabbat: Ignoblis: Asp's Blessing
Sabbat: Ignoblis: Contrition Ritus
Sabbat: Ignoblis: Martial Ritus
Sabbat: Ignoblis: Ritus of Thanksgiving
Sabbat: Ignoblis: Spilling of Blood
Sabbat: Ignoblis: Stealth Ritus
Sabbat: Ignoblis: Sun Dance
Sabbat: Ignoblis: Test of Pain
Sabbat: Ignoblis: Truth Revealed
Sabbat: Ignoblis: Welcoming Ritus

7 Backgrounds:

O Faction Membership: St. Blaise: Monsignor
OO Fame x2
OOOO Generation x4

18 Influences:

Church x3
Finance x4
High Society
Legal
Media
Transportation x5

Miscellaneous Traits:

Bureaucracy x3 Linguistics: ASL
Linguistics: Spanish

Derangements:

Blood Bonds/Vinculum:

Boons:

Merits:

Ambidextrous (1)
Blessed (7, 14, after CC, see notes)
Luck (3)
Sanctity (2)

Flaws:

Flesh of the Corpse (5)
Vengeance (2)

Equipment:

Health Levels:

OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

Diablerie Sept 3 2011)

Blessed (7-pt Merit)

You are favored by some higher power to the extent that the corrosive touch of Hell does not harm you. You are unaffected by the paths and

rituals of Dark Thaumaturgy. Characters with this Merit may never learn Dark Thaumaturgy themselves, and they are affected by "normal" Thaumaturgy as any other character is. Storytellers, if a player wants to take this Merit without it fitting the character concept or having any rational reason, kick the stinking gumby out of your game.

Jason "Leo" Caster

Vampire

Player: Shane Nichols

Character ID:

Status: Active

Experience Unspent: 0

Total Experience Earned: 100

Narrator:

Date Printed: April 10, 2016

Last Modified: April 10, 2016

Starting Date: November 10, 2015

Clan: Kiasyd

Sect: Sabbat

Coterie/Pack: Grimoire of Blood

Generation: 10

Title: Abbot

Sire:

Nature: Guru

Demeanor: Dreamer

Blood: 12 000000000000

Willpower: 4 0000

Morality Path: Path of Honorable Accord

Morality Traits: 2 00

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 4 0000

Courage: 3 000

6 Physical Traits:

OO Enduring x2
O Robust
OO Tenacious x2
O Wiry

10 Social Traits:

O Alluring
OO Commanding x2
OOOO Dignified x4
OO Diplomatic x2
O Elegant

12 Mental Traits:

O Alert
OOO Creative x3
OO Dedicated x2
OO Disciplined x2
O Insightful
OOO Knowledgeable x3

2 Negative Physical Traits:

Cowardly
Flabby

1 Negative Social Traits:

Naive

0 Negative Mental Traits:

71 Abilities:

OOOO Academics x4
OO Awareness x2
O Blindfighting
O Brawl
OO Computer x2
OOOOO Crafts: Book Restoration x5 (Leatherbound)
O Dodge
O Empathy
O Enigmas
OO Etiquette x2
O Expression
O Hearth Wisdom
OOO History x3
OO Intimidation x2
OO Investigation x2
OOOOO Linguistics x5
OOOO Lore: Cainite x4
OOO Lore: Clan: Kiasyd x3
O Lore: Clan: Tremere
OOOO Lore: Faerie x4
O Lore: Lupine
O Lore: Mage
OO Lore: Sabbat x2

Disciplines:

Dominare: Command (basic)
Obtenebration: Shadow Play (basic)
Obtenebration: Shroud of Night (basic)
Obtenebration: Arms of the Abyss (int.)
Mytherceria: Folderol (basic)
Mytherceria: Fae Sight (basic)
Mytherceria: Aura Absorption (int.)
Mytherceria: Chanjelin Ward (int.)

O Lore: Spirit
O Lore: Wraith
OOO Medicine x3
O Meditation
OOOO Occult x4
OO Research x2
OO Rituals x2
OOOOO Security x5
OO Theology x2

3 Status:

O Sabbat P: Abbot: Loyal
O Sabbat P: True Sabbat: Initiated
O Sabbat R: Path: Blessed

Rituals:

6 Backgrounds:

OOO Generation x3
OOO Resources x3

5 Influences:

Occult x2
Transportation
University x2

Miscellaneous Traits:

Derangements:

Intellectualization

Blood Bonds/Vinculum:

Anaisa Pye
Angel Raguel (Jason Alaste) x3
Diamond DeWinters "Diamond Bloodtalen" x3
Diana Starling
Elizabeth Victoria Andrews
Joey Sixx x3
Lewis
Marcus Penn
Nickoli Bloodtalen the Dread Wolf
Pavel Obertus x3
Sidor
Slurpy (Dominic)
Tanitha Bensen x2
Test Subject 29 "Jolki Fleshflayer" "Joe Flayer"

Boons:

Merits:

Coldly Logical (1)
Eidetic Memory (2)
Enchanting Voice (2)
Faerie Affinity (2)

Flaws:

Geas (5, Forbidden to teach Mythaceria)
Infertile Vitae (5)

Equipment:

Health Levels:

OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

Languages:
French
Mandarin
German
Latin
Egyptian
Biblical Greek
Sanskrit
Hindi
Norse
Italian
Hebrew
Arabic
Cherokee
Aramaic
Russian

Japanese

+Honorable Accord

- 1: Breaking your word; killing without strong justification.
- 2: Placing personal concerns above duty; showing cowardice.
- 3: Disobeying your leader; failing to protect your allies.
- 4: Associating with dishonorable individuals; failing to participate in group rites.
- 5: Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Being Taught Fortitude by Joey Sixx

Joseph vacillie zietzeff obertus

Vampire

Player: Keith Weidner

Character ID:

Status: Active

Experience Unspent: 11

Total Experience Earned: 509

Narrator:

Date Printed: April 10, 2016

Last Modified: March 20, 2016

Starting Date: June 15, 2008

Clan: Tzimisce

Sect: Sabbat

Coterie/Pack: Son's of Caine

Generation: 8

Title: Abbot

Sire:

Nature: Autocrat

Demeanor: Follower

Blood: 15 0000000000000000

Willpower: 12 00000000000000

Morality Path: Path of Honorable Accord

Morality Traits: 4 0000

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 4 0000

Courage: 4 0000

14 Physical Traits:

0000 Agile x4
000 Brutal x3
000 Ferocious x3
00 Resilient x2
00 Stalwart x2

14 Social Traits:

0000 Intense x4
00 Intimidating x2
0000 Manipulative x4
0000 Persuasive x4

14 Mental Traits:

000 Analytical x3
000 Astute x3
0 Dedicated
00 Determined x2
00 Disciplined x2
0 Insidious
00 Insightful x2

0 Negative Physical Traits:

2 Negative Social Traits:

Scarred x2

3 Negative Mental Traits:

Deceitful
Violent
Warped

188 Abilities:

0000 Academics x4
0 Alertness
00000 Animal Ken x5
0 Athletics
0 Awareness
00000 Blindfighting x5
00000 Bodycrafts x5
00000 Brawl x5
0 Computer
00000 Crafts x5 (Blacksmithing)
00000 Dodge x5
000 Drive x3
000 Empathy x3
0 Etiquette
0 Finance
00 Fire Dancing x2
0000 History x4

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Animalism: Subsume the Spirit (int.)
Celerity: Alacrity (basic)
Celerity: Swiftmess (basic)
Dominate: Command (basic)
Dominate: Mesmerism (basic)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Fortitude: Resistance (int.)
Fortitude: Aegis (adv.)
Obtenebration: Shadow Play (basic)
Obtenebration: Shroud of Night (basic)
Obtenebration: Arms of the Abyss (int.)
Obtenebration: Black Metamorphosis (int.)

000 Intimidation x3
 00000 Investigation x5 (Spec: Auspex 1)
 000 Koldunism x3
 0 Law
 00000 Leadership x5
 00000 Linguistics x5
 00 Lore: Abyssal x2
 000 Lore: Angel x3
 00 Lore: Ba'ali x2
 0 Lore: Black Hand
 00000 Lore: Cainite x5
 000 Lore: Camarilla x3
 00 Lore: Clan: Gargoyle x2
 00 Lore: Clan: Harbinger of Skulls x2
 00 Lore: Clan: Kiasyd x2
 00 Lore: Clan: Lasombra x2
 00 Lore: Clan: Salubri Antitribu x2
 00 Lore: Clan: Serpents of the Light x2
 00000 Lore: Clan: Tremere x5
 00000 Lore: Clan: Tzimisce x5
 00 Lore: Demon x2
 00 Lore: Faerie x2
 0 Lore: Fallen
 00 Lore: Famori x2
 00 Lore: Infernal x2
 00 Lore: Lupine x2
 00 Lore: Noddist x2
 00 Lore: Ratkin x2
 00 Lore: Sabbat x2
 00 Lore: Spectre x2
 00000 Lore: Spirit x5
 0 Lore: Weaver
 00 Lore: Wraith x2
 0 Lore: Wyld
 0 Lore: Wyrn
 0000 Medicine x4
 00000 Melee x5
 00000 Occult x5
 0000 Politics x4
 00000 Repair x5
 000 Ride x3
 00000 Security x5
 00000 Stealth x5 (Spec: Obfuscate 4)
 0 Streetwise
 000 Subterfuge x3
 00000 Survival x5
 00 Theology x2

7 Status:

0 Sabbat P: Abbot: Loyal
 0 Sabbat P: True Sabbat: Initiated
 0 Sabbat R: Faction: Children of Dracon: Devil's Advocate
 0 Sabbat R: Path: Devoted
 0 Sabbat R: Path: Enlightened
 0 Sabbat R: Proven
 0 Sabbat R: Scorched

34 Backgrounds:

000 Allies x3
 0 Faction Membership: Children of Dracon
 00000 Generation x5
 00000 Mentor: Tzim x5
 00000 Pack Haven x5
 00000 Personal Haven x5
 00000 Resources x5
 00 Retainer2 x2 (Street)

11 Influences:

Health x3
 Occult x4
 Transportation x3

Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)
 Tzimisce: Body Armory (Vis 3, Pro 3)
 Combo:Soul decoration
 Auspex: Heightened Senses (basic)
 Auspex: Aura Perception (basic)
 Auspex: Spirit's Touch (int.)
 Auspex: Telepathy (int.)
 Auspex: Psychic Projection (adv.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Obfuscate: Cloak the Gathering (adv.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Vicissitude: Bloodform (adv.)

Rituals:

Miscellaneous Traits:

Industry

OOO Retainers x3 (Finance)

Derangements:

Obsession

Supernatural lore

Merits:

Eidetic Memory (2)

Natural Linguist (2)

Tzimisce:revenant disciplines (3)

Blood Bonds/Vinculum:

Boons:

Flaws:

Cast No Reflection (1)

Eerie Presence (2)

Taint of Corruption (1)

Tzimisce: Paranoid of the Ancients (1, Clan lore x5)

Tzimisce:revenant weakness (3)

Equipment:

Ax (+3, 2 Lethal, Clumsy [Crafts 5])

Small Shield (+1, 2 Armor Levels, Short [Crafts 5])

Health Levels:

OO Healthy x2

OOO Bruised x3

OO Wounded x2

O Incapacitated

O Torpor

Notes:

Linguistics: Arabic, Aramaic, ASL, Ancient Babylonian, Chinese, Coptic, Demotic, ESL, Farsi, Gaelic, German, Greek, Hebrew, Hindi, Italian, Japanese, Latin, Navajo, Norwegian, Persian, Portuguese, Rom, Romanian, Russian, Samarian (Akaidian), Slavic, Spanish, Swahili, Yiddish.

+Honorable Accord

1: Breaking your word; killing without strong justification.

2: Placing personal concerns above duty; showing cowardice.

3: Disobeying your leader; failing to protect your allies.

4: Associating with dishonorable individuals; failing to participate in group rites.

5: Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Soul Decoration: You must spend a Willpower Trait in order to alter the color of your own aura. Each Willpower Trait you spend in this feat of deception grants more control over the conditions of your aura. You can change one aspect of your aura when spending a single Willpower Trait, whereas you can go all out and change five different facets with five Willpower Traits. The changes made to your aura are undetectable in Auspex Challenges; the appearances of Soul Decoration last for a night. You may also manipulate the auras of other Kindred or kine by spending a Willpower Trait and succeeding in a Static Willpower Challenge.

Body Armory taught by Mentor.

+Honorable Accord (Conscience/Self Control)

1- Breaking your word; killing without strong justification.

2 - Placing personal concerns above duty; showing cowardice.

3 - Disobeying your leader; failing to protect your allies.

4 - Associating with dishonorable individuals; failing to participate in group rites.

5- Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Lewis

Vampire

Player: Jimmy Reckitt

Character ID:

Status: Active

Clan: Panders

Sect: Sabbat

Coterie/Pack: Son's of Caine

Blood: 14 0000000000000000

Willpower: 10 0000000000

Experience Unspent: 0

Total Experience Earned: 559

Narrator:

Generation: 9

Title: Paladin/Ductus

Sire:

Morality Path: Path of Orion

Morality Traits: 4 0000

Conscience/Conviction: 2 00

Date Printed: April 10, 2016

Last Modified: April 10, 2016

Starting Date: June 18, 2010

Nature: Predator

Demeanor: Deviant

Aura: +0

Self-Control/Instinct: 3 000

Courage: 5 00000

13 Physical Traits:

OO Brawny x2
OO Brutal x2
OO Ferocious x2
OO Quick x2
OO Resilient x2
OO Robust x2
O Tenacious

13 Social Traits:

OO Charismatic x2
OO Commanding x2
OO Intense x2
OOOO Intimidating x4
OO Persuasive x2
O Threatening

13 Mental Traits:

OOO Alert x3
OO Attentive x2
OOO Cunning x3
O Determined
OO Disciplined x2
OO Intuitive x2

0 Negative Physical Traits:

0 Negative Social Traits:

2 Negative Mental Traits:

Impatient
Violent

92 Abilities:

O Academics
O Acting
OOOO Animal Ken x4
OOOO Archery x4
O Black Hand Knowledge
OOOOO Blindfighting x5
OO Body Crafts x2
OOOOO Brawl x5 (Spec: Grappling)
OOOOO Dodge x5
O Etiquette
OOOO Fire Dancing x4
OOO Firearms x3
OOO Intimidation x3
OOO Investigation x3
OOOOO Leadership x5 (Majesty)
OOO Lore: Cainite x3
O Lore: Camarilla
OOOO Lore: Clan: Panders x4
O Lore: Lupine

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Animalism: Subsume the Spirit (int.)
Animalism: Drawing Out the Beast (adv.)
Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Auspex: Psychic Projection (adv.)
Celerity: Alacrity (basic)
Celerity: Swiftess (basic)
Celerity: Rapidity (int.)
Celerity: Legerity (int.)
Celerity: Fleetness (adv.)
Dominate: Command (basic)
Dominate: Mesmerism (basic)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)

000 Lore: Noddist x3
 00000 Lore: Sabbat x5
 00000 Melee x5 (Spec: Body Armory)
 00 Occult x2
 000 Politics x3
 000 Repair x3
 000 Ride x3
 00 Scrounge x2
 00000 Stealth x5 (Vanish)
 00000 Survival x5

Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Fortitude: Aegis (adv.)
 Presence: Entrancement (int.)
 Presence: Summon (int.)
 Presence: Majesty (adv.)
 Kineticism: Redirection (basic)
 Kineticism: Dampening (basic)
 Kineticism: Vengeful Strike (int)
 Kineticism: Discharge (int)
 Kineticism: Kinetic Shield (adv)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Obfuscate: Cloak the Gathering (adv.)
 Obtenebration: Shadow Play (basic)
 Obtenebration: Shroud of Night (basic)
 Obtenebration: Arms of the Abyss (int.)
 Obtenebration: Black Metamorphosis (int.)
 Obtenebration: Shadow Body (adv.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Presence: Dread Gaze (basic)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Vicissitude: Bloodform (adv.)
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)
 Valeren: Sense Vitality (basic)
 Valeren: Anesthetic Touch (basic)
 Valeren: Burning Touch (int.)
 Valeren: Ending the Watch (int.)
 Combination: Pander Movement: Brace for Impact
 Combination: Gangrel: Alpha Glint
 Combination: Tzimisce: Body Armory
 Combination: Tzimisce: Sculpt the Flowing Wound
 Combination: Tzimisce: Pater Szlachta
 Combination: Playing Touch
 Combination: Iron Facade

10 Status:

O Sabbat P: Ductus: Feared
 O Sabbat P: Paladin: Ominous
 O Sabbat P: Paladin: Proven
 O Sabbat P: Paladin: Respected
 O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Battle-Scarred
 O Sabbat R: Faction: Pander Movement: Fanatic
 O Sabbat R: Feared
 O Sabbat R: Path: Enlightened
 O Sabbat R: Proven

Rituals:

10 Backgrounds:

1 Influences:

Miscellaneous Traits:

OOOO Faction Membership: Pander Movement x4 Street
O Generation
OOOOO Mentor x5 (Joesph Pander)

Derangements:

Blood Bonds/Vinculum:

Boons:

Anaisa Pye
Angel Raguel (Jason Alaste)
Diamond DeWinters "Diamond Bloodtalen"
Diana Starling
Elizabeth Victoria Andrews
Jason "Leo" Caster
Joey Sixx
Marcus Penn
Nickoli Bloodtalen the Dread Wolf
Pavel Obertus
Sidor
Slurpy (Dominic) x2
Test Subject 29 "Jolki Fleshflayer" "Joe Flayer"

Merits:

Acute Sense (1, Smell)
Additional In-clan Discipline (5, Animalism)
Bloat (3, Vis MOD)
Bruiser (1)
Fearless Ferocity (4, 2 pt Merit bought after creation)

Flaws:

Deep Sleeper (1)
Twisted Upbringing (1)

Equipment:

Health Levels:

OOO Healthy x3
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

In clans- Fortitude, Obfuscate, Potence, Animalism

+Path of Orion

- 1: Hunting only beings weaker than yourself; Showing cowardice.
- 2: Allowing Frenzy to lead you astray; Failing to hunt a vampire in Golconda.
- 3: Failing to hunt a Wight; Failing to hunt a vampire with a high Humanity score.
- 4: Failing to hunt a powerful foe; Sire an unworthy child.
- 5: Failing to hunt Lupines; Failing to hunt an overwhelming powerful foe.

+Disciplines

Kineticism (Pander Movement, Nationally known - Faction Packet)

-Dampening (1st Basic)

Spend 1 Blood, reduce the damage of the next successful attack against you by 1 level. This damage Reduction happens before fortitude. This power does not stack with itself, and spending a blood trait to activate this power while it is already active does nothing.

-Redirection (2nd Basic)

When spending an action to dodge a projectile, a character may decide to use Redirection instead. The character performs a Physical Test to dodge, exactly as if he wasn't using redirection. If he is successful, the projectile misses and a simple test is thrown. On a win of the simple test, the projectile hits the original attacker instead. It should be noted that a character may always dodge or soak damage, as per the rules in LotN:R

- Vengeful Strike (1st Intermediate)

Spend a blood and, the next time you take damage, you gain an additional damage on your next melee or brawl attack. This attack must take place the same round you took damage or the immediately following round. This power does not stack with itself; therefore, spending a blood to activate this power while this power is already active does nothing.

- Discharge (2nd Intermediate)

Spend a blood and a willpower before you attack with a ranged weapon to add one damage to the attack (if the attack is successful). This power does not stack with itself, so spending a blood to activate this power while this power is already active does nothing.

- Kinetic Shield (Advanced)

Spend a blood and one full round action to summon a (6'x4' 5 health level) transparent barrier directly in front of you. When summoning the kinetic shield, you may spend any number of physical traits. For each 2 traits that you spend, you may increase the health levels of the barrier by one _OR_ increase its size by three foot increments. This power does not stack with itself, so spending a blood to activate this power while it is already active does nothing.

Alpha Glint:

Alpha Glint (Animalism 3, Fortitude 3)

Counsel of Primogen pg. 104

The wielder spends a Temporary Willpower to activate the power, which has similar effects to Presence: Majesty, but does affect mortals, and functions only to intimidate. Those without the Intimidation Ability and at least one Intimidating Social Trait are unable to use this power. Should anyone wish to break the Alpha Glint, they engage the wielder in a Static Willpower Challenge.

Alt ID:

Akimbe Berger is a Laibon goat herder from Morocco. After visiting the country during a stint in the Peace Corps, Donald Berger, a Sociology major from UCLA, fell in love with the Moroccan countryside. After working to bring water to a remote village, he caught the eye of his sire and was embraced, changing his name to Akimbe. In the years following, Akimbe has become known at the Laibon court in Radat, and occasionally travels on diplomatic missions on behalf of the local elders.

Paladin to Count Radu Regent of the Sabbat

Marcos "Hexx" Huzupq

Vampire

Player: Mike Adams

Character ID:

Status: Inactive

Experience Unspent: 23

Total Experience Earned: 182

Narrator:

Date Printed: April 10, 2016

Last Modified: March 5, 2016

Starting Date: July 17, 2010

Clan: Gangrel Antitribu

Sect: Sabbat

Coterie/Pack:

Generation: 9

Title:

Sire:

Nature: Monster

Demeanor: Deviant

Blood: 14 0000000000000000

Willpower: 6 000000

Morality Path: Path of Caine

Morality Traits: 2 00

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 3 000

Courage: 4 0000

13 Physical Traits:

00000 Dexterous x5

0000 Ferocious x4

0000 Rugged x4

13 Social Traits:

000 Commanding x3

000 Intimidating x3

000 Magnetic x3

0000 Persuasive x4

13 Mental Traits:

000 Alert x3

000 Determined x3

000 Focused x3

0000 Knowledgeable x4

0 Negative Physical Traits:

3 Negative Social Traits:

Callous x2

Feral

2 Negative Mental Traits:

Impatient

Violent

36 Abilities:

O Academics

O Animal Ken

O Astrology

OOO Athletics x3

O Awareness

OOO Brawl x3

O Divining

O Dodge

O Etiquette

O Intimidation

OO Investigation x2

OO Linguistics x2

OO Lore: Clan: Gangrel x2

O Lore: Kindred

O Lore: Lupine

Disciplines:

Auspex: Heightened Senses (basic)

Auspex: Aura Perception (basic)

Celerity: Alacrity (basic)

Celerity: Swiftmess (basic)

Celerity: Rapidity (int.)

Celerity: Legerity (int.)

Celerity: Fleetness (adv.)

Fortitude: Endurance (basic)

Fortitude: Mettle (basic)

Obfuscate: Cloak of Shadows (basic)

Obfuscate: Unseen Presence (basic)

Obfuscate: Mask of a Thousand Faces (int.)

Potence: Prowess (basic)

Potence: Might (basic)

Protean: Eyes of the Beast (basic)

OO Lore: Spirit x2
OOOOO Occult x5
O Repair
O Scrounge
O Security
OO Stealth x2
O Streetwise
O Survival

3 Status:

O Sabbat: Positional: True Sabbat
O Sabbat: Reputation: Gifted
O Sabbat: Reputation: Proven

15 Backgrounds:

OOO Allies x3
OOO Contacts x3
OOOO Generation x4
OOOOO Mentor x5 (Serpant of the Light)

6 Influences:

Occult x5
Street

Protean: Feral Claws (basic)
Protean: Earth Meld (int.)
Protean: Shape of the Beast (int.)
Tremere: Thaumaturgical Sight (Sorcerer's Sight)
Wanga: Orisha's Fortune: Sheltering Hand (basic)
Wanga: Orisha's Fortune: Fortune's Blessing (basic)
Wanga: Orisha's Fortune: Fortune's Curse (int.)

Rituals:

Wanga: R1: Basic: Craft Garde
Wanga: R1: Basic: Grandfather's Gift
Wanga: R1: Int: Bone of Lies

Miscellaneous Traits:

Out of Clan: Fortitude
Out of Clan: Wanga
Linguistics: English (N)
Linguistics: Latin
Linguistics: Spanish

Derangements:

Blood Bonds/Vinculum:

Dioscese of Jack Cock
Dioscese of Madison

Boons:

Merits:

Ability Aptitude (1, Stealth)
Code of Honor (2, 4 after CC, Petro Voudun)
Debt of Gratitude (2, See notes)
Oracular Ability (3)
Shaman (2)

Flaws:

Beast in the Mirror (2)
Cursed (2, See notes)
Eerie Presence (2)
Short (1)

Equipment:

Health Levels:

O Fortitude: Healthy
OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

Linguistics- 1TBD

Curse- Forced transformation into Protean fight form during full moon.

Debt of Gratitude is from Serpent of the light mentor.

Fight form- Centipede dex,dex,tough,savage,intimidating

Flight form Mexican brown bag

Quick, cunning, cunning

Marcus Penn

Vampire

Player: Babelnieks, Juris

Character ID:

Status: Active

Clan: Ventruue

Sect: Sabbat

Coterie/Pack: Son's of Caine

Blood: 15 0000000000000000

Willpower: 12 00000000000000

Experience Unspent: 19

Total Experience Earned: 676

Narrator:

Generation: 8

Title: Bishop

Sire:

Morality Path: Path of Honorable Accord

Morality Traits: 2 00

Conscience/Conviction: 3 000

Date Printed: April 10, 2016

Last Modified: April 10, 2016

Starting Date: March 12, 2003

Nature: Survivor

Demeanor: Conformist

Aura: +0

Self-Control/Instinct: 4 0000

Courage: 4 0000

14 Physical Traits:

O Brawny
OO Brutal x2
OOOO Ferocious x4
O Nimble
OO Quick x2
O Rugged
O Stalwart
OO Tough x2

14 Social Traits:

OOO Beguiling x3
OOO Charming x3
OOO Commanding x3
O Fearsome
OOO Intimidating x3
O Magnetic

14 Mental Traits:

OOO Clever x3
O Cunning
OOO Disciplined x3
O Knowledgeable
OOO Observant x3
O Patient
O Shrewd
O Wily

0 Negative Physical Traits:

4 Negative Social Traits:

Callous x3
Condescending

1 Negative Mental Traits:

Violent

131 Abilities:

OOOOO Animal Ken x5
OOO Blindfighting x3
O Bodycrafts
OOOOO Brawl x5 (Spec: Natural Weapons)
OOOOO Bureaucracy x5
OOOOO Dodge x5
OO Drive x2
OOOOO Finance x5
OOOOO Fire Dancing x5
OOOOO Firearms x5
O Hunting
OOOOO Intimidation x5
OOOOO Investigation x5
OOOOO Leadership x5
OOOOO Linguistics x5
OOOOO Lore: Cainite x5
OOOOO Lore: Camarilla x5
OO Lore: Clan: Tremere x2
OOO Lore: Clan: Tzimisce x3
OOOOO Lore: Clan: Ventruue x5
OOOOO Lore: Kindred x5
OOOO Lore: Sabbat x4
OOO Meditation x3

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Animalism: Subsume the Spirit (int.)
Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Celerity: Alacrity (basic)
Celerity: Swiftmess (basic)
Celerity: Rapidity (int.)
Celerity: Legerity (int.)
Celerity: Fleetness (adv.)
Dementation: Passion (basic)
Dementation: The Haunting (basic)
Dementation: Eyes of Chaos (int.)
Dementation: Voice of Madness (int.)
Dementation: Total Insanity (adv.)
Dominate: Command (basic)
Dominate: Mesmerism (basic)
Dominate: Forgetful Mind (int.)
Dominate: Conditioning (int.)
Dominate: Possession (adv.)

OOOOO Melee x5
 OOOOO Piloting x5 (Spec: Air to Ground Combat)
 OOOOO Politics x5
 OOOOO Power Brokering x5
 OOOOO Propaganda x5
 OO Rituals x2
 OOOOO Survival x5
 OOOOO Tactics x5 (Spec: Urban Warfare)

Fortitude: Endurance (basic)
 Fortitude: Mettle (basic)
 Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Fortitude: Aegis (adv.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Presence: Dread Gaze (basic)
 Presence: Entrancement (int.)
 Presence: Summon (int.)
 Presence: Majesty (adv.)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Quietus: Silence of Death (basic)
 Vicissitude: Bloodform (adv.)
 Ventruer: Approximation of Loyalty Absolute
 Valeren: Sense Vitality (basic)
 Valeren: Anesthetic Touch (basic)
 Valeren: Burning Touch (int.)
 Valeren: Ending the Watch (int.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)
 Ventruer: Aura of Inescapable Truth
 Ventruer: Denial of Aphrodite's Favor
 Combination: King of the Hill
 Dark Ages: Inspire Greatness
 Dark Ages: Inspire Greater Greatness
 Combo: Alpha Glint
 Gangrel: Flesh Wound

6 Status:

O Sabbat P: Bishop: Feared
 O Sabbat P: Bishop: Proven
 O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Clan: Ventruer Antiribu: Respected
 O Sabbat R: Respected
 O Sabbat R: Victorious (until 11-1-16)

Rituals:

53 Backgrounds:

OOOOO Allies x5
 OOOOO Contacts x5
 OOOOO Fame x5 (Political Leader)
 OOOO Generation x4
 OOO Herd x3
 OOOOO Mentor: Tzim x5
 OOOOO Mentor: Ventruer Anti x5
 OOOOO Military Force x6
 OOOOO Personal Haven x5
 OOOOO Resources x5
 OOOOO Retainers x5

43 Influences:

Finance x5
 Industry x5
 Legal x5
 Media x2
 Police x5
 Politics x6
 Street x5
 Transportation x5
 Underworld x5

Miscellaneous Traits:

Derangements:

Paranoia (Mild)

Blood Bonds/Vinculum:

Anaisa Pye
 Angel Raguel (Jason Alaste) x2
 Diamond DeWinters "Diamond Bloodtalen" x2
 Diana Starling
 Elizabeth Victoria Andrews
 Jason "Leo" Caster
 Joey Sixx x3
 Lewis
 Marcus Penn
 Nickoli Bloodtalen the Dread Wolf
 Pavel Obertus
 Sidor
 Slurpy (Dominic)
 Test Subject 29 "Jolki Fleshflayer" "Joe Flayer"

Boons:**Merits:**

Natural Leader (1)
 Ventruue: Paragon (6, Military Force)

Flaws:

Deep Sleeper (1)
 Magic Susceptibility (2)
 Overconfident (1)
 Territorial (2, Ventruue Feeding Grounds)

Equipment:**Health Levels:**

OOO	Healthy x3
OOO	Bruised x3
OO	Wounded x2
O	Incapacitated
O	Torpor

Notes:

Rarified Taste per clan disadvantage: Street People

Owes Mentor favor equal to adv. discipline.

+ [Languages]

- Natural Language: English
- Arabic, French, German, Italian, Latin, Lakota Sioux, Russian, Spanish, Gaelic, Hebrew, Ancient Babylonian, TBD 5.

+ Honorable Accord

- 1: Breaking your word; killing without strong justification.
- 2: Placing personal concerns above duty; showing cowardice.
- 3: Disobeying your leader; failing to protect your allies.
- 4: Associating with dishonorable individuals; failing to participate in group rites.
- 5: Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Heart Removed via Heart of Darkness.. Player is in possession of Card.

Soul Decked 11/2/13 to hide Vauldrie sparkles in arua.

Bodycrafted to hide identity 11/2/13

May never Netar of the Bitter Rose again. 11/14/15

- Flesh Wound / Iron Facade:

Spend one Blood Trait. For the next hour, no damage you suffer produces a visible result; no wounds, no limps from lameness, no fountains of blood from inconvenient holes. Characters with Auspex may attempt to pierce this with the usual challenge of Auspex versus Obfuscate. Bystanders who see particularly ludicrous lack of evidence may attempt a Mental Challenge to see through the illusion.

While using Flesh Wound, you have a two-Trait bonus to Social Tests related to your physical capabilities.

Alpha Glint (Animalism 3, Fortitude 3)

Counsel of Primogen pg. 104

The wielder spends a Temporary Willpower to activate the power, which has similar effects to Presence: Majesty, but does affect mortals, and functions only to intimidate. Those without the Intimidation Ability and at least one Intimidating Social Trait are unable to use this power. Should

anyone wish to break the Alpha Glint, they engage the wielder in a Static Willpower Challenge.
Alpha Glint costs 10 Experience Points to learn.

+Honorable Accord (Conscience/Self Control)

1- Breaking your word; killing without strong justification.

2 - Placing personal concerns above duty; showing cowardice.

3 - Disobeying your leader; failing to protect your allies.

4 - Associating with dishonorable individuals; failing to participate in group rites.

5- Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Nickoli Bloodtalen the Dread Wolf

Vampire

Player: Thomas Russell

Character ID:

Status: Active

Experience Unspent: 0

Total Experience Earned: 414

Narrator:

Date Printed: April 10, 2016

Last Modified: April 4, 2016

Starting Date: May 14, 2010

Clan: Gangrel Antitribu (Country)

Sect: Sabbat

Coterie/Pack: Son's of Caine

Generation: 8

Title: Templar (Watch Inquisitor Marc)

Sire:

Nature: Eye of the Storm

Demeanor: Dark Pioneer

Blood: 15 0000000000000000

Willpower: 12 00000000000000

Morality Path: Path of Honorable Accord

Morality Traits: 3 000

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 4 0000

Courage: 3 000

14 Physical Traits:

00000 Brawny x5
OO Quick x2
O Resilient
OO Rugged x2
0000 Wiry x4

14 Social Traits:

0000 Charismatic x4
00000 Friendly x5
00000 Intimidating x5

14 Mental Traits:

O Alert
O Attentive
O Clever
O Creative
O Cunning
O Dedicated
O Determined
O Inhumane
O Intuitive
O Observant
O Patient
O Rational
O Shrewd
O Wily

0 Negative Physical Traits:

2 Negative Social Traits:

Bestial (Spider, Fractured Irises)
Feral (Wolf, Animalistic Behavior & Demeanor)

0 Negative Mental Traits:

100 Abilities:

O Academics
00000 Animal Ken x5 (Spec: Quell the Beast)
OO Astrology x2
O Blindfighting
00000 Brawl x5 (Natural Weapons)
O Dodge
OO Empathy x2
OO Etiquette x2
O Finance
OO Intimidation x2
0000 Investigation x4 (Spec: Telepathy)

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Animalism: Subsume the Spirit (int.)
Animalism: Drawing Out the Beast (adv.)
Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Celerity: Alacrity (basic)
Celerity: Swiftmess (basic)

OO Leadership x2
 OOO Linguistics x3
 O Lore: Abyss
 O Lore: Anarch
 OOO Lore: Angel x3
 OOO Lore: Cainite x3
 O Lore: Camarilla
 OO Lore: Clan: Assamite Antitribu x2
 OOOOO Lore: Clan: Gangrel x5
 O Lore: Clan: Giovanni
 O Lore: Clan: Ravnos
 OOOOO Lore: Clan: Tremere x5
 OO Lore: Demon x2
 O Lore: Faerie
 O Lore: Formori
 OO Lore: Infernal x2
 O Lore: Kuei-Jin
 OO Lore: Lupine x2
 O Lore: Mage
 OO Lore: Noddist x2
 O Lore: Path of Enlightenment
 OOOOO Lore: Sabbat x5
 O Lore: Shadowlands
 OO Lore: Spectre x2 (Cults)
 O Lore: Spirit
 O Lore: Umbral
 O Lore: Weaver
 O Lore: Wraith
 O Lore: Wyld
 O Lore: Wyrn
 OO Meditation x2
 OOO Occult x3
 O Politics
 OO Rituals x2
 OO Stealth x2
 O Streetwise
 OO Subterfuge x2
 OOO Survival x3
 OO Theology x2
 O Torture

8 Status:

O Sabbat P: Templar: Ominous
 O Sabbat P: Templar: Respected
 O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Dedicated
 O Sabbat R: Enriched
 O Sabbat R: Faction: Inquisition: Purifier
 O Sabbat R: Ordained
 O Sabbat R: Relentless

12 Backgrounds:

OOO Contacts x3 (Spectre Cult: Fear)
 OO Faction Membership: Inquisition x2
 O Fame
 OOOO Generation x4
 O Spectre Reputation
 O Wraith Notoriety

Derangements:

Passion Player

Merits:

Bruiser (1)

3 Influences:

Blood Bonds/Vinculum:

Celerity: Rapidity (int.)
 Celerity: Legerity (int.)
 Fortitude: Endurance (basic)
 Fortitude: Mettle (basic)
 Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Fortitude: Aegis (adv.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Protean: Mist Form (adv.)
 Quietus: Silence of Death (basic)
 Quietus: Scorpion's Touch (basic)
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Dur-An-Ki: Annunaki's Command: Elemental Strength (basic, P)
 Valeren: Sense Vitality (basic)
 Valeren: Anesthetic Touch (basic)
 Gangrel: Flesh Wound
 Gangrel: See the Reflected Form
 Combo: Alpha Glint
 Combo: Instant Transformation (Protean)
 Combo: Mystic Sight

Rituals:

Dur-An-Ki: Basic: Deflection of the Wooden Doom (P)
 Sabbat: Auctoritas: Blood Feast
 Sabbat: Auctoritas: Fire Dancing
 Sabbat: Auctoritas: Vaulderie
 Sabbat: Ignoblis: Contrition Ritus
 Sabbat: Ignoblis: Stealth Ritus
 Sabbat: Ignoblis: Sun Dance
 Sabbat: Ignoblis: Test of Pain
 Sabbat: Ignoblis: Truth Revealed
 Sabbat: Ignoblis: Welcoming Ritus

Miscellaneous Traits:

Boons:

Flaws:

Anachronistic (3)

Danger Sense (2)
Medium (2)

Recently Arisen (3)
Short Fuse (2, May not be bought off till pinnacle of Honorable Accord)

Equipment:

Amulet of Soul Protection
Mask of Fear
Nickoli's Talons

Health Levels:

OO	Healthy x2
OOO	Bruised x3
OO	Wounded x2
O	Incapacitated
O	Torpor

Notes:

Learning:

Thanatosis: Syntax

Quietus: Samyra

Valern: Alexi

Vicissitude: Joesph Obertus

Shattered Fog: Archard (approved 11/4/15, gangrel coord.)

Flaying Touch: Lewis (approved 11/3/15, tzimisce coord.)

Dur-an-ki :Elemental Mastery (Annunaki's Command) with the rituals of Deflection of the Wooden Doom, Sanguinary Assistant, Ward v

Kindred, Ward v Lupine, Ward v Demon (Approved Assamite Coord, 2/15/16)

Linguistics: Native: Norse-Farthic, English, Russian, Portugese, Ancient Greek

Alpha Glint (Animalism 3, Fortitude 3)

Counsel of Primogen pg. 104

The wielder spends a Temporary Willpower to activate the power, which has similar effects to Presence: Majesty, but does affect mortals, and functions only to intimidate. Those without the Intimidation Ability and at least one Intimidating Social Trait are unable to use this power. Should anyone wish to break the Alpha Glint, they engage the wielder in a Static Willpower Challenge.

Alpha Glint costs 10 Experience Points to learn.

- Flesh Wound / Iron Facade:

Spend one Blood Trait. For the next hour, no damage you suffer produces a visible result; no wounds, no limps from lameness, no fountains of blood from inconvenient holes. Characters with Auspex may attempt to pierce this with the usual challenge of Auspex versus Obfuscate.

Bystanders who see particularly ludicrous lack of evidence may attempt a Mental Challenge to see through the illusion.

While using Flesh Wound, you have a two-Trait bonus to Social Tests related to your physical capabilities.

- Instantaneous Transformation (Protean)

The player must make a Simple Physical challenge—retest Survival—and spend the normal cost associated with the shift (one blood point for Shape of the Beast or Mist Form, three for Tenebrous Form). If successful, the change takes only a single turn, rather than the three normally demanded. Failure indicates that the shift takes the standard three turns.

Mystic Sight (DA: PGtLLC, p.163) [Auspex 2, Dur-An-Ki Sorcery 2] Cost: 3xp

This power functions exactly like Thaumaturgical Sight from Clanbook: Tremere (Revised), pg.47. Those with Dur-An-Ki may purchase this version.

Thaumaturgical Sight (3pt.Combo Discipline Requires Auspex 2 and Thaumaturgy 1): By invoking Thaumaturgical Sight you become capable of noticing any use of blood magic- Thaumaturgy, koldunic sorcery, Assamite or Setite socery, or more specialized forms such as rituals. You can call out this sight at any time (subject to consciousness, be able to spend blood etc.), and you immediately notice all rituals in use, all blood magic in the process of casting or currently in effect, and all objects enchanted with blood magic. If you wish to determine the specifics of an effect, you must make a static mental challenge with a difficulty of 8 traits and using the Occult ability to retest. If you succeed the subject must reveal the name of the power invoked. If it's a power that you possess, you are assumed to know how it works, and you can also determine the target. Otherwise the subject must only reveal to you the name of the power in question. You can only scrutinize one power per turn and this requires your full attention and concentration. The only visible effect of this power is that you must stare at the object you are trying to see with Thaumaturgical Sight. If you wish to continue using this power you may spend a mental trait every turn (at the beginning of the turn) to keep this power up. If you let this power down you must start it up again with the expenditure of a blood trait (It is considered a form of Thaumaturgy and follows its' rules and restrictions). This power may not be used in conjunction with celerity. If you are in a non-combat, non-duress situation this power lasts for 1 minute plus an additional minute for every mental trait you spend thereafter.

+ [Gangrel beast traits]

1. Feral - Wolf - Animalistic behavior and demeanor
2. Beastial - Eyes: Spider: Fractured Irises.

+ [Shape of the Beast]

- Fight Form: Direwolf (Brawny x2, Quick, Resilient x2)
- Flight Form: Raven ()

+Honorable Accord

1- Breaking your word; killing without strong justification.

2 - Placing personal concerns above duty; showing cowardice.

3 - Disobeying your leader; failing to protect your allies.

4 - Associating with dishonorable individuals; failing to participate in group rites.

5- Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Soul Decked 11/2/13 to hide sparkles from Vauldrie

Committed diablerie successfully - from 9th to 8th gen 4-4-15

Learned Tremere Lore 5 from childer Barret

Known in Cam as The Hermit "Yurgi"

+ Perm Aegis Blows: 1

Bought off Flaw: Smell of the Grave -1

Childer: James Barretson "Barret"; Elizabeth Victoria Andrews; Diamond Bloodtalen; Sil Bloodtalen

Thaumaturgy is Dur An Ki. Approved by Assamite cord Jesse Ditty Feb 2016.

Olivia Jacobs

Vampire

Player: Meredith Gerber

Character ID:

Status: Inactive

Clan: Salubri Antitribu

Sect: Sabbat

Coterie/Pack: Son's of Caine

Blood: 13 00000000000000

Willpower: 4 0000

Experience Unspent: 26

Total Experience Earned: 136

Narrator:

Generation: 10

Title:

Sire: Alexander

Morality Path: Path of Caine

Morality Traits: 3 000

Conscience/Conviction: 3 000

Date Printed: April 10, 2016

Last Modified: March 5, 2016

Starting Date: February 29, 2012

Nature: Guru

Demeanor: Drunk Uncle

Aura: +0

Self-Control/Instinct: 3 000

Courage: 4 0000

11 Physical Traits:

OO Agile x2
O Deadly
O Ferocious
OO Fierce x2
OO Quick x2
OO Resilient x2
O Wiry

11 Social Traits:

OOO Callous x3
OOOOO Manipulative x5
OOO Threatening x3

11 Mental Traits:

OOOO Analytical x4
OOOO Inhumane x4
OOO Insidious x3

0 Negative Physical Traits:

2 Negative Social Traits:

Meek x2

0 Negative Mental Traits:

31 Abilities:

OOOO Academics x4
OOOOO Dodge x5
O Intimidation
OOO Investigation x3
O Leadership
OO Lore: Clan: Salubri x2
OO Lore: Kindred x2
OO Lore: Noddist x2

Disciplines:

Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Auspex: Psychic Projection (adv.)
Dominate: Command (basic)
Dominate: Mesmerism (basic)
Dominate: Forgetful Mind (int.)

O Lore: Sabbat
OOOOO Medicine x5
OO Occult x2
OOO Survival x3

Dominate: Conditioning (int.)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Fortitude: Resistance (int.)
Fortitude: Aegis (adv.)
Obtenebration: Shadow Play (basic)
Obtenebration: Shroud of Night (basic)
Obtenebration: Arms of the Abyss (int.)
Obtenebration: Black Metamorphosis (int.)
Obtenebration: Shadow Body (adv.)
Obeah: Sense Vitality (basic)
Obeah: Anesthetic Touch (basic)
Obeah: Corpore Sano (int.)
Obeah: Mens Sana (int.)
Obeah: Unburdening the Bestial Soul (adv.)

8 Status:

O Sabbat: Positional: Bishop: Feared
O Sabbat: Positional: Bishop: Proven
O Sabbat: Positional: True Sabbat
O Sabbat: Reputation: Devoted
O Sabbat: Reputation: Enriched
O Sabbat: Reputation: Ominous
O Sabbat: Reputation: Resourceful
O Sabbat: Reputation: Respected

Rituals:

3 Backgrounds:

OOO Generation x3

4 Influences:

Health x3
Occult

Miscellaneous Traits:

Derangements:

Blood Bonds/Vinculum:

Boons:

Merits:

Common Sense (0, Free @ pc creation)
Sanctity (2, awarded for plot reasons)

Flaws:

Adonai's Disgrace (7)

Equipment:

Health Levels:

O Fortitude: Healthy
OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

Samyra

Vampire

Player: Denise Cherry-Russell

Character ID:

Status: Active

Clan: Assamites (Sorcerer)

Sect: Sabbat

Coterie/Pack: Son's of Caine

Blood: 15 0000000000000000

Willpower: 9 0000000000

Experience Unspent: 0

Total Experience Earned: 478

Narrator:

Generation: 8

Title:

Sire: Rook

Morality Path: Path of Nod

Morality Traits: 3 000

Conscience/Conviction: 3 000

Date Printed: April 10, 2016

Last Modified: April 4, 2016

Starting Date: November 16, 2011

Nature: Drunk Uncle

Demeanor: Deviant

Aura: +0

Self-Control/Instinct: 3 000

Courage: 4 0000

14 Physical Traits:

O Agile
O Brawny
O Dexterous
OO Enduring x2
O Energetic
O Graceful
O Nimble
O Quick
O Rugged
O Stalwart
O Steady
O Tough
O Wiry

1 Negative Physical Traits:

Delicate

14 Social Traits:

O Alluring
O Beguiling
O Charismatic
O Commanding
O Dignified
O Diplomatic
O Elegant
OO Empathetic x2
O Expressive
O Gorgeous
O Magnetic
O Persuasive
O Seductive

2 Negative Social Traits:

Empathetic
Kind

14 Mental Traits:

O Alert
O Attentive
O Clever
O Cunning
O Dedicated
O Determined
O Disciplined
OO Insightful x2
O Intuitive
O Knowledgeable
O Reflective
O Shrewd
O Wise

0 Negative Mental Traits:

79 Abilities:

O Academics
OOO Art of Memory x3
OO Astrology x2
OOOOO Botany x5 (Spec: Marijuana)
O Brawl
O Dodge
O Etiquette
OO Investigation x2
OOO Linguistics x3
O Lore: Black Hand
O Lore: Camarilla

Disciplines:

Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Celerity: Alacrity (basic)
Celerity: Swiftmess (basic)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Fortitude: Resistance (int.)
Fortitude: Aegis (adv.)

OOOOO Lore: Clan: Assamite Anti x5 (History)
 OOOOO Lore: Clan: Assamites x5 (Spec: History)
 O Lore: Kindred
 OOOOO Lore: Noddist x5
 OOOO Lore: Path of Enlightenment x4
 OO Lore: Sabbat x2
 O Lore: Shadowlands
 OOOOO Lore: Spirit x5
 O Lore: Umbra
 O Lore: Weaver
 O Lore: Wraith
 O Lore: Wyld
 O Lore: Wyrn
 O Medicine
 OO Meditation x2
 OO Melee x2
 OOOOO Occult x5
 OOOOO Politics x5
 O Rituals
 OO Stealth x2
 OOOOO Survival x5
 OO Theology x2

7 Status:

O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Clan: Assamite Antitribu: Feared
 O Sabbat R: Enriched
 O Sabbat R: Faction: Black Hand: Chosen
 O Sabbat R: Gifted
 O Sabbat R: Path: Devoted
 O Sabbat R: Scorched

Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Obfuscate: Cloak the Gathering (adv.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Quietus: Silence of Death (basic)
 Quietus: Scorpion's Touch (basic)
 Quietus: Dagon's Call (int.)
 Quietus: Baal's Caress (int.)
 Dur-An-Ki: Annunaki's Command: Elemental Strength (basic)
 Dur-An-Ki: Annunaki's Command: Wooden Tongues (basic)
 Dur-An-Ki: Annunaki's Command: Animate the Unmoving (int.)
 Dur-An-Ki: Annunaki's Command: Elemental Form (int.)
 Dur-An-Ki: Annunaki's Command: Summon Elemental (adv.)
 Dur-An-Ki: Echo of Nirvana: Readiness (basic)
 Dur-An-Ki: Echo of Nirvana: Centering (basic)
 Dur-An-Ki: Echo of Nirvana: One-Track Mind (int.)
 Dur-An-Ki: Echo of Nirvana: Dual Thought (int.)
 Dur-An-Ki: Echo of Nirvana: Perfect Clarity (adv.)
 Dur-An-Ki: Enlil's Breath: Force Bolt (basic)
 Dur-An-Ki: Hunter's Wind, The: Scent of Deception (basic)
 Dur-An-Ki: Hunter's Wind, The: Skin of the Chameleon (basic)
 Dur-An-Ki: Hunter's Wind, The: Unassuming Pose (int.)
 Dur-An-Ki: Hunter's Wind, The: Whiff of Kalif (int.)
 Dur-An-Ki: Hunter's Wind, The: Ghost Body (adv.)
 Dur-An-Ki: Path of the Ailing Jackal: Zillah's Litany (basic)
 Dur-An-Ki: Path of the Ailing Jackal: Crone's Pride (basic)
 Dur-An-Ki: Path of the Ailing Jackal: Feast of Ashes (int.)
 Dur-An-Ki: Suleiman's Laws: Hermetic Sight (basic)
 Dur-An-Ki: Suleiman's Laws: Astral Cant (basic)
 Dur-An-Ki: Suleiman's Laws: Voice of Command (int.)
 Dur-An-Ki: Suleiman's Laws: Entrap Ephemera (int.)
 Dur-An-Ki: Suleiman's Laws: Duality (adv.)
 Dur-An-Ki: The Covenant of Ashnan: Herbal Wisdom (basic)
 Dur-An-Ki: The Covenant of Ashnan: Speed the Season's Passing (basic)
 Dur-An-Ki: The Covenant of Ashnan: Dance of Vines (int.)
 Dur-An-Ki: The Covenant of Ashnan: Verdant Haven (int.)
 Dur-An-Ki: The Covenant of Ashnan: Awaken the Forest Giants (adv.)
 Assamite: Blood Tempering
 Assamite: Mystic Sight
 Combo: What was that?

Rituals:

Sabbat: Auctoritas: Vaulderie
 Sabbat: Auctoritas: Contrition
 Sabbat: Ignoblis: Acceptance Ritus
 Sabbat: Ignoblis: Stealth Ritus
 Sabbat: Ignoblis: Truth Revealed
 Sabbat: Ignoblis: Welcoming Ritus
 Basic: Burning Blade
 Basic: Calling the Restless Spirit
 Basic: Defense of the Sacred Haven
 Basic: Deflection of Wooden Doom
 Basic: Extinguish
 Basic: Principal Focus of Vitae Infusion
 Basic: Sanguinous Phial
 Basic: Sense the Mystical
 Basic: Vessel of Transference
 Basic: Illuminate trail of the Prey
 Basic: Touch the Earth
 Basic: Serendaing the Kami
 Basic: Steps of the Terrified
 Intermediate: Infirm Inert
 Intermediate: Scry

Intermediate: Stolen Kisses
 Intermediate: Ward Versus Cainites
 Intermediate: Awaken Kalif
 Intermediate: Aura of the Innocent child's heart
 Advanced: Warding Circle vs Spirits

<u>11 Backgrounds:</u>	<u>7 Influences:</u>	<u>Miscellaneous Traits:</u>
O Allies	Health x5	
O Faction Membership: Black Hand		Street
OOOO Generation x4	University	
OOOOO Resources x5		

<u>Derangements:</u>	<u>Blood Bonds/Vinculum:</u>	<u>Boons:</u>
----------------------	------------------------------	---------------

Merits:

Ability Aptitude (1, Botany)
 Concentration (1)
 Luck (3)
 Medium (2)

Flaws:

Assamites: Echos (2)
 Assamites: Magical Addict (5)

Equipment:

Health Levels:

OOO	Healthy x3
OOO	Bruised x3
OO	Wounded x2
O	Incapacitated
O	Torpor

Notes:

Echoes - Character eyes will change to the color noted for each Path of blood magic she has, the last Path of blood magic used will determine the current color of her eyes. When she laughs her eyes will glow those colors otherwise just the Iris are the noted color.

Spirit Manipulation(Suleiman's Law) - Purple
 The Green Path(The Covenant of Ashnan) - Green
 Elemental Mastery(Annunaki's Command) - Bright Blue
 Hunters Wind- Amber
 Focus Mind(Echos of Nirvana) - Silver
 Path of Fathers Vengeance(Ailing Jackal) - Crimson
 Movement of the Mind(Enlil's Breathe)- Black

+ [Path of Nod]

- 5: Failing to research and study at every opportunity, Failing to instruct other vampires on the Path of Nod.
- 4: Treating mortals as equals, Disrespecting other students of Nod.
- 3: Failing to "ride the wave" of a frenzy, Succumbing to Rotschreck.
- 2: Failing to slay and diablerize an enemy, Not testing the limits of the vampiric form.
- 1: Failing to pursue knowledge about Caine and vampirism, Denying the hunger or the needs of the Cainite form.

Linguistics: Arabic, ASL, Black Hand Sign, Hindi, Sandspeak (PC created), 1 TBD

Granted Rank 2 August 2013 (Schism)

Granted membership into the Black Hand Faction December 2014 - Coord approval & Archivist approval in December 2014

Black Hand Name: Spirit Talker

Dominion: Ainbeartach

Watch Commander: Samyra

Committed Diablerie 4/4/15 Successfully gaining 8th gen.

Craft Bloodstone placed by Alexi at base of the skull with bone and fleshcraft to make it hard to find. 10/12/15

Magical Addict [taken from 3rd Ed Clan Book] (3- or 5-pt. Physical Flaw)

Whether through a weak will, a lingering anomaly from your mortal days or overuse of ritual components like kalif, you have become addicted to the alchemical psycho-active drugs that some sorcerers use to focus their blood magic. Going beyond a mere physical or psychological addiction, this dependence goes so far as to affect your very mastery of the powers at your command. Your competence with Assamite Sorcery is dependent on the frequency at which you cater to your addiction. If you take the Flaw at 3 points, you must bid two extra Traits on all challenges related to your blood magic when you are not under the influence of your substance of choice. For 5 points, you may not use any of your blood magic

powers or rituals without the aid of your preferred chemical. You may not take this Flaw unless you have at least one basic Assamite Sorcery power. For the assistance of the terminally stupid, we'll say this explicitly: Role-Play your character's drug use, don't actually do it yourself.

Blood Tempering (Libellus Sanguinus 3 page 66)

Fortitude 2, Quietus 4.

Cost 8xp.

The player spends a Willpower point, and the character coats the item to be reinforced with her blood. The amount of blood used depends on the size of the item: One Blood point per foot of length. Armor requires three Blood points per extra health level it provides-- one additional health level may be bestowed per level of Fortitude possessed by the user of this power (to a max of plus 5 health levels). A weapon's base damage rating is increased by one, and it is rendered unbreakable by any means short of supernatural power with a rating greater than that of the character's Fortitude or a truly massive mundane trauma (such as a landslide); a weapon may only be tempered by this power once-- i.e. multiple applications do not stack. Armor gains health levels and is likewise impervious to most harm (though the individual within it may still be wounded by the force that is transmitted through it). This power may be applied to solid objects other than weapons and armor at the Storyteller's discretion. It cannot reinforce flexible items such as whips, leather armor or silk robes.

Mystic Sight (DA: PGtLLC, p.163) [Auspex 2, Dur-An-Ki Sorcery 2] Cost: 3xp

This power functions exactly like Thaumaturgical Sight from Clanbook: Tremere (Revised), pg.47. Those with Dur-An-Ki may purchase this version.

Thaumaturgical Sight (3pt.Combo Discipline Requires Auspex 2 and Thaumaturgy 1): By invoking Thaumaturgical Sight you become capable of noticing any use of blood magic- Thaumaturgy, koldunic sorcery, Assamite or Setite socery, or more specialized forms such as rituals. You can call out this sight at any time (subject to consciousness, be able to spend blood etc.), and you immediately notice all rituals in use, all blood magic in the process of casting or currently in effect, and all objects enchanted with blood magic. If you wish to determine the specifics of an effect, you must make a static mental challenge with a difficulty of 8 traits and using the Occult ability to retest. If you succeed the subject must reveal the name of the power invoked. If it's a power that you possess, you are assumed to know how it works, and you can also determine the target. Otherwise the subject must only reveal to you the name of the power in question. You can only scrutinize one power per turn and this requires your full attention and concentration. The only visible effect of this power is that you must stare at the object you are trying to see with Thaumaturgical Sight. If you wish to continue using this power you may spend a mental trait every turn (at the beginning of the turn) to keep this power up. If you let this power down you must start it up again with the expenditure of a blood trait (It is considered a form of Thaumaturgy and follows its' rules and restrictions). This power may not be used in conjunction with celerity. If you are in a non-combat, non-duress situation this power lasts for 1 minute plus an additional minute for every mental trait you spend thereafter.

What was that?

Auspex 4 Obfuscate 4

Pre Req: Art of Memory 2

Cost 14xp

(PC Created by Elizabeth "Liz" Andrews and Samyra)

By spending a Willpower and a mental trait, for the remainder of the scene or hour (which ever is shorter) any time a telepathy or dominate dig is done to garner information from the mind of the user, they may make a Vanish challenge to hide the information that is being sought. If successful, the information vanishes and the person digging forgets the question and moves onto the next one.

This challenge is done as per Vanish from Minds eye against anyone in the users mind via Telepathy.

Sidor

Vampire

Player: Josh Landa

Character ID:

Status: Active

Experience Unspent: 0

Total Experience Earned: 234

Narrator:

Date Printed: April 10, 2016

Last Modified: April 10, 2016

Starting Date: December 27, 2015

Clan: Harbingers of Skulls

Sect: Sabbat

Coterie/Pack: Packless

Generation: 8

Title:

Sire: Gio Corrd NPC

Nature: Survivor

Demeanor: Architect

Blood: 15 0000000000000000

Willpower: 8 00000000

Morality Path: Path of Death and the Soul

Morality Traits: 3 000

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 2 00

Courage: 3 000

12 Physical Traits:

OO Agile x2
OO Enduring x2
OO Rugged x2
OO Tireless x2
OO Tough x2
OO Wiry x2

14 Social Traits:

OOO Commanding x3
OO Cruel x2
OO Diplomatic x2
OOOO Intimidating x4
OO Persuasive x2
O Witty

14 Mental Traits:

OO Alert x2
OO Clever x2
OO Dedicated x2
OO Determined x2
OO Knowledgeable x2
OO Observant x2
OO Wise x2

0 Negative Physical Traits:

6 Negative Social Traits:

Callous x2
Clan Disadvantage: Ghastly x3
Tactless

0 Negative Mental Traits:

53 Abilities:

OO Academics x2
O Awareness
O Brawl
O Dodge
O Fire Dancing
OO History x2
O Hunting
OOO Investigation x3
O Leadership
OO Linguistics x2
OO Lore: Cainite x2
OO Lore: Clan: Harbingers of Skulls x2

Disciplines:

Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Auspex: Psychic Projection (adv.)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Fortitude: Resistance (int.)
Fortitude: Aegis (adv.)
Necromancy, Western: Ash Path: Lifeless Tongues (basic)
Necromancy, Western: Ash Path: Dead Hand (int.)

O Lore: Formori
 OOOO Lore: Sabbat x4
 O Lore: Spectre
 OOOOO Lore: Wraith x5
 O Lore: Wyrn
 OOOOO Occult x5 (Soul Steal)
 O Ride
 OOOOO Rituals x5
 OOOOO Security x5
 OO Stealth x2
 O Survival
 O Theology
 OO Torture x2

3 Status:

O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Gifted
 O Sabbat R: Proven

18 Backgrounds:

OOOOO Generation x5
 OOOOO Haven x5 (Personal)
 OOOOO Mentor x5 (Sire)
 OOO Wraith Retainers x3 (Dr. Stabby -Spectre- Pain)

Derangements:

Necromancy: Ash Path: Shroudsight (basic)
 Necromancy: Bone Path: Tremens (basic)
 Necromancy: Bone Path: Apprentice's Brooms (basic)
 Necromancy: Bone Path: Shambling Hordes (int.)
 Necromancy: Bone Path: Soul Stealing (int.)
 Necromancy: Sepulchre Path: Insight (basic)
 Necromancy: Sepulchre Path: Summon Soul (basic)
 Necromancy: Sepulchre Path: Compel Soul (int.)
 Necromancy: Sepulchre Path: Haunting (int.)
 Necromancy: Sepulchre Path: Torment (adv.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Obtenebration: Shadow Play (basic)
 Obtenebration: Shroud of Night (basic)

Rituals:

Sabbat: Auctoritas: Binding
 Sabbat: Auctoritas: Blood Bath
 Sabbat: Auctoritas: Blood Feast
 Sabbat: Auctoritas: Creation Rites
 Sabbat: Auctoritas: Festivo dello Estinto
 Sabbat: Auctoritas: Fire Dancing
 Sabbat: Auctoritas: Games of Instinct
 Sabbat: Auctoritas: Monomancy
 Sabbat: Auctoritas: Palla Grande
 Sabbat: Auctoritas: Sermons of Caine
 Sabbat: Auctoritas: Vaulderie
 Sabbat: Auctoritas: War Parties
 Sabbat: Auctoritas: Wild Hunt
 Sabbat: Ignoblis: Acceptance Ritus
 Sabbat: Ignoblis: Allegiance Ritus
 Sabbat: Ignoblis: Asp's Blessing
 Sabbat: Ignoblis: Contrition Ritus
 Sabbat: Ignoblis: Martial Ritus
 Sabbat: Ignoblis: Ritus of Thanksgiving
 Sabbat: Ignoblis: Spilling of Blood
 Sabbat: Ignoblis: Stealth Ritus
 Sabbat: Ignoblis: Sun Dance
 Sabbat: Ignoblis: Test of Pain
 Sabbat: Ignoblis: Truth Revealed
 Sabbat: Ignoblis: Welcoming Ritus
 Necromancy: Call of the Hungry Dead (basic, P)
 Necromancy: Eyes of the Grave (basic, P)
 Necromancy: Call on the Shadow's Grace (int., P)
 Necromancy: Peek Past the Shroud (int., P)
 Necromancy: Ritual of the Unearthed Fetter (int.)
 Necromancy: Chill of Oblivion (adv., P)

3 Influences:

Health
 Occult x2

Blood Bonds/Vinculum:

Anaisa Pye
 Angel Raguel (Jason Alaste)
 Diamond DeWinters "Diamond Bloodtalen"
 Diana Starling
 Elizabeth Victoria Andrews
 Jason "Leo" Caster
 Joey Sixx
 Lewis
 Marcus Penn

Miscellaneous Traits:

Boons:

Nickoli Bloodtalen the Dread Wolf
Pavel Obertus
Slurpy (Dominic)
Test Subject 29 "Jolki Fleshflayer" "Joe Flayer"

Merits:

Acute Sense (1, Vision)
Debt of Gratitude (1)
Eidetic Memory (2)

Flaws:

Anachronism (3)
Recently Arisen (3)
Twisted Upbringing (0)

Equipment:

Health Levels:

OO	Healthy x2
OOO	Bruised x3
OO	Wounded x2
O	Incapacitated
O	Torpor

Notes:

Linguistics:
Latin, English, Greek

- Mentor: Character's Sire, Giovanni Coordinator NPC. Required by Giovanni Coordinator to be taken at Character Creation.

+Path of Death and the Soul

1: Preventing a Death; Killing without studying death.

2: Showing compassion; Showing an aversion to death.

3: Not pursuing enlightenment; Not killing when useful or necessary.

4: Frenzying; Being guided by emotion.

5: Fearing Final Death; Attachment to the living world.

Slurpy (Dominic)

Vampire

Player: Jason Williams

Character ID:

Status: Active

Experience Unspent: 3

Total Experience Earned: 368

Narrator:

Date Printed: April 10, 2016

Last Modified: April 10, 2016

Starting Date: September 2, 2011

Clan: Nosferatu Antitribu

Sect: Sabbat

Coterie/Pack: Sons of Caine

Generation: 10

Title:

Sire:

Nature: Monster

Demeanor: Eye of the Storm

Blood: 12 OOOOOOOOOOOO

Willpower: 10 OOOOOOOOOO

Morality Path: Path of Caine

Morality Traits: 2 OO

Conscience/Conviction: 2 OO

Aura: +0

Self-Control/Instinct: 4 OOOO

Courage: 4 OOOO

12 Physical Traits:

OOOOO Brawny x5
OOOOO Quick x5
OO Stalwart x2

12 Social Traits:

OOOOO Commanding x5
OO Cruel x2
OOOOO Intimidating x5

12 Mental Traits:

OOOOO Alert x5
OOOOO Disciplined x5
OO Insidious x2

0 Negative Physical Traits:

6 Negative Social Traits:

Bestial
Obnoxious
Repugnant x3 (Nos Dis)
Untrustworthy

2 Negative Mental Traits:

Violent
Warped

72 Abilities:

OOOOO Animal Ken x5 (Spec: Quell)
OOOOO Brawl x5 (Spec: Tooth and claw)
OOOOO Dodge x5
OO Fire Dancing x2
OOOOO Intimidation x5
OO Investigation x2
OOOOO Leadership x5

Disciplines:

Combo: Ultra Con: Unconquerable Quality
Combo: Gangrel: Alpha Glint
Combo: Nos: Mortal Terror
Combo: Nos: Animal Magnetism
Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)

O Linguistics
 OO Lore: Camarilla x2
 OOO Lore: Clan: Nosferatu x3
 OOO Lore: Kindred x3
 OOO Lore: Noddist x3
 OOO Lore: Sabbat x3
 OOOOO Melee x5 (Spec: Swords)
 O Occult
 OOO Rituals x3
 OOO Security x3
 OOOOO Stealth x5 (Vanish)
 O Subterfuge
 OOOOO Survival x5
 OOOOO Tactics x5

Animalism: Subsume the Spirit (int.)
 Animalism: Drawing Out the Beast (adv.)
 Auspex: Heightened Senses (basic)
 Auspex: Aura Perception (basic)
 Auspex: Spirit's Touch (int.)
 Auspex: Telepathy (int.)
 Celerity: Alacrity (basic)
 Celerity: Swifttness (basic)
 Celerity: Rapidity (int.)
 Celerity: Legerity (int.)
 Celerity: Fleetness (adv.)
 Fortitude: Endurance (basic)
 Fortitude: Mettle (basic)
 Fortitude: Resilience (int.)
 Fortitude: Resistance (int.)
 Obfuscate: Cloak of Shadows (basic)
 Obfuscate: Unseen Presence (basic)
 Obfuscate: Mask of a Thousand Faces (int.)
 Obfuscate: Vanish from the Mind's Eye (int.)
 Obfuscate: Cloak the Gathering (adv.)
 Obtenebration: Shadow Play (basic)
 Obtenebration: Shroud of Night (basic)
 Obtenebration: Arms of the Abyss (int.)
 Obtenebration: Black Metamorphosis (int.)
 Potence: Prowess (basic)
 Potence: Might (basic)
 Potence: Vigor (int.)
 Potence: Intensity (int.)
 Potence: Puissance (adv.)
 Presence: Awe (basic)
 Presence: Dread Gaze (basic)
 Presence: Entrancement (int.)
 Presence: Summon (int.)
 Protean: Eyes of the Beast (basic)
 Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)

6 Status:

O Sabbat P: True Sabbat: Initiated
 O Sabbat R: Faction: Ultra-Con: Soldier
 O Sabbat R: Feared
 O Sabbat R: Loyal
 O Sabbat R: Militant
 O Sabbat R: Relentless

Rituals:

16 Backgrounds:

OOOOO Allies x5
 O Faction Membership: Ultra-Con: Sergeant
 OO Generation x2
 OOO Mentor: Faction x3
 OOOOO Nos: Information Network x5

0 Influences:

Miscellaneous Traits:

Derangements:

Blood Bonds/Vinculum:

Boons:

Anaisa Pye
 Angel Raguel (Jason Alaste)
 Diamond DeWinters "Diamond Bloodtalen"
 Diana Starling
 Elizabeth Victoria Andrews
 Jason "Leo" Caster
 Joey Sixx
 Lewis

Marcus Penn x2
Nickoli Bloodtalen the Dread Wolf
Pavel Obertus
Sidor
Test Subject 29 "Jolki Fleshflayer" "Joe Flayer"

Merits:

Nosferatu: Gaping Maw (2)
Nosferatu: Oversized Fangs (1)

Flaws:

Nosferatu: Anosmia (2)
Nosferatu: Blunt Fangs (1)
Nosferatu: Incoherent (5)

Equipment:

Health Levels:

OO	Healthy x2
OOO	Bruised x3
OO	Wounded x2
O	Incapacitated
O	Torpor

Notes:

+ [Faction]
Ultra-Conservative: Locally Important

+ [Mentor: Faction]

Lingusites: ASL, English

+ Path of Caine

- 1: Denying your hunger or other parts of the vampiric condition; Failing to pursue knowledge about Caine and vampiris.
- 2: Not testing the limits of your condition: Failing to diablerize a "humane" vampire.
- 3: Succumbing to Rotschreck; Failing to "ride the wave" of a Frenzy.
- 4: Disrespecting other students of Caine; Treating mortals as equals.
- 5: Failing to teach another vampire about the Path; Failing to research or study.

+ [Combo]

- Animal Magnetism (Animalism 4 + Obfuscate 3)

To invoke this power the user selects a target in line of sight and engages in a Self-Control check of difficulty 3. Upon being successful, on the next social challenge with the target person in line of sight (whether contested or static), the user adds their rating in Animalism to the social challenge. If the individual fails his Self-Control, he enters into an immediate frenzy on the targeted individual.
Should the user use this discipline more times than their Self-Control rating per night, the difficulty of the static self-control check is increased by one per additional usage.
Cost: 12 XP MET

- Mortal Terror (Animalism 3 + Presence 2)

This power channels a terrifying kindred's Dread Gaze directly into the beast of another. By expending a willpower trait and winning a social challenge versus the target's permanent Willpower rating using Intimidation as the retest, the user can invoke Rotschreck into the targeted kindred. There is no self-control or courage test to resist this power.
Cost: 9 XP MET

- Alpha Glint (Animalism 3, Fortitude 3)

Counsel of Primogen pg. 104

The wielder spends a Temporary Willpower to activate the power, which has similar effects to Presence: Majesty, but does affect mortals, and functions only to intimidate. Those without the Intimidation Ability and at least one Intimidating Social Trait are unable to use this power. Should anyone wish to break the Alpha Glint, they engage the wielder in a Static Willpower Challenge.
Alpha Glint costs 10 Experience Points to learn.

Suryan du Kervak

Vampire

Player: Ed Backing

Character ID:

Status: Active

Experience Unspent: 20

Total Experience Earned: 82

Narrator:

Date Printed: April 10, 2016

Last Modified: March 20, 2016

Starting Date: October 4, 2015

Clan: Salubri Antitribu

Sect: Sabbat

Coterie/Pack: Packless

Generation: 8

Title:

Sire:

Nature: Traditionalist

Demeanor: Soldier

Blood: 15 0000000000000000

Willpower: 6 000000

Morality Path: Path of Honorable Accord

Morality Traits: 3 000

Conscience/Conviction: 3 000

Aura: +0

Self-Control/Instinct: 3 000

Courage: 4 0000

14 Physical Traits:

000 Brawny x3
000 Deadly x3
000 Rugged x3
0 Tenacious
00 Vicious x2
00 Wiry x2

14 Social Traits:

0000 Commanding x4
0000 Fearsome x4
0000 Intimidating x4
00 Threatening x2

14 Mental Traits:

0000 Clever x4
0000 Cunning x4
0000 Dedicated x4
00 Vigilant x2

0 Negative Physical Traits:

0 Negative Social Traits:

0 Negative Mental Traits:

21 Abilities:

0 Awareness
0 Blindfighting
00 Brawl x2
00 Investigation x2
0 Linguistics
00 Lore: Cainite x2
00 Lore: Clan: Salubri Antitribu x2

Disciplines:

Auspex: Heightened Senses (basic)
Celerity: Alacrity (basic)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Potence: Prowess (basic)
Potence: Might (basic)
Valeren: Warrior: Sense Death (basic)

OO Lore: Sabbat x2
O Meditation
OO Melee x2
O Security
OO Stealth x2
OO Survival x2

Valeren: Warrior: Morphean Blow (basic)

1 Status:

O Sabbat P: True Sabbat: Initiated

Rituals:

9 Backgrounds:

OOOO Generation x4
OOOOO Mentor x5 (Brujah Anti)

0 Influences:

Miscellaneous Traits:

Derangements:

Blood Bonds/Vinculum:

Boons:

Merits:

Born Again Warrior (2)

Flaws:

Equipment:

Health Levels:

OOO Healthy x3
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

+Honorable Accord

1: Breaking your word; killing without strong justification.

2: Placing personal concerns above duty; showing cowardice.

3: Disobeying your leader; failing to protect your allies.

4: Associating with dishonorable individuals; failing to participate in group rites.

5: Failing to uphold every precept your group teaches; failing to show hospitality to your allies.

Vampire

Player: Heidi Kirchgesner

Character ID:

Status: Active

Experience Unspent: 6

Total Experience Earned: 245

Narrator:

Date Printed: April 10, 2016

Last Modified: April 3, 2016

Starting Date: March 2, 2015

Clan: Serpents of the Light

Sect: Sabbat

Coterie/Pack: Venom

Generation: 9

Title: Templar (Judge Inquisitor Alexi)

Sire: Sal

Nature: Deviant

Demeanor: Bon Vivant

Blood: 14 OOOOOOOOOOOOOO

Willpower: 6 OOOOOO

Morality Path: Humanity

Morality Traits: 3 OOO

Conscience/Conviction: 1 O

Aura: +0

Self-Control/Instinct: 5 OOOOO

Courage: 4 OOOO

13 Physical Traits:

OO Dexterous x2
OO Ferocious x2
OO Lithe x2
OO Quick x2
OO Tireless x2
O Tough
OO Wiry x2

13 Social Traits:

OO Alluring x2
OO Elegant x2
OOO Gorgeous x3
OO Intimidating x2
OO Magnetic x2
OO Seductive x2

13 Mental Traits:

OOO Clever x3
OOO Cunning x3
OO Disciplined x2
OOO Rational x3
OO Vigilant x2

2 Negative Physical Traits:

Delicate
Fragile

1 Negative Social Traits:

Deceitful

1 Negative Mental Traits:

Impatient

25 Abilities:

O Animal Ken
OOOOO Leadership x5
O Lore: Cainite
O Lore: Clan: Serpents of the Light

Disciplines:

Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Fortitude: Resistance (int.)

O Lore: Wraith
OOOOO Occult x5 (Soul Steal)
O Rituals
OOOOO Stealth x5
O Streetwise
OO Subterfuge x2
OO Survival x2

Fortitude: Aegis (adv.)
Obfuscate: Cloak of Shadows (basic)
Obfuscate: Unseen Presence (basic)
Obfuscate: Mask of a Thousand Faces (int.)
Obfuscate: Vanish from the Mind's Eye (int.)
Obfuscate: Cloak the Gathering (adv.)
Presence: Awe (basic)
Presence: Dread Gaze (basic)
Presence: Entrancement (int.)
Presence: Summon (int.)
Presence: Majesty (adv.)
Wanga: Ash Path Necromancy: Shroudsight (basic)
Wanga: Ash Path of Necromancy: Lifeless Tongues (Basic)
Wanga: Ash Path of Necromancy: Dead Hand (Int)
Wanga: Ash Path of Necromancy: Ex Nihilo (Int)
Wanga: Bone Path Necromancy: Tremens (basic)
Wanga: Bone Path Necromancy: Apprentice's Brooms (basic)
Wanga: Bone Path Necromancy: Shambling Hordes (int.)
Wanga: Bone Path Necromancy: Soul Stealing (int.)
Wanga: Orisha's Fortune: Sheltering Hand (basic P)
Wanga: Orisha's Fortune: Fortune's Blessing (basic P)
Wanga: Orisha's Fortune: Fortune's Curse (int. P)
Wanga: Orisha's Fortune: Fortune's Favor (int. P)
Wanga: Orisha's Fortune: Smiting Hand (adv. P)
Wanga: Sepulchre Path Necromancy: Insight (basic P)
Wanga: Sepulchre Path Necromancy: Summon Soul (basic P)
Wanga: Sepulchre Path Necromancy: Compel Soul (int. P)
Wanga: Sepulchre Path Necromancy: Haunting (int. P)
Wanga: Sepulchre Path Necromancy: Torment (adv. P)

5 Status:

O Sabbat P: Templar: Ominous
O Sabbat P: Templar: Respected
O Sabbat P: True Sabbat: Initiated
O Sabbat R: Faction: Inquisition: Purifier
O Sabbat R: Gifted

Rituals:

Wanga: Craft Garde (bas. P)
Wanga: Grandfather's Gift (bas. P)
Wanga: Scry (int. P)
Wanga: Ward vs. Demons (adv. P)
Wanga: Warding Circle vs. Cainite (int. P)
Wanga: Necromancy: Eyes of the Grave (basic P)
Wanga: Necromancy: Knowing Stone (basic P)
Wanga: Necromancy: Baleful Doll (int. P)
Wanga: Necromancy: Ritual of the Unearthed Fetter (int. P)
Wanga: Necromancy: Dead Man's Hand (adv. P)

9 Backgrounds:

OOOOO Mentor x5
OOOO Resources x4

3 Influences:

Occult x3

Miscellaneous Traits:

Derangements:

Paranoia

Blood Bonds/Vinculum:

Boons:

Merits:

Acute Sense (1, Sight)
Enchanting Voice (2)
Innocent (2)
Serpent: Addictive Blood (3)

Flaws:

Addiction (3, Adrenaline)
Grip of the Damned (4)

Equipment:

Health Levels:

OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

In-Clans: Obfuscate, Serpentin, Presence.

Out of Clans: Wanga (P = Primary), Fortitude.

+Humanity

1: Utter perversion or heinous acts; Casual violation (thoughtless killing, feeding past satiation).

2: Planned violation (outright murder, savored exsanguination); Impassioned violation(Manslaughter, killing a vessel in frenzy)

3: Intentional property damage; Accidental violation (drinking a vessel dry out of starvation).

4: Theft; Injury to another (accidental or otherwise).

5: Minion selfish acts; Selfish thoughts.

+ [Merits]

- Innocent (1pt, Halls of the Arcanum, Pg 62)

You are always thought of in the most positive light, unless evidence exists to prove otherwise. If you do something wrong and the act is not easily attributed to you, it will most likely be blamed on someone else. This does not mean that you are "an innocent" - it just means everyone "thinks" you are.

- Addictive Blood (3pt Clan Book - Follower of Set Pg 39)

Your blood is especially delicious to others, Kindred or Kine, containing a substance they find physically addictive. Once they have drunk it, they must drink again, or spend a willpower point at inconvenient moments to avoid the pangs of craving. Setites with this merit find it much easier to Blood Bond an opponent, as once they have tasted the tainted vitae, they will do almost anything to drink it again.

+ [R&U]

Knowing Stone Approved by Jenn lee (Setite Coord) 12/17/13 - On Record with M:BC

Archer

Vampire NPC

Player:

Character ID:

Status: Active

Experience Unspent: 0

Total Experience Earned: 1308

Narrator:

Date Printed: April 10, 2016

Last Modified: April 7, 2016

Starting Date: September 30, 2005

Clan: Lasombra

Sect: Sabbat

Coterie/Pack: Archer

Generation: 6

Title: Priscus

Sire:

Nature: Architect

Demeanor: Manipulator

Blood: 30 OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

Aura: +0

Willpower: 16 OOOOOOOOOOOOOOOOO

Self-Control/Instinct: 5 OOOOO

Morality Path: Path of Power and the Inner Voice

Morality Traits: 5 OOOOO

Courage: 4 OOOO

Conscience/Conviction: 4 OOOO

18 Physical Traits:

OOOO Agile x4
OOOO Deadly x4
O Enduring
OO Energetic x2
OOOO Fierce x4
OOO Quick x3

18 Social Traits:

OOO Alluring x3
OOOO Diplomatic x4
OOOO Ingratiating x4
OOOOOOO

18 Mental Traits:

OOO Alert x3
OOO Dedicated x3
OOO Determined x3
Manipulative x7 OOO Insightful x3
O Shrewd
OOO Wily x3
OO Wise x2

0 Negative Physical Traits:

0 Negative Social Traits:

0 Negative Mental Traits:

150 Abilities:

OOOOO Academics x5
OOOO Acting x4
OOO Alertness x3
OOOO Athletics x4
OOO Awareness x3
OOOOOOO
OOOOOO Brawl x6
OO Computer x2
OOOOOOO
OO Drive x2
OOO Etiquette x3
OOO Firearms x3
OOOOOOO
OOOO Investigation x4
OOOOOO Leadership x6
OOO Linguistics x3
OOOOO Lore: Cainite x5
OOO Lore: Camarilla x3
OOOOOOO Lore: Clan: Lasombra x6
OOO Lore: Clan: Tremere Antitribu x3
OOO Lore: Demon x3
OO Lore: Hunter x2
OOO Lore: Lupine x3
OO Lore: Mage x2
OOO Lore: Path of Enlightenment x3
OOOOO Lore: Sabbat x5
OOOOO Melee x5
OOOOOOO
OOOO Politics x4
OOOOOOO
OOOOO Stealth x5
OO Streetwise x2
OOOOOOO
OOOOO Survival x5
OOOO Torture x4

Disciplines:

Animalism: Feral Whispers (basic)
Animalism: Beckoning (basic)
Animalism: Quell the Beast (int.)
Auspex: Heightened Senses (basic)
Auspex: Aura Perception (basic)
Blindfighting x7 Auspex: Spirit's Touch (int.)
Auspex: Telepathy (int.)
Auspex: Psychic Projection (adv.)
Dodge x7 Celerity: Alacrity (basic)
Celerity: Swiftmess (basic)
Celerity: Rapidity (int.)
Celerity: Legerity (int.)
Intimidation x7 Celerity: Fleetness (adv.)
Celerity: Projectile (elder)
Celerity: Flower of Death (master)
Dominate: Command (basic)
Dominate: Mesmerism (basic)
Dominate: Forgetful Mind (int.)
Dominate: Conditioning (int.)
Dominate: Possession (adv.)
Dominate: Chain the Psyche (elder)
Dominate: Loyalty (elder)
Dominate: Rationale (elder)
Dominate: Mass Manipulation (master)
Fortitude: Endurance (basic)
Fortitude: Mettle (basic)
Fortitude: Resilience (int.)
Occult x7 Fortitude: Resistance (int.)
Fortitude: Aegis (adv.)
Rituals x7 Fortitude: Imperviousness (elder)
Fortitude: Invulnerability (elder)
Fortitude: Personal Armor (elder)
Subterfuge x7 Fortitude: Indestructible (master)
Obfuscate: Cloak of Shadows (basic)
Obfuscate: Unseen Presence (basic)
Obfuscate: Mask of a Thousand Faces (int.)
Obfuscate: Vanish from the Mind's Eye (int.)
Obfuscate: Cloak the Gathering (adv.)
Obtenebration: Shadow Play (basic)
Obtenebration: Shroud of Night (basic)
Obtenebration: Arms of the Abyss (int.)
Obtenebration: Black Metamorphosis (int.)
Obtenebration: Shadow Body (adv.)
Obtenebration: Darkness Within (elder)
Obtenebration: Eyes of the Night (elder)
Obtenebration: Shadowstep (elder)
Obtenebration: Shadow Twin (master)
Obtenebration: Oubliette (asc.)
Potence: Prowess (basic)
Potence: Might (basic)
Potence: Vigor (int.)
Potence: Intensity (int.)
Potence: Puissance (adv.)
Potence: Demolition (elder)
Potence: Force (elder)
Potence: Imprint (elder)
Potence: Earthshock (master)
Presence: Awe (basic)
Presence: Dread Gaze (basic)
Presence: Entrancement (int.)
Presence: Summon (int.)
Presence: Majesty (adv.)
Protean: Eyes of the Beast (basic)

Protean: Feral Claws (basic)
 Protean: Earth Meld (int.)
 Protean: Shape of the Beast (int.)
 Protean: Mist Form (adv.)
 Quietus: Silence of Death (basic)
 Quietus: Scorpion's Touch (basic)
 Quietus: Dagon's Call (int.)
 Quietus: Baal's Caress (int.)
 Serpentis: Eyes of the Serpent (basic)
 Serpentis: Tongue of the Asp (basic)
 Serpentis: Skin of the Adder (int.)
 Thaumaturgy: Hands of Destruction: Decay (basic)
 Thaumaturgy: Hands of Destruction: Gnarl Wood (basic)
 Thaumaturgy: Hands of Destruction: Acidic Touch (int.)
 Thaumaturgy: Hands of Destruction: Atrophy (int.)
 Thaumaturgy: Hands of Destruction: Turn to Dust (adv.)
 Thaumaturgy: Path of Blood: Taste for Blood (basic)
 Thaumaturgy: Path of Blood: Blood Rage (basic)
 Thaumaturgy: Path of Blood: Blood of Potency (int.)
 Thaumaturgy: Path of Blood: Theft of Vitae (int.)
 Thaumaturgy: Path of Blood: Cauldron of Blood (adv.)
 Thaumaturgy: Focused Mind: Readiness (basic)
 Thaumaturgy: Focused Mind: Centering (basic)
 Thaumaturgy: Focused Mind: One-Track Mind (int.)
 Thaumaturgy: Focused Mind: Dual Thought (int.)
 Thaumaturgy: Focused Mind: Perfect Clarity (adv.)
 Vicissitude: Malleable Visage (basic)
 Vicissitude: Fleshcraft (basic)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Vicissitude: Bloodform (adv.)
 Lasombra: Shroud of Absence
 Long Night Combo: Dark Steel
 Long Night Combo: Armor of Darkness
 Combination: Tenebrous Veil
 Thanatosis: Hag's Wrinkles (basic)
 Thanatosis: Putrefaction (basic)
 Thanatosis: Ashes to Ashes (int.)
 Thanatosis: Withering (int.)

13 Status:

- ☐ Blessed
- ☐ Blooded
- ☐ Cherished
- ☐ Committed
- ☐ Confirmed
- ☐ Enlightened
- ☐ Enriched
- ☐ Feared
- ☐ Hardcore
- ☐ Infamous
- ☐ Initiated
- ☐ Proven
- ☐ Respected

Rituals:

Thaumaturgy: Basic: Blood Mastery (R1)
 Thaumaturgy: Basic: Blood Walk (R1)
 Thaumaturgy: Basic: Burning Blade (R1)
 Thaumaturgy: Basic: Calling the Restless Spirit (R1)
 Thaumaturgy: Basic: Craft Bloodstone (R1)
 Thaumaturgy: Basic: Defense of Sacred Haven (R1)
 Thaumaturgy: Basic: Deflection of Wooden Doom (R1)
 Thaumaturgy: Basic: Dominoe of Life (R4)
 Thaumaturgy: Basic: Engaging the Vessel of Transference (R1)
 Thaumaturgy: Basic: Eyes of the Nighthawk (R4)
 Thaumaturgy: Basic: Illuminate Trail of Prey (R4)
 Thaumaturgy: Basic: Principle Focus of Vitae Infusion (R1)
 Thaumaturgy: Basic: Sanguineous Phial (R1)
 Thaumaturgy: Basic: Sense the Mystical (R2)
 Thaumaturgy: Basic: Steps of the Terrified (R3)
 Thaumaturgy: Basic: Wake with Evening's Freshness (R1)
 Thaumaturgy: Basic: Ward vs. Ghouls (R1)
 Thaumaturgy: Basic: Widow's Spite (R3)
 Thaumaturgy: Intermediate: Blood Allergy (R3)
 Thaumaturgy: Intermediate: Bone of Lies (R1)
 Thaumaturgy: Intermediate: Clinging of the Insect (R3)
 Thaumaturgy: Intermediate: Eyes of the Past (R2)
 Thaumaturgy: Intermediate: Fire in the Blood (R4)
 Thaumaturgy: Intermediate: Firewalker (R4)
 Thaumaturgy: Intermediate: Flesh of the Fiery Touch (R3)

Thaumaturgy: Intermediate: Incorporeal Passage (R2)
Thaumaturgy: Intermediate: Mirror of the Second Sight (R4)
Thaumaturgy: Intermediate: Pavis of the Foul Presence (R1)
Thaumaturgy: Intermediate: Rend the Mind (R2)
Thaumaturgy: Intermediate: Rending Sweet Earth (R2)
Thaumaturgy: Intermediate: Shaft of Belated Quiescence (R3)
Thaumaturgy: Intermediate: Unweave Ritual (R2)
Thaumaturgy: Intermediate: Ward vs. Kindred (R2)
Thaumaturgy: Intermediate: Ward vs. Lupines (R2)
Thaumaturgy: Advanced: Blood Contract (R2)
Thaumaturgy: Advanced: Diamond's Doom (R5)
Thaumaturgy: Advanced: Invisible Chains of Binding (R4)
Thaumaturgy: Advanced: Paper Flesh (R4)
Thaumaturgy: Advanced: Stone of the True Form (R3)
Thaumaturgy: Advanced: Umbra Walk (R2)
Thaumaturgy: Advanced: Ward vs. Demons (R2)
Thaumaturgy: Advanced: Ward vs. Ghosts (R2)
Thaumaturgy: Advanced: Ward vs. Spirits (R2)

27 Backgrounds:

OOOOO Allies x5
OOOOO Contacts x5
OOOOOOO
OOOOO Resources x5
OOOOO Retainers x5

54 Influences:

Bureaucracy x4
Church x4
Occult Library x7
Health x3
Industry x7
Occult x7
Police x6
Politics x3
Street x3
Transportation x6
Underworld x2
University x3

Miscellaneous Traits:

Finance x6

Derangements:

Merits:

Bruiser (1)
Iron Will (3)
Lasombra: Controllable Night Sight (2)
Natural Leader (1)

Blood Bonds/Vinculum:

Boons:

Flaws:

Equipment:

Health Levels:

OO Healthy x2
OOO Bruised x3
OO Wounded x2
O Incapacitated
O Torpor

Notes:

Syntax

Vampire NPC

Player: Welker, D.C.

Character ID:

Status: Active

Clan: Samedi

Sect: Sabbat

Coterie/Pack: Archer

Blood: 15 OOOOOOOOOOOOOO

Willpower: 12 OOOOOOOOOOOO

Experience Unspent: 0

Total Experience Earned: 599

Narrator:

Generation: 8

Title: Pack Priest

Sire:

Morality Path: Path of Scorched Heart

Morality Traits: 4 OOOO

Conscience/Conviction: 5 OOOOO

Date Printed: April 10, 2016

Last Modified: March 20, 2016

Starting Date: October 23, 2003

Nature: Drunk Uncle

Demeanor: Judge

Aura: +0

Self-Control/Instinct: 5 OOOOO

Courage: 5 OOOOO

14 Physical Traits:

OOO Brutal x3
 O Dexterous
 OO Ferocious x2
 OO Quick x2
 OOO Resilient x3
 O Stalwart
 OO Tenacious x2

14 Social Traits:

OO Charismatic x2
 OO Commanding x2
 OO Intimidating x2
 OO Magnetic x2
 OOO Manipulative x3
 OOO Persuasive x3

14 Mental Traits:

OO Alert x2
 OO Attentive x2
 OO Clever x2
 OO Cunning x2
 O Discerning
 OO Disciplined x2
 OOO Shrewd x3

0 Negative Physical Traits:**4 Negative Social Traits:**

Callous x2
 Condescending
 Tactless

1 Negative Mental Traits:

Violent

94 Abilities:

O Academics
 OOO Animal Ken x3
 O Awareness
 O Blindfighting
 OOOOO Brawl x5 (Spec: Natural Weapons)
 OO Crafts x2 (Voodoo Dolls)
 OOOOO Crafts: Body Craft x5
 OOOOO Dodge x5
 O Empathy
 OOO Firearms x3
 OO Intimidation x2
 O Investigation
 O Law
 OOOO Leadership x4
 O Linguistics (French)
 OOO Lore: Camarilla x3
 O Lore: Clan: Nosferatu
 OOOOO Lore: Clan: Samedi x5
 OOO Lore: Kindred x3
 OOOOO Lore: Noddist x5
 OOOOO Lore: Paths of Enlightenment x5
 OOOO Lore: Sabbat x4
 OOOOO Lore: Wraith x5
 OO Medicine x2
 OOOOO Occult x5
 O Politics
 O Repair
 OOOOO Rituals x5
 OOO Stealth x3
 O Subterfuge
 OOO Survival x3
 OOOOO Thanatology x5 (Spec: Soul Steal)
 O Torture

Disciplines:

Animalism: 1. Feral Whispers (basic)
 Animalism: 2. Beckoning (basic)
 Animalism: 3. Quell the Beast (int.)
 Animalism: 4. Subsume the Spirit (int.)
 Animalism: 5. Drawing Out the Beast (adv.)
 Celerity: 1. Alacrity (basic)
 Celerity: 2. Swiftiness (basic)
 Celerity: 3. Rapidity (int.)
 Celerity: 4. Legerity (int.)
 Celerity: 5. Fleetness (adv.)
 Fortitude: 1. Endurance (basic)
 Fortitude: 2. Mettle (basic)
 Fortitude: 3. Resilience (int.)
 Fortitude: 4. Resistance (int.)
 Fortitude: 5. Aegis (adv.)
 Obfuscate: 1. Cloak of Shadows (basic)
 Obfuscate: 2. Unseen Presence (basic)
 Obfuscate: 3. Mask of a Thousand Faces (int.)
 Obfuscate: 4. Vanish from the Mind's Eye (int.)
 Obfuscate: 5. Cloak the Gathering (adv.)
 Obtenebration: 1. Shadow Play (basic)
 Obtenebration: 2. Shroud of Night (basic)
 Obtenebration: 3. Arms of the Abyss (int.)
 Obtenebration: 4. Black Metamorphosis (int.)
 Potence: 1. Prowess (basic)
 Potence: 2. Might (basic)
 Potence: 3. Vigor (int.)
 Potence: 4. Intensity (int.)
 Potence: 5. Puissance (adv.)
 Presence: 1. Awe (basic)
 Presence: 2. Dread Gaze (basic)
 Presence: 3. Entrancement (int.)
 Presence: 4. Summon (int.)
 Presence: 5. Majesty (adv.)
 Protean: 1. Eyes of the Beast (basic)
 Protean: 2. Feral Claws (basic)
 Quietus: 1. Silence of Death (basic)
 Quietus: 2. Scorpion's Touch (basic)
 Thanatosis: 1. Hag's Wrinkles (basic)
 Thanatosis: 2. Putrefaction (basic)
 Thanatosis: 3. Ashes to Ashes (int.)
 Thanatosis: 4. Withering (int.)
 Thanatosis: 5. Necrosis (adv.)
 Vicissitude: Bonecraft (int.)
 Vicissitude: Horrid Form (int.)
 Vicissitude: 1. Malleable Visage (basic)
 Vicissitude: 2. Fleshcraft (basic)
 Vodoun: The Ash Path: Shroudsight (basic)
 Vodoun: The Ash Path: Lifeless Tongues (basic)
 Vodoun: The Ash Path: Dead Hand (int.)
 Vodoun: The Bone Path: Tremens (basic)

Vodoun: The Bone Path: Apprentice's Brooms (basic)
 Vodoun: The Bone Path: Shambling Hordes (int.)
 Vodoun: The Bone Path: Make Living Zombie (int.)
 Vodoun: The Bone Path: Make Zombie (adv.)
 Vodoun: The Speulchre Path: Insight (basic)
 Vodoun: The Speulchre Path: Summon Soul (basic)
 Vodoun: The Speulchre Path: Compel Soul (int.)
 Vodoun: The Speulchre Path: Haunting (int.)
 Vodoun: The Speulchre Path: Torment (adv.)
 Wanga: Orisha's Fortune: Sheltering Hand (basic)
 Wanga: Orisha's Fortune: Fortune's Blessing (basic)
 Wanga: Orisha's Fortune: Fortune's Curse (int.)
 Wanga: Orisha's Fortune: Fortune's Favor (int.)
 Wanga: Orisha's Fortune: Smiting Hand (adv.)
 Wanga: The Flow of Ashe: Touch of Life (basic)
 Wanga: Path of Blood: Taste for Blood (basic)
 Wanga: Path of Blood: Blood Rage (basic)
 Wanga: Path of Blood: Blood of Potency (int.)
 Combo: Anarch: Memory Rift
 Combo: Gangrel: Alpha Glint
 Combo: Status Quo: Mortol Terror
 Gangrel: Flesh Wound

9 Status:

- O Sabbat: Positional: Bishop: Feared
- O Sabbat: Positional: Bishop: Proven
- O Sabbat: Positional: Pack Priest: Enlightened
- O Sabbat: Positional: True Sabbat
- O Sabbat: Reputation: Faction: Status Quo: Architect
- O Sabbat: Reputation: Gifted
- O Sabbat: Reputation: Path: Blessed
- O Sabbat: Reputation: Path: Devoted
- O Sabbat: Reputation: Unified

Rituals:

Vodoun: Custom: Basic: Charon's Eyes
 Vodoun: Basic: Call of the Hungry Dead
 Vodoun: Basic: Eyes of the Grave
 Vodoun: Basic: Knowing Stone
 Vodoun: Basic: Part the Veil
 Vodoun: Int: Baleful Doll
 Vodoun: Int: Call of the Shadow's Grace
 Vodoun: Adv: Dead Man's Hand
 Vodoun: Adv: Garb of Hades
 Wanga: R1: Basic: Ward Vs. Ghouls
 Wanga: R1: Basic: Warding Circle - Ghouls
 Wanga: R1: Int: Bone of Lies
 Wanga: R1: Int: Ori Sight
 Wanga: R2: Int: Ward Vs. Kindred/Cainite
 Wanga: R2: Int: Ward Vs. Lupines
 Wanga: R1: Adv: Ward Vs. Ghosts
 Wanga: R1: Adv: Warding Circle - Demons
 Sabbat: Auctoritas: Binding
 Sabbat: Auctoritas: Blood Bath
 Sabbat: Auctoritas: Blood Feast
 Sabbat: Auctoritas: Creation Rites
 Sabbat: Auctoritas: Festivo dello Estinto
 Sabbat: Auctoritas: Fire Dancing
 Sabbat: Auctoritas: Games of Instinct
 Sabbat: Auctoritas: Monomancy
 Sabbat: Auctoritas: Palla Grande
 Sabbat: Auctoritas: Sermons of Caine
 Sabbat: Auctoritas: Vaulderie
 Sabbat: Auctoritas: War Parties
 Sabbat: Auctoritas: Wild Hunt
 Sabbat: Ignoblis: Acceptance Ritus
 Sabbat: Ignoblis: Allegiance Ritus
 Sabbat: Ignoblis: Asp's Blessing
 Sabbat: Ignoblis: Contrition Ritus
 Sabbat: Ignoblis: Martial Ritus
 Sabbat: Ignoblis: Ritus of Thanksgiving
 Sabbat: Ignoblis: Spilling of Blood
 Sabbat: Ignoblis: Stealth Ritus
 Sabbat: Ignoblis: Sun Dance
 Sabbat: Ignoblis: Test of Pain
 Sabbat: Ignoblis: Truth Revealed
 Sabbat: Ignoblis: Welcoming Ritus

15 Backgrounds:

O Faction Membership: Status-Quo: Vato
 OO Generation x2
 O Herd
 OOOOO Mentor x5 (Nos Elder, Expended)
 O Resources
 OOOOO Wraith: Retainer: Steven x5

5 Influences:**Miscellaneous Traits:**

Occult x5 Out of Clan: Animalism x5
 Out of Clan: Celerity x5
 Out of Clan: Obten x4
 Out of Clan: Potence x5
 Out of Clan: Presence x5
 Out of Clan: Quietude x2
 Out of Clan: Visc x2
 Out of Clan: Protean x2

Derangements:**Blood Bonds/Vinculum:**

Dioscese of Jack Cock x2
 Dioscese of Madison
 E Pluribus Unum x5
 EC 2014
 EC Security 2014
 Festivo 2015

Boons:**Merits:**

Acute Sense (1, Sight)
 Enchanting Voice (2)
 Medium (2)

Flaws:

Disease Carrier (4, Rabies)
 Infertile Vitae (5)

Equipment:

Leathery Skin Bound Book

Health Levels:

OOOO Healthy x4
 OOO Bruised x3
 OO Wounded x2
 O Incapacitated
 O Torpor

Notes:

Alpha Glint (Animalism 3, Fortitude 3)
 Counsel of Primogen pg. 104
 The wielder spends a Temporary Willpower to activate the power, which has similar effects to Presence: Majesty, but does affect mortals, and functions only to intimidate. Those without the Intimidation Ability and at least one Intimidating Social Trait are unable to use this power. Should anyone wish to break the Alpha Glint, they engage the wielder in a Static Willpower Challenge.
 Alpha Glint costs 10 Experience Points to learn.

Know in Cam as Fetus Kevorkian.