

# Erin

## Overview

Overview



## Basics

Basics

Name

Erin

Player

Maq

Chronicle

Baltimore After Dark

Nature

Deviant

Demeanor

Bon Vivant

Concept  
if the song 'Closer" was a person  
Clan  
Toreador  
Generation  
9th (through Diablerie)  
Sire  
Simeon (Diablerized)

# Attributes

## Attributes

Physical  
p  
Strength  
Powerful Arms  
11110  
Dexterity

11000  
Stamina

11100  
Social  
s  
Charisma  
Witty  
11110  
Manipulation

11100  
Appearance

11100  
Mental  
t  
Perception  
Insightful  
11110

Intelligence

11100  
Wits

11000

# Abilities

Abilities

Talents  
p  
Alertness  
Specialization  
10000  
Athletics

11000  
Awareness

10000  
Brawl

00000  
Empathy  
Emotions  
11110  
Expression  
Conversation  
11110  
Intimidation

00000  
Leadership

00000  
Streetwise

00000

Subterfuge

11000

00000

Skills

s

Animal Ken

Specialization

00000

Crafts

00000

Drive

10000

Etiquette

10000

Firearms

00000

Larceny

00000

Melee

00000

Performance

11000

Stealth

11000

Survival

00000

00000

Knowledge

t  
Academics  
Specialization  
00000  
Computers

00000  
Finance

11000  
Investigation

11000  
Law

11000  
Medicine

00000  
Occult

00000  
Politics  
Camarilla

11110  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Auspex  
00000

Celerity  
10000

Presence  
11100

00000

00000

00000  
Backgrounds

Generation  
11110

Status  
11100

Domain  
10000

00000

00000

00000  
Virtues  
Conscience/Conviction

11110  
Self-Control/Instinct

11110  
Courage

11000

Humanity/Path

11111 11100

Path

Bearing

Willpower

11111 00000

00000 00000

Blood Pool

00000 00000

0000

Blood/Turn

2

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Blush of Health

Physical

2

Eat Food

Physical

1

Hidden Diablerie

Supernat.

3

Flaw  
Type  
Bonus  
Soft-Hearted  
Mental  
1  
Permanent Fangs  
Physical  
3  
Glowing Eyes  
Physical  
3

# Rituals & Paths

Rituals & Paths

Ritual  
Level



Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

Spent

Notes

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

# Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

# Description

Description

Age

Apparent Age

D.O.B.

R.I.P.

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

# History

History

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Revision #2

Created 8 December 2022 22:26:52 by maquina

Updated 12 October 2024 01:12:53 by maquina