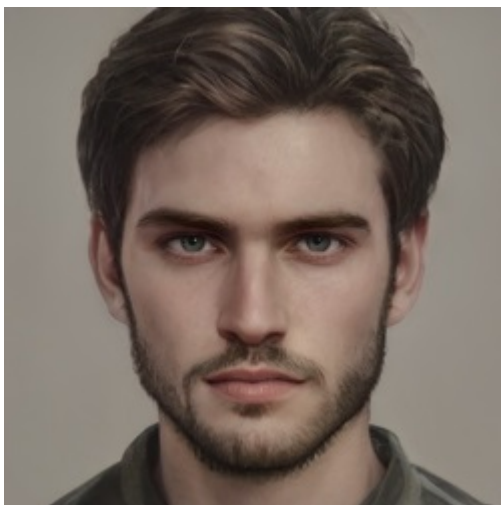


# Frederick Ehrler

## Overview

### Overview



A former Philosophy student with an interest in political theory. His friend circle and strong opinions brought him to the periphery of the local anarchist scene. He quickly became known for his knowledge on theory and his willingness to discuss any idea at length.

Some found this to be endearing, some less so. Jonathan Brigg did not quite know where he stood on that issue but decided to give the book smarts and lofty ideals a chance to prove themselves in the field. After all the boy already rants like a Brujah, so might as well...

## Basics

### Basics

Name

Frederick Ehrler

Player

warun

Chronicle  
Baltimore After Dark  
Nature  
Pedagogue  
Demeanor  
Rebel  
Concept  
Blowhard Intellectual  
Clan  
Brujah  
Generation  
11  
Sire  
Jonathan Brigg

# Attributes

## Attributes

Physical  
s  
Strength

11000  
Dexterity

11100  
Stamina

11000  
Social  
t  
Charisma

11100  
Manipulation

11000  
Appearance

11000  
Mental  
p  
Perception

11000  
Intelligence  
Analytical  
11110  
Wits  
Witty Remarks and Comebacks  
11110

# Abilities

Abilities

Talents  
s  
Alertness  
fine detail  
11110  
Athletics

00000  
Awareness

00000  
Brawl

11000  
Empathy

00000  
Expression

11100  
Intimidation

00000

Leadership

00000  
Streetwise

10000  
Subterfuge

11100

00000  
Skills  
t  
Animal Ken

00000  
Crafts

00000  
Drive

00000  
Etiquette

10000  
Firearms

11000  
Larceny

00000  
Melee

00000  
Performance

11000  
Stealth

00000  
Survival

00000

00000

Knowledge

p

Academics

Philosophy

11110

Computers

10000

Finance

00000

Investigation

11000

Law

11000

Medicine

11000

Occult

11000

Politics

11100

Science

10000

Technology

00000

00000

# Advantages

Advantages

Disciplines

Celerity

11000

Potence

00000

Presence

10000

00000

00000

00000

Backgrounds

Generation

11000

Mentor

10000

Resources

10000

Allies

11000

Contacts

11000

00000

Virtues  
Conscience

11100  
Self-Control

11110  
Courage

11100

Humanity/Path  
11111 10000  
Path

Bearing

Willpower  
11111 10000  
11111 10000  
Blood Pool  
11111 11111  
11  
Blood/Turn  
1

# Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost  
Language (English)  
Mental  
0  
Common Sense  
Mental  
1

Flaw  
Type  
Bonus  
New Kid  
Social  
1

# Rituals & Paths

Rituals & Paths

Ritual  
Level



Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

30

Spent

19

Notes

Freebies:

+1 Merit / -1 Flaw / +5 1 dot appearance / +6 1 dot academics 1 dot alertness 1 dot / expression

+3 / 3 dots willpower / +1 1 dot contact

Total: 15

EXP

+3 1 dot streetwise / +2 1 dot Brawl / +2 1 dot medicine / +2 1 dot law / +2 1 dot investigation / +4 1 dot subterfuge / +4 1 dot conscience

Stat Loss

-1 Humanity and -1 Conscience from botching degen check for killing someone in frenzy

Derangements

## Expanded Backgrounds

Expanded Backgrounds

Allies

Gabbie; local political organizer with some sway in her scene

Jai; University librarian

Contacts

Carter; black market dealer introduced by Jonathan

Veronica; works at the blood bank

Fame

Herd

Influence

Mentor

Jonathan Brigg; Brujah Ancillae who hides experience under a care free attitude

Resources

does online tutoring and translation work

Retainers

Status

Other

## Rights & Possessions

Rights & Possessions

Gear (Carried)

Smartphone, Wallet

Feeding Grounds

tries to buy from bloodbank or butcher

Havens

shitty 1 room apartment

Equipment (Owned)

Desktop PC, 9mm pistol

Vehicles

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To  
Rating

## Description

Description

Age

26

Apparent Age

24

D.O.B.

12 August 1996

R.I.P.

21 November 2020

Hair

brown

Eyes

blue

Race

white

Nationality

German/American

Height

1.82 m

Build

slender

Gender

male

# History

## History

Frederick was born and raised in Germany where he had a mostly uneventful childhood. In school he was more interested in arguing with teachers than in actually learning. The person that changed that was a Philosophy teacher who had the patience and wit to push back on his constant questioning and he managed to teach Fred some appreciation for the academics. The new found interest brought him to study Philosophy at university and some other fields in his spare time. He finished his bachelor in Germany and when his parents moved to the US for work he decided to come with them.

In Baltimore he begun his masters degree and started tutoring other students in his field. His interest in political theory and anti-authoritarian attitude got him involved with the local anarchist scene where he got known for being a big talker but only occasional attendee to actual protests. By hanging around the usual bars and gathering places and talking theory with sometimes less than receptive conversation partners, he developed some oratory skills and learned how to duck when someone was to drunk to express their disagreement with words.

After finishing his masters degree he celebrated with some friends at one of the local scene bars and got into a drunken argument with one of the regulars, Jonathan Brigg. The conversation left an impression to say the least and Brigg got the idea that it would be funny to see how a loudmouth academic would fare when running with some real rebels.

Jonathan became Fredericks sire and introduced him to the harsh reality of kindred life. Fred did not take it well and barely adjusted, refusing to directly feed from humans for as long as possible. He preferred to buy from blood banks or, if money was short, to get animal blood from butchers, a habit Jonathan loved to make fun of. After learning the skills Jonathan deemed necessary to survive the night and being forced to help with some of his sires illicid buisiness, Fred was deemed to be ready to be introduced to the Prince.

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