

# James Johnson

## Overview

Overview



## Basics

Basics

Name

James Johnson

Player

Mac2002

Chronicle

Baltimore After Dark

Nature

Fanatic

Demeanor

Solider

Concept  
Black hand drill Sargent  
Clan  
City Gangrel  
Generation  
8th  
Sire  
Unknown

# Attributes

## Attributes

Physical  
p  
Strength  
Specialization  
11100  
Dexterity

11110  
Stamina

11100  
Social  
s  
Charisma  
Specialization  
11000  
Manipulation

11000  
Appearance

11000  
Mental  
t  
Perception  
Specialization  
11100

Intelligence

11000  
Wits

11100

# Abilities

Abilities

Talents  
p  
Alertness  
Specialization  
00000  
Athletics

00000  
Awareness

00000  
Brawl

00000  
Empathy

00000  
Expression

00000  
Intimidation

00000  
Leadership

00000  
Streetwise

00000

Subterfuge

00000

00000

Skills

s

Animal Ken

Specialization

00000

Crafts

00000

Drive

00000

Etiquette

00000

Firearms

00000

Larceny

00000

Melee

00000

Performance

00000

Stealth

00000

Survival

00000

00000

Knowledge

t  
Academics  
Specialization  
00000  
Computers

00000  
Finance

00000  
Investigation

10000  
Law

10000  
Medicine

00000  
Occult

11100  
Politics

00000  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Protean  
11110

Obfuscate  
11110

Celerity  
11110

00000

00000

00000  
Backgrounds

Generation  
11111

Blackhand Membership  
11100

Mentor  
11100

Rituals  
11110

Status  
11000

00000  
Virtues  
Conscience/Conviction

10000  
Self-Control/Instinct

10000  
Courage

10000

Humanity/Path  
00000 00000  
Path

Bearing

Willpower  
00000 00000  
00000 00000  
Blood Pool  
00000 00000  
00000 00000  
Blood/Turn

# Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost

Flaw  
Type  
Bonus

# 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