

# John Jeremiah

## Overview

### Overview



A truly unlucky man who was embraced by mistake, into the most stuck up clan. His existence is currently trying to bluff his way through unlife, thankfully he's very good at bluffing.

## Basics

### Basics

#### Name

John Jeremiah

#### Player

Romanishan

#### Chronicle

Baltimore After Dark

#### Nature

survivor

#### Demeanor

gallant  
Concept  
conman  
Clan  
Ventrue  
Generation  
10  
Sire  
Mr. Mason

# Attributes

Attributes

Physical **t**

Strength  
Specialization  
10000  
Dexterity

11000  
Stamina

11100

Social **p**

Charisma  
Specialization  
11110  
Manipulation

11110  
Appearance

11000

Mental **s**

Perception  
Specialization  
11000  
Intelligence

11100

Wits

11100

# Abilities

Abilities

Talents

p

Alertness

Specialization

11000

Athletics

00000

Awareness

11000

Brawl

00000

Empathy

11000

Expression

11000

Intimidation

11100

Leadership

00000

Streetwise

11000

Subterfuge

11100

00000

Skills

s

Animal Ken

Specialization

00000

Crafts

00000

Drive

10000

Etiquette

11000

Firearms

10000

Larceny

00000

Melee

00000

Performance

11000

Stealth

10000

Survival

11000

00000

Knowledge

t

Academics

Specialization

10000

Computers

10000

Finance

11100

Investigation

00000

Law

00000

Medicine

00000

Occult

00000

Politics

11000

Science

00000

Technology

00000

00000

# Advantages

Advantages

Disciplines

Dominate

00000

Fortitude  
10000

Presence  
11000

00000

00000

00000  
Backgrounds

generation  
11100

mentor  
11000

resources  
10000

00000

00000

00000  
Virtues  
Conscience

11100  
Self-Control

11111  
Courage

11000

Humanity  
11111 11100  
Path  
  Humanity  
Bearing  
  normalcy  
Willpower  
11111 11000  
11111 11000  
Blood Pool  
11111 11111  
11100 00000  
Blood/Turn  
1

# 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

26

Spent

0

Notes

Freebie points: 5 on willpower, 6 on intimidation, 4 on politics

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Mr. Mason

Resources

apartment

Retainers

Status

Other

# Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens  
700 sqft apt  
Equipment (Owned)

Vehicles

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

## Description

Description

Age  
28  
Apparent Age  
27  
D.O.B.  
1996  
R.I.P.  
2024  
Hair  
short, brown  
Eyes  
brown  
Race  
Caucasian  
Nationality  
American  
Height  
5'10  
Build  
average  
Gender  
male  
Face Claim  
N/A  
a perfectly bland looking man who typically dresses in a t-shirt and jeans. when needed he has a modest 3 piece suit with a blue striped tie

# History

## History

Jason Jeremiah is the perfect boy. Top of his class, athletic, and good with people. he had a good job, a small fortune stashed away, a few lady friends to keep him company, and the love of his family. the only thing he didn't have was looks. The man was average in the physical sense, but with how talented and driven he was, it didn't matter, he even managed to catch the attention of an old vampire. the old vampire had an eye for potential, and Jason was bursting with it. he met Jason one day through his boss who he had dominated, and had arrange the meeting. over the next few years the vampire who Jason had come to know as Mr. Mason, had done the standard song and dance of clan Ventrue. interviews, tests, classes, all with Jason n one the wiser. in his eyes, he thought that he

was just friends with an exceptionally eccentric man. Jason had passed every test with flying colors(obviously). it all came to a head when Mr. Mason had invited him over to embrace, and embrace he did, but not Jason. he had instead embraced the lackluster twin. John was like his twin in some ways, average looking, and silver tongued. in every other aspect, he didn't fall short, but didn't even show up on the same scale. he could sell home insurance to the homeless, but the man was a rat with no talent. he would cheat, lie, and manipulate to get ahead. it never worked out for him though. John was a failure, plain and simple. he was a desperate failure at that. one day when he was house sitting for the golden boy, the house phone rang. picking it up he played the part of his brother, because why not? that's when the eccentric Mr. Mason told him to come over, he had a surprise for him. he would take it in his brothers stead. the man with everything surly wouldn't mind not getting the gift he never knew existed. and so John became a vampire, the elder made a mistake, and they're both trying to bullshit their way out of this situation.

---

Revision #19

Created 1 June 2024 18:50:09 by romanishan

Updated 19 November 2024 20:59:49 by romanishan