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.

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