

Kaleb Mortimer

Overview

Overview



"They all mocked me, they all said I'd amount to nothing in this life, that I'm a lost cause... Well... I'm going to show them something they have never seen. I'm going to make them suffer till their last horrific moment. You don't know me! No one truly does!"

Basics

Basics

Name

Kaleb Mortimer

Player

likezerofsgiven/That MF

Chronicle

Baltimore After Dark

Nature

Sadist

Demeanor

Charismatic and sinister.

Concept

The Hannibal archetype. A medicine student that developed a psychosis due to repeated trauma.

Clan

Tzimisce (eventually, kine for now)

Generation

Sire

To be determined

Attributes

Attributes

Physical

p

Strength

Specialization

11000

Dexterity

11000

Stamina

11100

Social

s

Charisma

11000

Manipulation

Specialization

11100

Appearance

10000

Mental

t

Perception

10000
Intelligence
Specialization
11100
Wits

10000

Abilities

Abilities

Talents

p
Alertness
Specialization
10000
Athletics

00000
Awareness

11100
Brawl

11000
Empathy

00000
Expression

11000
Intimidation

11100
Leadership

00000
Streetwise

00000
Subterfuge

11000

00000
Skills
s
Animal Ken

00000
Crafts

00000
Drive

00000
Etiquette
Specialization
11111
Firearms

00000
Larceny

1000
Melee

00000
Performance

00000
Stealth

11000
Survival

00000

00000

Knowledge

t

Academics

Specialization

11000

Computers

00000

Finance

00000

Investigation

00000

Law

00000

Medicine

11100

Occult

00000

Politics

00000

Science

00000

Technology

00000

00000

Advantages

Advantages

Disciplines

Vicissitude

11100

00000

00000

00000

00000

00000

Backgrounds

00000

00000

00000

00000

00000

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

Revision #4

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