

Levi Smith

Overview

Overview



Basics

Basics

Name

Levi Smith

Player

M

Chronicle

Baltimore After Dark

Nature

Idealist

Demeanor

Competitor

Concept
Redeemed monster
Clan
Brujah
Generation
8th
Sire

Attributes

Attributes

Physical
p
Strength
Specialization
11110
Dexterity

11110
Stamina

11100
Social
s
Charisma
Specialization
11100
Manipulation

11100
Appearance

11100
Mental
t
Perception
Specialization
11100

Intelligence

11110

Wits

11110

Abilities

Abilities

Talents

p

Alertness

Specialization

11100

Athletics

11100

Awareness

11000

Brawl

11100

Empathy

00000

Expression

00000

Intimidation

11000

Leadership

00000

Streetwise

00000

Subterfuge

11100

00000

Skills

s

Animal Ken

Specialization

11000

Crafts

00000

Drive

00000

Etiquette

11000

Firearms

10000

Larceny

00000

Melee

11100

Performance

00000

Stealth

00000

Survival

11000

00000

Knowledge

t
Academics
Specialization
11100
Computers

00000
Finance

10000
Investigation

11000
Law

00000
Medicine

00000
Occult

11000
Politics

11000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

Potence*
11100

Celerity*
11100

Animalism
11100

Fortitude
11000

00000

00000
Backgrounds

Generation
11111

Domain
11100

Resources
11110

Herd
11100

Retainer
11000

00000
Virtues
Conviction

11111
Self-Control

11111
Courage

11111

Humanity/Path

11111 00000

Path

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Wits

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ABILITIES

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P
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Streetwise

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Subterfuge

11100

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SKILLS

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Larceny

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KNOWLEDGE
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Specialization
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Finance

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Investigation

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Technology

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00000

ADVANTAGES

DISCIPLINES

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Celerity*
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Animalism
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Fortitude
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BACKGROUNDS

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Domain
11100

Resources
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Herd

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Retainer
11000

00000
VIRTUES
Conviction

11111
Self-Control

11111
Courage

11111

HUMANITY/

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 #3

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