

Nathaniel Collins

Overview

Overview



Not that the Tremere have a need, but Nathaniel acts as the Primogen for the Clan in Baltimore. He's known mostly as a 'Jack of All Trades' within the clan, obsessed with having a little knowledge in everything and being the friendly face of Clan Tremere to balance out...whatever it is that William Good is doing.

It's adorable, really. It's confusing as hell. But *c'est la vie*.

He's also known to have a good relationship with the Toreador Primogen, having been the one to draw the man and his child to the city a few years after the Camarilla made it their own. Drawing talent to this place has been difficult, but Nathaniel has brought in a few loyalists.

Basics

Basics

Name
Nathaniel Collins
Player
QuinnTalon/NPC
Chronicle
Baltimore After Dark
Nature
Scientist
Demeanor
Dabbler
Concept
The Friendly Face
Clan
Tremere
Generation
10th
Sire
Alexander Collins

Attributes

Attributes

Physical
p
Strength

11000
Dexterity

11100
Stamina

11100
Social
s
Charisma

11100
Manipulation

11100
Appearance

11100
Mental
t
Perception
Insightful

11110
Intelligence
Problem Solver

11110
Wits
Changes in Strategy
11110

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

11000
Awareness

11100
Brawl

00000
Empathy

11000
Expression

11000
Intimidation

00000
Leadership

10000
Streetwise

00000
Subterfuge

10000

00000
Skills
s
Animal Ken

00000
Crafts

11000
Drive

10000
Etiquette

11000
Firearms

10000
Larceny

10000
Melee
Fencing

11110
Performance

11000

Stealth

00000

Survival

00000

00000

Knowledge

t

Academics

11000

Computers

10000

Finance

11000

Investigation

11000

Law

10000

Medicine

10000

Occult

Kindred Lore

11110

Politics

11000

Science

11100

Technology

11000

00000

Advantages

Advantages

Disciplines

Thaumaturgy*

11110

Auspex*

11000

Dominate*

11100

Fortitude

10000

Presence

10000

00000

Backgrounds

Generation

11100

Resources

11110

Retainer

10000

00000

00000

00000
Virtues
Conscience/Conviction

11000
Self-Control/Instinct

11100
Courage

11111

Humanity/Path
11111 00000
Path

Bearing

Willpower
11111 11100
00000 00000
Blood Pool
00000 00000
00011 11111
Blood/Turn

1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Enchanting Voice
Social

2

Outside Haven

Tremere

2

Languages: French, English, Latin, Hebrew, Arabic

Flaw

Type

Bonus

Arcane Curse

Tremere

4

Old Flame

Social

2

Rivalry

Social

1

Rituals & Paths

Rituals & Paths

Ritual

Level

Brand

1

Blood Walk

2

Flesh of Fiery Touch

3

Deflection of Wooden Doom

1

Machine Blitz

2

Path

Path of Blood

11110

Lure of Flames

11100

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

110

Spent

100

Notes

18 - Freebies

3 - Willpower

7 - Thaumaturgy 3

7 - Presence 1

1 - Generation 3

Experience

5XP - Auspex 2

15XP - Dominate 1 and 2

5XP - Crafts 1 and 2

5XP - Empathy 1 and 2

5XP - Finance 1 and 2

9XP - Science 1, 2, and 3

11XP - Lure of Flames 1 and 2

6XP - Melee 4

6XP - Occult 4

8XP - Dexterity 3

5XP - Athletics 1 and 2

5XP - Alertness 1 and 2

3XP - Leadership 1

12XP - Wits 4

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Ghouled Bodyguard - Joshua; Spends a few nights a week as a concierge for Elysium. Otherwise, he is with Nathaniel.

Status

Other

Arcane Curse Due to a mistake by his sire during a ritual. Nathaniel was hit by magical backlash and has since developed the Toreador Curse on top of that of the Tremere. (WIP)

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Clan Tremere

1

Bound To

Rating

Description

Description

Age

150

Apparent Age

23

D.O.B.

1872

R.I.P.

1895

Hair

Blond

Eyes

Brown

Race

Caucasian

Nationality

French

Height

5'8"

Build



History

History

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