

# Thomas Williams

## Overview

Overview



Thomas Williams, The man from nowhere

## Basics

Basics

Name

Thomas Williams

Player

Nugget

Chronicle

Baltimore After Dark

Nature

Survivor

Demeanor

Caretaker  
Concept  
Former Mr. Hood  
Clan  
Nosferatu  
Generation  
10th  
Sire  
Mr. Hood

# Attributes

Attributes

Physical

p  
Strength  
Specialization  
11100  
Dexterity

11100  
Stamina

11110  
Social  
s  
Charisma  
Specialization  
11100  
Manipulation  
Mask of 1000 faces  
11110  
Appearance

00000  
Mental  
t  
Perception  
Specialization

11100  
Intelligence

11100  
Wits  
Cunning  
11110

# Abilities

Abilities

Talents  
p  
Alertness  
Specialization  
00000  
Athletics

10000  
Awareness

00000  
Brawl

11100  
Empathy

10000  
Expression

00000  
Intimidation

11000  
Leadership

11000  
Streetwise

00000  
Subterfuge

11100

00000  
Skills  
s  
Animal Ken  
Specialization

11000  
Crafts

10000  
Drive

00000  
Etiquette

10000  
Firearms

11100  
Larceny

00000  
Melee

00000  
Performance  
Mask of 1000 faces

11110  
Stealth

11000  
Survival

00000

00000

Knowledge  
t  
Academics  
Specialization  
00000  
Computers

11000  
Finance

11110  
Investigation

11000  
Law

11100  
Medicine

00000  
Occult  
Camarilla  
11100  
Politics  
Getting things done  
11110  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Animalism\*

10000

Obfuscate\*

11100

Potence\*

11100

Dominate

11100

00000

00000

Backgrounds

Resources

11110

Herd

11100

Generation

11100

Contacts

10000

00000

00000

Virtues

Conscience/Conviction

11100

Self-Control/Instinct

11110

Courage

11100

Humanity/Path

11111 11000

Path

Bearing

Willpower

11111 10000

00000 00000

Blood Pool

11111 11111

00000 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

False Reflection

Clan

3

Entrepreneur

Social

2

Language (Sarcee)

Mental

0

Flaw  
Type  
Bonus  
Territorial  
Mental  
2  
New Arrival  
Social  
1  
Dark Secret (Former Mr. Hood)  
Social  
1  
Sire's Resentment  
Social  
1

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

117 (40)

Spent

77

Notes

Things that Thomas no longer has access to.

Subterfuge 3 4xp

Crafts 1 3xp

Dominate 2 & 3 21xp

Finance 3 4xp

Empathy 1 3xp

Potence 2 7xp

Willpower 4 & 5 7xp

8/5/24

Law 2 > 3 xp 4

Dexterity 2 > 3 xp 8

Brawl 2 > 3 xp 4

Potence 2 > 3 xp 10

Leadership 1 > 2 xp 2

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Orphanage employees and potential Mr. Hoods

Influence

Mentor

Resources

Orphanage (Government Subsidies), Hood Transportation (international shipping company that also works with illegal entities)

Retainers

Status

Other

Limo Driver

Sarah Roth, Ghoul of Master Hood, sent to keep track of Mr. Hood and head of the orphanage

Current Orphans: James 14, Daniel 14, Sarah 7, Joseph 5

## Rights & Possessions

Rights & Possessions

Gear (Carried)

.45 Caliber Revolver

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

1984 Chrysler Executive Limousine

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Mr. Hood

0

Cindy Harmon

3

Bound To

Rating

# Description

## Description

Age

36

Apparent Age

n/a

D.O.B.

1986

R.I.P.

2012

Hair

white w/ large bald patches

Eyes

Red

Race

Grey

Nationality

American

Height

6'0"

Build

Tone

Gender

Male

Face Claim

Nos

# History

## History

Thomas Williams had a fine childhood until his parents were killed in a terrible car crash when he was 5. he was too young to understand the suspicious circumstances of the crash or how they were simply collateral damage in a power struggle. He was only in the orphanage for a week before him and his sister were adopted by a mysterious man named Mr. Hood. his house was a mansion with servants and maids. Thomas and his sister had a caretaker and never really met Mr. Hood except on a few rare occasions.

Thomas was sad and always missed his parents, but their new life wasn't bad. They were always taken care of and well looked after. Eventually other children came to live their as well, so no one was ever lonely. Mr. Hood made sure everyone was happy and well taken care of and well educated he was very nice.... or atleast everyone assumed he was. When Mr. Hood was home he spent most of his time on the 3rd floor, where no one was allowed.

When Thomas turned 16 Mr. Hood summoned Thomas to his office on the 3rd floor. Thomas was nervous but excited. Mr. Hood explained Thomas would begin taking special lessons and working closely with a new teacher.

When Thomas was ready he was taught everything about vampires and was given the choice to become Mr. Hood himself. If he agreed he would be trained to be Mr. Hood and sent to another city to grow and become Mr. Hood in a new city and grow the entity that was Mr. Hood.

Recently Cindy Harmon, rescued Thomas from Master Hood, now Thomas is having an Identity crisis and blood bond withdrawals

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