

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

110 (33)

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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