Trey Bennet

Overview

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Trey is a former Police Investigator whose sharp instincts and dedication to justice once made him a rising star in law enforcement. After being embraced by a mysterious sire, he now navigates the night as kindred of the Tremere Clan, bringing with him the skills of a seasoned investigator and an increased sense of paranoia.
Quiet and calculating, Trey tends to observe more than speak, always scanning for inconsistencies and hidden motives. He's cautious with trust but methodical in his loyalty.

Basics

Basics

Name
 Trey Bennet
Player
 PSU
Chronicle

Baltimore After Dark
Nature
Survivor
Demeanor
Judge
Concept
Ex-Detective
Clan
Tremere
Generation
10
Sire
?

Attributes

Attributes

Physical
S
Strength

11000
Dexterity

11100
Stamina

11100
Social
T
Charisma

11000
Manipulation

11100
Appearance

11000

Mental
P
Perception
Observant
11110
Intelligence

11100
Wits

11100

Abilities

Abilities

Talents
p
Alertness
Fine Details
11100
Athletics

10000
Awareness

10000
Brawl
Academy Training
11100
Empathy
Motives
11110
Expression

00000
Intimidation

00000
Leadership

00000
Streetwise

10000
Subterfuge

11000

00000
Skills
T
Animal Ken

00000
Crafts

00000
Drive

10000
Etiquette

10000
Firearms

11000
Larceny

00000
Melee

00000
Performance

00000
Stealth

10000
Survival

00000

00000
Knowledge
S
Academics

10000
Computers

10000
Finance

00000
Investigation
Detail Recognition
11110
Law
Police Procedure
11000
Medicine

00000
Occult

00000
Politics

00000
Science

10000
Technology

10000

00000

Advantages

Advantages

Disciplines

Auspex
11000

Thaumaturgy
10000

00000

00000

00000

00000
Backgrounds

Generation
11100

Resources
11000

Contacts
1000

00000

00000

00000
Virtues
Conscience/Conviction

11100
Self-Control/Instinct

11110
Courage

11100

Humanity/Path
11111 11000
Path
 Humanity
Bearing

Willpower
11111 11111
00000 00000
Blood Pool
11111 11111
11100 00000
Blood/Turn
 1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Light Sleeper
 Mental
 2
Iron Will
 Mental
3

Flaw
Type
Bonus
Slow Healing
Physical
3
New Kid
Social
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

Path of Blood
10000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
15
Spent
12

Notes
2 Freebie Points for Light Sleeper
3 Freebie Points for Iron Will
7 Freebie Points for Willpower
2 Freebie Points for 1 dot in Subterfuge
5 Freebie Points for Appearance
6 Exp for 1 dot in Investigation
6 Exp for 1 dot in Empathy

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts
 Sergeant Ricky
Fame

Herd

Influence

Mentor

Resources
Inheritance
Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 S&W .32, compact key ring, Ammo Pouch of .32 Rounds, Burner Phone, Notebook and Pen (coded shorthand)
Feeding Grounds

Havens
 Inherited Family Home
Equipment (Owned)
 Police Scanner, Digital Recorder, Lockpicking Set, Kevlar Vest
Vehicles
 2002 Ford Focus
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
31
Apparent Age
30
D.O.B.
December 10, 1993
R.I.P.
August 28, 2024
Hair
Dark Brown
Eyes
Blue
Race
Caucasian
Nationality
American
Height
5'7"
Build
Athletic
Gender
Male
Face Claim
N/A
Trey usually wears a dark trench coat with a simple white shirt underneath and some well fit jeans. Though he may change his attire to suite the situation.

History

History

Trey Bennet was born in Frederick, Maryland, raised in a middle-class household by a single mother. The murder of his best friend in high school pushed him toward a career in law enforcement. After three years of rigorous study, he graduated with a bachelor’s in criminal justice from the University of Maryland, then entered the police academy, after 6 months becoming a full-fledged officer by 22.

At 24, Trey lost his mother to natural causes and inherited the family home in Frederick, choosing to keep it as a place for occasionally solitude and reflection.

Through sharp instincts and dedication, a senior detective took notice, and Trey became a police investigator at 26.

Four years later, during a brutal murder case, Trey found himself in the wrong place at the wrong time. Chasing a lead alone, he encountered something far darker than he expected. In the chaos, he was embraced by his sire, who vanished soon after. Late one night, after a quick conversation with the Lieutenant he disappeared from his former life as a police investigator. Left with no guidance, Trey used his inheritance and savings to maintain the family home.

Eventually, he was tracked by the Tremere Clan and marked as a rogue embrace. Upon closer examination, his insight and connection to local law enforcement was deemed too useful to waste and he was thus integrated into the Tremere Clan.

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