

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 occasional 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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