

| | | | 1 11 L M | A S T O L R A D L | | | |
|--------------------------|---------------------|--|-----------------|---------------------------------|---------------|--------|-------|
| Name | Jason (I Stienha | Mayhem) am | Concept | The Getaway Driver | Sire | 'Ahab' | |
| Player | Scott | | Ambition | Independence from sire | Clan | Gangre | 1 |
| Chronicle | Fall of l | London | Predator | Extortionist | Generation | 13 | |
| | | | ATT | TRIBUTES | | | |
| | Physical | | | Social | | Mental | |
| Strength | | ••000 | Charisma | ••000 | Intelligence | | ●0000 |
| Dexterity | | •••• | Manipulation | •••00 | Wits | | ••000 |
| Stamina | | ••000 | Composure | •••00 | Resolve | | •••00 |
| | | Health | | Willpower | | | |
| | | | 5 | SKILLS | | | |
| Athletics | | 00000 | Animal ken | 00000 | Academics | | 00000 |
| Brawl | | 00000 | Etiquette | ••000 | Awareness | | •••• |
| Craft (autom | notive) | •0000 | Insight | 00000 | Finance | | 00000 |
| Drive (Luxur | ry) | •••• | Intimidation | •••00 | Investigation | | 00000 |
| Firearms | | •0000 | Leadership | 00000 | Medicine | | 00000 |
| Larceny | | •••00 | Performance | 00000 | Occult | | 00000 |
| Melee | | 00000 | Persuasion | 00000 | Politics | | 00000 |
| Stealth | | •0000 | Streetwise | ••000 | Science | | 00000 |
| Survival | | 00000 | Subterfuge | ••000 | Technology | | 00000 |
| | | Craft: auto | omotive, Drive: | : Luxury, Intimidatio | n: Coercion | | |
| | | | DIS | CIPLINES | | | |
| Dominate Cloud Memory | | Fortitude Unswayable Mind Toughness Fortify the Inner Facade | | Protean Weight of the | e Feather | • | |
| Resonance | | Н | unger 🗆 🗆 🗆 | Humanity | | | |
| | | | | | | | |



Advantages

Autopark Haven

•• H.Location +2 difficulty tails

H.Postern +to escape/evade

H.Security (guard/cameras)

Resources

Mask: Steinham

••• Special Contact MI-6

Flaws

• Folkloric Block: Invited private residences

Prey exclusion: Inebriated

Enemy Officer Granite

Enemy Ex wife Bethany

Blood Potency •

Blood Surge Power Bonus

Add 2 dice None

Mend Amount Rouse Re-Roll

1 point Level 1

Feeding Penalty

No effect

Clan Bane

In frenzy gain 2 animal features that last for one more night afterward, and reduce one Attribute by 1 each.

Clan Compulsion

Feral Impulses

Returning to an animalistic state, you regress to a point where speech is hard, clothes are uncomfortable, and arguments are best settled with teeth and claws. For one scene, you gain a three-dice penalty to all rolls involving Manipulation and Intelligence. You can only speak in one-word sentences during this time.

Experience 15

Spent Experience 15

Notes



Chronicle Tenets

Convictions & Touchstones

Do not expose children to violence.

Baby girl

biography

True Age

Apparent Age

Date of birth

Date of death

Apr 15, 2022

Apr 15, 2022

Appearance

Distinguishing Features

Notes