

# Ventruie

## VAMPIRE: The Masquerade®

**Name:** Nez Smith

**Nature:** Architect

**Clan:** Ventruie

**Player:** NPC

**Demeanor:** Director

**Generation:** 12th

**Chronicle:** Nashville

**Concept:** Music Producer

**Haven:**

### Attributes

#### Physical

Strength ●●○○○○○○  
 Dexterity ●●○○○○○○  
 Stamina ●●○○○○○○

#### Social

Charisma ●●●○○○○○  
 Manipulation ●●●○○○○○  
 Appearance ●●○○○○○○

#### Mental

Perception ●●○○○○○○  
 Intelligence ●●●●○○○○  
 Wits ●●●●○○○○

### Abilities

#### Talents

Acting ●●●○○○○○  
 Alertness ●○○○○○○○  
 Athletics ○○○○○○○○  
 Brawl ●●○○○○○○○  
 Dodge ●○○○○○○○  
 Empathy ●●○○○○○○○  
 Intimidation ○○○○○○○○  
 Leadership ●●●○○○○○  
 Streetwise ○○○○○○○○  
 Subterfuge ●○○○○○○○

#### Skills

Animal Ken ○○○○○○○○  
 Drive ●○○○○○○○  
 Etiquette ●○○○○○○○  
 Firearms ○○○○○○○○  
 Melee ○○○○○○○○  
 Music ●●●○○○○○  
 Repair ○○○○○○○○  
 Security ○○○○○○○○  
 Stealth ●○○○○○○○  
 Survival ○○○○○○○○

#### Knowledges

Bureaucracy ●○○○○○○○  
 Computer ●○○○○○○○  
 Finance ●●●○○○○○  
 Investigation ○○○○○○○○  
 Law ○○○○○○○○  
 Linguistics ●●○○○○○○  
 Medicine ○○○○○○○○  
 Occult ○○○○○○○○  
 Politics ●●○○○○○○○  
 Science ○○○○○○○○

### Advantages

#### Disciplines

Dominate ●○○○○○○○  
 Fortitude ●○○○○○○○  
 Presence ●●○○○○○○○  
 ○○○○○○○○  
 ○○○○○○○○  
 ○○○○○○○○  
 ○○○○○○○○

#### Backgrounds

Contacts ●●●○○○○○  
 Allies ●●○○○○○○○  
 Resources ●●●●○○○○○  
 Herd ●●○○○○○○○  
 ○○○○○○○○  
 ○○○○○○○○  
 ○○○○○○○○

#### Virtues

Conscience/Callousness ●●●○○○  
 Self-Control/Instincts ●●●○○○  
 Courage/Morale ●●●●●●

### Other Traits

Poetic Expression ●●○○○○○○○  
 Mediation ●●○○○○○○○  
 Singing ●●○○○○○○○  
 ○○○○○○○○  
 ○○○○○○○○

### Humanity/Path

● ● ● ● ● ● ○ ○ ○ ○ ○

### Willpower

● ● ● ● ● ● ○ ○ ○ ○ ○  
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### Health

Bruised   
 Hurt -1   
 Injured -1   
 Wounded -2   
 Mauled -2   
 Crippled -5   
 Incapacitated

### Combat

Weapon	Difficulty	Damage

### Blood Pool

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### Experience

<b>Character:</b> <i>Nez Smith</i>		<b>Haven:</b>		<b>Status:</b>	
<b>Sire:</b>		<b>Demeanor:</b> <i>Director</i>		<b>Time in City:</b>	
<b>Apparent Age:</b>		<b>Born:</b>		<b>Embraced:</b> <i>1972</i>	
<b>Eyes:</b> <i>Brown</i>		<b>Hair:</b> <i>Black</i>		<b>Died:</b>	
<b>Height:</b> <i>6:4"</i>		<b>Weight:</b> <i>210</i>			
<b>Childer:</b> <i>-</i>					
<b>Enemies:</b> <i>Elvira et al</i>					
<b>Allies:</b> <i>The Spaniard</i>					
<b>Background:</b> <i>Part of the Jesters, Nez was embraced in the early 70's</i> <i>He has many contacts in the music business</i>					
<b>Rituals:</b>					
<b>Noteworthy Belongings:</b>					

**Notes:** *He is very concerned about Micky, but Elvira has said that if he comes to Salem, both will die. He will try to get the PC's to help get Micky out of Salem.*

