

BRUJAH

VAMPIRE: The Masquerade®

Name: Teresa Norris

Nature: Deviant

Clan: Brujah

Player: NPC

Demeanor: Loner

Generation: 12th

Chronicle: Salem

Concept: Student

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

Celerity _____ ●●○○○○○○
 Potence _____ ●●○○○○○○
 Presence _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Herd _____ ●●○○○○○○
 Mentor _____ ●●○○○○○○
 Contacts _____ ●○○○○○○○
 Resources _____ ●●○○○○○○
 Influence _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

_____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Combat

| Weapon | Difficulty | Damage |
|--------|------------|--------|
| | | |
| | | |
| | | |

Humanity/Path

● ● ● ● ● ● ● ● ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○

Blood Pool

Health

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

Experience

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

| | | | | | |
|---|--|------------------------|--|-----------------------|--|
| Character: Telesa Norzi | | Haven: | | Status: | |
| Sire: | | Demeanor: Loner | | Time in City: | |
| Apparent Age: 19 | | Born: | | Embraced: 1997 | |
| Eyes: hazel | | Hair: Blond | | Died: | |
| Height: 5'7" | | Weight: 110 | | | |
| Childer: — | | | | | |
| Enemies: Devin Norzi | | | | | |
| Allies: Prince's Bunch | | | | | |
| Background: Kidnaped from campus by Ian MacBeth, she was sent to Salem to live as a slave. She was given to the Princes by Silvia and Embrae. She hates her new life but can't go back. She wants to be with her dog but I believe she now she stays with the Princes. as she has no other | | | | | |
| Rituals: | | | | | |
| Noteworthy Belongings: | | | | | |

Notes: Rejected and dependent cruel and mean, she prefers to feed from a dog or a drunk prey

