



Name: **Jack McCandless** Clan: **Mekhet** Virtue: **Justice**
 Player: Bloodline: **-** Vice: **Pride**
 Chronicle: Covenant: **Unaligned** XP: **0 (0)**
 Details: Male, Age: 28, Ht: 6'0", Wt: 145, Hair: Brown, Eyes: Brown, Skin: Pale Yellow

Attributes

Intelligence ●●●○○○ Strength ●●○○○○ Presence ●○○○○○
 Wits ●●●○○○ Dexterity ●●●○○○ Manipulate ●●○○○○
 Resolve ●●○○○○ Stamina ●●○○○○ Composure ●●●○○○

Combat

Initiative 6
 Speed 10
 Defense 3
 Dodge 6

Mental Skills

Academics ●○○○○○
 Computer ●○○○○○
 Crafts -3 ○○○○○○
 Investigation ●○○○○○
 - Street Crime
 Medicine -3 ○○○○○○
 Occult -3 ○○○○○○
 Politics -3 ○○○○○○
 Science ●○○○○○

Disciplines

Obfuscate ●●●○○○
 1 - Touch of Shadow
 2 - Mask of Tranquility
 3 - Cloak of Night

Health (7)

□□□□□□□

Willpower (5)

□□□□□

Vitae (10/1)

□□□□□□□□□□

Merits

Contacts 1: New Orleans P.D. ●
 Direction Sense ●
 Eidetic Memory ●●
 Stunt Driver ●●●

Other

Blood Potency: ●
 Humanity: 7 (No derangements)
 Flaws: None
 Weakness: One extra point of aggravated damage from sunlight or fire

Physical Skills

Athletics ●○○○○○
 Brawl -1 ○○○○○○
 Drive ●●●●○○
 - Quick Arrival
 Firearms ●●○○○○
 Larceny ●○○○○○
 Stealth ●○○○○○
 Survival ●○○○○○
 Weaponry ●○○○○○

Rolls

2T Animal Training
 4T Bypass Security System
 1T Carousing
 4 Catching Objects
 3T Climbing
 7 Cloak of Night
 3X Close Combat
 0T Create Art
 3T Cutting a Deal
 5T Disguise
 5T Examine Crime Scene ★
 4 Explosives, Thrown
 4 Explosives, Triggered
 3T Fast-Talk
 4 Fatigue
 3T Foot Chase
 5T Foraging for Sustenance
 1 Grapple, Act
 1 Grapple, Grip
 5X Guns & Bows
 4T Hacking
 0T Healing Wounds, Clinic
 0T Healing Wounds, Field
 2 Holding Breath
 5T Interrogation

Armory

- No Armor -
 6X Pistol, Light Rg:20 Sz:1
 1X Unarmed Bite Sz:-
 1X Unarmed Strike Sz:-

Social Skills

Animal Ken -1 ○○○○○○
 Empathy ●○○○○○
 Expression -1 ○○○○○○
 Intimidation ●○○○○○
 Persuasion ●○○○○○
 Socialize -1 ○○○○○○
 Streetwise ●●●○○○
 - Slums
 Subterfuge ●○○○○○

Equipment

Minivan; Bullets; Car keys; Clipboard

Rolls

3T Jumping
 4 Lifting/Moving Objects
 4T Lockpicking
 - Mask of Tranquility
 7T Meditation
 6 Memorizing and Remembering
 2T Oratory
 7 Perception
 2 Remaining Conscious
 0T Repair Item
 4T Research
 6 Resisting Coercion
 4 Resisting Poison or Disease

Validation Report (0 issues): Nothing identified

