

Vampire dark ages character concepts

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I've noticed that sometimes players have difficulty in coming up with the concept of character that they want to play. So I created this list to further help with the creation of a new COMPUTER. Note that some of them have been removed from various clan books.

Concept: Beast Clans: Nosferatu or Gangrel Description: You are a disgusting creature, both by your appearance and your actions. Something changed in you when you were hugged and you turned from an unremarkable person into a nightmare. Your story is one of the ongoing tragedies, since your appearance keeps you from being accepted by mortal society, and Kindred is a little better. Note: For Nosferatu, your appearance easily marks you off, however, like Gangrel, you should take some appropriate flaws to represent your twisted mask.

Concept: Middleman Clans: Ventrue or Brujah Description: Business all the time. You are always looking to coordinate between people and take a fee to find. Sometimes it can be cash, but since you have been covered, you have learned that Boons are much more valuable. You do it your job to know what people need and where you can find it. Find out what people specialize in, so you can bring together potential customers. Note: Your character should be focused mainly on the background of influence, with several points in allies and contacts. Your goal should be to have as many points as possible and keep growing them when you are not lending them.

Concept: Street Kid Clans: Brujah, Gangrel, Malkavian and Caitiff Description: Your sire don't stay long after your hugs and you're sure they don't have a permit, so you've fled your former city and end up where you are now. You're always barely scraping, and you know that no one is going to stigmatize you, or if they do, they want something from you. You're the one against the world. Note: This concept works best with low to no resources. It's also an exercise in thinking because you constantly have to be figuring out how your character is going to find a cheap or free place to hide from the morning sun.

Concept: Demon Hunter Clans: Brujah, Gangrel or Ventrue Description: There are things in this world that shouldn't be. As a vampire, you have come to accept your destiny long ago and you have learned to use your curse to cleanse the world of the evils that prey on humanity. As long as you don't attack other vampires, you have no love for Sabbath, and if you are given the opportunity, you will gladly get rid of other vampires. The sheriff always needs capable deputies and it is in such a position that you will find the best use of your skills. Note: This concept is heavily leaning towards combat, and as such, you probably need to have a few skills to reflect such (brawl, dodge, firearms and combat).

Concept: Pure Clans: Malkavien or Ventrue Description: Masquerade is the most important tradition, and without it, people will be down Kindred where they slept and there would be another bloody purge not seen since the Inquisition. So you have found it in your own interest to work towards ensuring that it is stored, even if it means removing bodies, erasing evidence, and worse. Of course, you've also found that you can do something on the side by offering your services to other vampires. Note: Several backgrounds work well with this concept, which allows you to hide minor masquerade violations, especially influences, contacts and allies. You should also strive to learn To dominate: Forgetful mind as soon as possible, so that you can erase memories that threaten masquerade.

Concept: Ringleader Clans: Brujah or Ventrue Description: Underground boxing and street fights have always been popular and you can make some quick cash from the gambling that comes around it. You are not stupid enough to enter the ring yourself because it only leads to some pointed issues that jeopardize the masquerade. Instead, you'll find some promising rising star, teach them a few tricks and then ghoul them. With the vitae puffing through their veins, few ordinary mortals have a chance against them. Your real goal, however, is to have an underground scheme where you take the cut of all the matches and gambling going on... Note: The background fixer easily represents the ghoul (s) you have a fight for you. Of course, you will also need some influence in local underground criminal circles...

Concept: Clan Investigator: Malkavian, Toreador or Tremere Description: During breathing days, you were a good detective, but your inability to follow protocol and deal with office politics means you will never rise above it. Your spouse left you because of your obsession with work, and you turned to alcohol. In the end, you left the police, but even broken and alone, you were mistaken for your talents. Now, you've found a refreshing new take on existence, and some of these old cases suddenly make sense. Notes: This character stands out with Auspex discipline, multiple levels of influence with police agencies, and multiple contacts for old confidential informants, and perhaps an ally or two who still owe some basic favors to the character.

Concept: Rich Degenerative Clans: Malkavien, Toreador or Ventrue Description: Money can't buy you love, but it buys everything else. Ever since you embraced, you've spent your existence accumulating wealth, even though you had a decent fortune when you were mortal, because money is equal to power. Rich people don't have to comply with the same laws as the poor, and no one is ever going to attack your penthouse or mansion in search of prostitutes who have gone missing, or a kilogram of drugs sitting in your kitchen. Buy and sell people as easily as a new wardrobe. Your existence is about indulgence in pleasures, some of which are forbidden to people who have no money and and Notes: It is clear that background information on resources is required at a high level, in addition to several levels of influence in both legal and illegal circles.

Concept: Pirate Clans: Brujah, Gangrel or Caitiff Description: You don't sail the seas looking for buried treasures. Instead, you scour the shipping lanes between the states and highways, waiting for the delivery of expensive electronics, and you steal the trucks. Of course, if you have advice about some drug smuggling, you have no problem hijacking them either. Those people who don't want their goods hijacked cough up some money protection and sometimes they pay you to guard their goods. Notes: Underworld influences or contacts in the transportation and shipping industry are a necessity to know what is being supplied, and an ally or two to help unload goods are a necessity. Several levels of resources are needed to keep your vehicles running, and obviously you need a high skill drive.

Concept: Student of Darkness Clans: Malkavien or Tremere Description: There are things lurking in the dark that make The Disgusting Sabbat look appealing, and the age-old mysteries and conspiracies that guide the world. You have found your calling, follow these clues, and unravel the stories to find the truth about the case. Of course, other vampires do not always tell the truth, and some of them are against you to know about their true motives and shenanigans ... and who knows what's going on in the alien minds of creatures lurking in the dark. Notes: A few knowledge and linguistic skills will help this character on their way.

Concept: Wintner Clans: Toreador or Ventrue Description: All vampires need one commodity to support themselves, and that's blood. You have found that the thing in the blood is very lucrative, and thus you maintain a good care for the blood doll group that you allow others to eat, for the price. When you can't satisfy their cravings with what's at your fingertips, you know people who can get what you need. Notes: To make the most of this concept, the herd background works well. In addition, Retainer Von represent a group of ghoul thugs to make sure your crop is protected from possible poachers.

Concept: Corporate Raider Clans: Brujah, Malkavian, Toreador or Ventrue Description: Vampire parasites and you are quite knowledgeable about the fact. Your shell corporations are taking businesses that have fallen on hard times, taking out various loans and grants, and then laying down a business or sending them, allowing all financial obligations to default, and pocket a hefty chunk of capital. On the side, you offer financial support to the efforts of other vampires and let them build an empire. Once they become successful, you perform hostile takeovers, and sell the business out under them, leaving them with nothing. Of course you have to be careful, otherwise you're in the resulting rabies is the wrong person... Notes: Resources Resources Influence in both the financial and industrial areas is a key element of this concept.

Concept: Servant clan elders: Malkavien, Toreador or Ventrue Description: In the grand scheme of things, you know that you are not the biggest fish in the sea, and frankly, you are quite comfortable with where you are. You've been lucky enough to be born over the last century, so you're quite comfortable with modern technology, something that elders don't seem to know or fear (even if they don't

recognize it). Your youth and humanity allow you to talk to mortals without scaring them. So you've made yourself very helpful in organizing things for different elders, and collecting boons from them. After all, you have nothing to fear from the elders if they find you irreplaceable. Note: This concept works well with a wide range of influences, as well as enough social attributes to affect mortals, and enough mental attributes to find solutions to the problems that other vampires may face. Of course, a little presence or dominate never hurts ... Concept: Stalker Clans: Malkavian, Nosferatu or Ventrue Description: The first taste of fear made you be instantly addicted. They fought a little, and then your fangs sank. The taste of blood mixed with fear was exhilarating, and since then, you should have had more. Since then you have gone to great lengths to make sure that your prey is completely scary before you feed off them, unfortunately this has led to a few cases where the masquerade has been almost broken and you have had to take drastic action. Of course, there has always been a nagging question about what Kindred vitae would taste when they are afraid... Note: For this concept to work well, you need the tangled power of the Invisible Presence. Concept: Sanguine Philosopher Clans: Malkavian, Nosferatu or Tremere Description: There is power in the blood that much is evident as it fuels discipline and allows you to rise from a mindless sleep every night. However, most Kindred are completely unaware of how mystical blood properties work. You aim to classify and understand everything about the Kindred state, so you perform small operations on your own body to understand how your undead nerves work and assess how quickly the blood heals. Of course, eventually you will reach the limits of understanding your own body and you will need to experiment on someone else... Note: Multiple levels of Kindred Lore are needed to accurately portray the character's knowledge of the undead anatomy. In addition medicine skills and Occult would provide assistance, as well as an effect in the medical field. Concept: Mercenary clans: Brujah, Gangrel or Caitiff Description: In life you have always been a scrapper, from hiring as bouncers, working as coercion to some criminal syndicates, or fighting in a war just for money, this was your calling. It was also the reason you have been covered to serve as a muscle for your sovereign sovereign It's time. After ten years of slavery, you finally found yourself free, so you do what you've always done and you hire yourself like a muscle. Note: This concept is heavily leaning towards combat, and as such, you probably need to have a few skills to reflect such (brawl, dodge, firearms and melee). You also want some Underworld influence to get your hands on illegal and untraceable firearms. Concept: Mendicant Clans: Malkavian, Nosferatu or Caitiff Description: Even if you know you are a cursed ichor that flows in your veins, and the life you steal, you still strive to find out the reason why the Almighty has set you along the way. You are looking for ancient tales about how vampires have been touched by the divine, so you could discern pieces of the puzzle, and figure out your role in the big tapestry. Note: A few dead languages, represented by linguistics skills, will help your character in their search, as well as occult skill. Concept: Patron of the Arts Clan: Brujah, Toreador or Ventrue Description: How many masterpieces died in world war fires? How many books were burned at the hands of the barbaric invaders? You have made your goal of acquiring and securing the great works of the era, so that only the worthy can look at them. Of course, some people are not so willing to hand over their prizes, so you have to convince them ... or hire someone to steal it for you. In addition, you can often discover a decent note: Contact Von, as well as an elite influence in the upper echelon of society will help you learn about up-and-coming artists or rare works passing through the area. Of course, Von's resources will help you in purchasing them. Their.

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