

# Belize Pierre

## Overview

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Belize Pierre has only ever known herself as a Vampire Mercenary, offering services from hacking and tech repair to investigation and beatdowns. Making her home in the New Cathedral Cemetery, she offers her services to all who are willing to offer something in return, be that blood, favors, or money. She's managed to make it this far by only taking the jobs that don't put her in the big crosshairs, though she knows that she's only ever gonna be a bit player that way. Fine by her. The less the people in power know about her, the better. She'd rather be a name in someone's little black book than a picture in a hitman's hand.

## Basics

### Basics

- Name
  - Belize Pierre
- Player
  - Daws
- Chronicle
  - Baltimore After Dark
- Nature
  - Soldier
- Demeanor
  - Bon Vivant
- Concept
  - Amnesiac Mercenary
- Clan
  - Samedi
- Generation

10th  
Sire

# Attributes

## Attributes

Physical  
p  
Strength  
Specialization  
11110  
Dexterity

11100  
Stamina

11100  
Social  
t  
Charisma  
Specialization  
11000  
Manipulation

11100  
Appearance

00000  
Mental  
s  
Perception  
Specialization  
11100  
Intelligence

11000  
Wits

11100

# Abilities

Abilities

Talents

s

Alertness

Specialization

11100

Athletics

00000

Awareness

11000

Brawl

00000

Empathy

00000

Expression

00000

Intimidation

11000

Leadership

00000

Streetwise

00000

Subterfuge

10000

00000

Skills

t

Animal Ken

Specialization

00000

Crafts

00000

Drive

00000

Etiquette

00000

Firearms

00000

Larceny

10000

Melee

11100

Performance

00000

Stealth

11000

Survival

00000

00000

Knowledge

p

Academics

Specialization

11000

Computers

11100  
Finance

00000  
Investigation

11000  
Law

00000  
Medicine

00000  
Occult

11100  
Politics

00000  
Science

00000  
Technology

11100

00000

# Advantages

Advantages

Disciplines

Fortitude  
10000

Thanatosis  
11100

Obfuscate  
11000

00000

00000

00000  
Backgrounds

Generation  
11100

Domain  
11100

Influence  
10000

00000

00000

00000  
Virtues  
Conscience/Conviction

11110  
Self-Control/Instinct

11000  
Courage

11110

Humanity/Path  
11111 10000  
Path

Bearing

Willpower  
11111 00000  
00000 00000  
Blood Pool  
11111 11111  
11100 00000  
Blood/Turn

# Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost

Flaw  
Type  
Bonus  
Flesh of the Corpse  
Physical  
5  
Amnesia  
Mental  
2

# Rituals & Paths

Rituals & Paths

Ritual  
Level



Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

Spent

Notes

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

# Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

# Description

Description

Age

Apparent Age

D.O.B.

R.I.P.

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

# History

History

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Revision #6

Created 2 September 2024 03:17:42 by dawscombine

Updated 9 September 2024 02:44:42 by dawscombine