

# Daemon Astrophel

## Overview

Overview

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***“I Need Some Air. I’m Still Feeling A Tad...Dead.”***

Daemon is the silent and introverted type of intellectual. He analyzes everything and says very little unless asked to by others. There is no one that could possibly say more than maybe two things about the enigma that is Daemon, and people tend to whisper his name out of fear. He can crack a smile once in a while but when he does it’s usually means someone is going to die in the next hour or so.

## Basics

Basics

- Name
  - Daemon Lysander Astrophel
- Player
  - Vader\_Punk
- Chronicle
  - Baltimore After Dark
- Nature
  - Soldier
- Demeanor
  - Director
- Concept
  - The Dark Enforcer
- Clan
  - Lasombra

Generation  
10th  
Sire  
Silas Coregrave

# Attributes

## Attributes

Physical  
p  
Strength  
Reserves of Strength  
11111  
Dexterity

11100  
Stamina

11100  
Social  
s  
Charisma  
Forceful  
11110  
Manipulation

10000  
Appearance

11100  
Mental  
t  
Perception

11100  
Intelligence

11100  
Wits

11000

# Abilities

Abilities

Talents

p

Alertness

Fine Details

11110

Athletics

11100

Awareness

00000

Brawl

MMA

11110

Empathy

00000

Expression

00000

Intimidation

11100

Leadership

Military

11110

Streetwise

00000

Subterfuge

00000

00000  
Skills  
s  
Animal Ken

00000  
Crafts

00000  
Drive

10000  
Etiquette

11000  
Firearms  
Pistols  
11110  
Larceny

00000  
Melee  
Swords  
11110  
Performance

00000  
Stealth

11000  
Survival

00000

00000  
Knowledge  
t  
Academics

00000

Computers

00000  
Finance

00000  
Investigation

11000  
Law

11000  
Medicine

00000  
Occult

00000  
Politics

11100  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines  
Obtenebrate

11100

00000

00000

00000

00000

00000  
Backgrounds  
Generation

11100  
Resources

11110  
Contacts

11000

00000

00000

00000  
Virtues  
Conscience

11000  
Self-Control

11110  
Courage

11111

Humanity/Path

11111 10000

Path

Bearing

Willpower

11111 11000

00000 00000

Blood Pool

11111 11111

11100 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Lang (French, Spanish, German, Sign)

Mental

0

Flaw  
Type  
Bonus  
Hunted Like A Dog (Lasombra Sabbat)  
Supernatural  
+3  
Disgrace to The Blood  
Social  
+3  
Prey Exclusion (Veterans)  
Mental  
+1

# Rituals & Paths

Rituals & Paths

Ritual  
Level



Path

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## Experience & Derangements

Experience

Total

35xp 22 Freebies

Spent

35xp 22 Freebies

Notes

Freebies: -2 Backgrounds, -2 willpower, -18 abilities +7 Flaws

XP: -12 two dots in perception, -2 second dot in contacts, -16 fifth dot Strength, -5 first and second dot in stealth

Derangements

# Expanded Backgrounds

## Expanded Backgrounds

### Allies

### Contacts

Brigadier General. Lewis Armitage: A high-ranking officer within the United States military that provides Daemon with soldiers that retire from active duty as well as military grade weapons to arm his security officers. Also provides information and other military resources when needed.

Special Agent Erwin St. John: A special intelligence agent that provides information on anyone and anything hidden behind government red tape. He can get access to most information servers that the government uses. An extremely expensive but crucial contact in Daemons pocket.

### Fame

### Herd

### Influence

### Mentor

### Resources

Having amassed wealth throughout the years, he invested it over and over until he had enough money to never need for anything again. His main source of income now is his Security company where he dedicates to protecting those that can afford his services.

### Retainers

### Status

### Other

# Rights & Possessions

## Rights & Possessions

### Gear (Carried)

Wallet, watch, throwing knives x4, Colt 1991 x2, multiple magazines, sunglasses, gloves, Cellphone x2, keys, multitool.

### Feeding Grounds

### Havens

A Penthouse in the City, multiple homes around the world

### Equipment (Owned)

Several armories worth of weapons, security cameras, state of the art computer,

### Vehicles

Many different types of vehicles of different varieties and prices including armored cars and private jets, choppers, and yachts.

### Other

# Blood Bonds/Vinculi

## Blood Bonds/Vinculi

### Bound To

### Rating

### Bound To

### Rating

# Description

## Description

Age

245

Apparent Age

30's

D.O.B.

December 20th, 1779

R.I.P.

January 18th, 1809

Hair

Black

Eyes

Blue

Race

Caucasian

Nationality

Norwegian

Height

6ft 3in

Build

Muscular and tall

Gender

Male

Face Claim

Daniel Gillies



# History

## History

### **Early Life and Embrace**

Daemon was born as Elias Bjornsen in 1779, in a small coastal town in Norway. He was the son of a wealthy merchant family, renowned for their shrewd business acumen and connections with influential figures. Elias's childhood was filled with the luxuries and privileges afforded to the elite, but he also inherited a sharp mind and a ruthless ambition from his father. In his late teens, Elias became involved in the darker side of his family's trade, delving into smuggling and illicit deals. It was during one of these dangerous ventures that he caught the eye of a Lasombra elder, who saw potential in his cunning and charisma. In 1809, Elias was Embraced and reborn as Daemon, his mortal life left behind in favor of the eternal night.

### **Rise within the Clan**

Daemon quickly adapted to his new existence, embracing the shadows and the power that came with being Lasombra. He climbed the ranks of the clan with remarkable speed, using his intelligence and strategic mind to outmaneuver rivals and gain favor with his superiors. His ability to manipulate both people and situations made him an invaluable asset, and he thrived in the clandestine world of the Lasombra. However, Daemon's rise was not without its challenges. He often found himself at odds with the rigid hierarchy and the oppressive traditions of the clan. The Lasombra's obsession with control and dominance began to chafe at his independent spirit, creating a simmering discontent that grew with each passing decade.

### **Defection to the Anarch Movement**

The turning point came in the early 21st century when he met a man by the name Julien. Befriending him, he learned about the ideals of the Anarchs, and their movement and it was thanks to his friendship and openness that he was actually able to make a change in his unlife. Sensing an opportunity, Daemon started secretly communicating with Anarch leaders, intrigued by their ideals of freedom and equality. His disillusionment with the Lasombra's authoritarian ways pushed him closer to the Anarch cause, and in 1972, he made the bold decision to defect. Daemon's defection was a significant blow to the Lasombra, as he was a prominent figure within the clan. He took with him not only his extensive knowledge and skills but also a network of contacts and resources. His transition to the Anarch Movement was met with mixed reactions; while some Anarchs were suspicious of his motives, others welcomed the strategic advantage he brought.

### **Role in the Anarch Movement/ Present Day**

In the Anarch Movement, Daemon has become a key strategist and advisor, using his experience to help organize and strengthen the decentralized faction. His expertise in getting things done and kicking ass has proven invaluable in their ongoing struggle against both the Camarilla and the Sabbat. Despite the challenges, Daemon remains committed to the Anarch ideals, finding a sense of purpose and belonging that eluded him in his former life.

In the newest chapter of his journey he has made his way back to the person that changed his mind and gave him the will to turn to the cause, Julien. Who was now the regent of Baltimore City, a place that was one bad day away from blowing up into chaos. He hopes to be able to provide aid in some

way to an old friend and possibly forge stronger bonds within the community. But that may seem harder than it looked, if that was even possible at this point.

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Revision #3

Created 24 June 2024 07:42:03 by Vader\_punk

Updated 8 December 2024 23:25:15 by QuinnTalon