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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