

Donovan "Blackheart" Briar

Overview

Overview



Blackheart is a merciless killer for the Sabbat. He was given the monicker for both his ruthlessness and mastery of Obtenebration. He is called in to eliminate the Sabbat's enemies, nothing more. He does not play politics. He is not in this for financial gain. In fact, Blackheart looks down upon the Assassins and their condition of payment. Blackheart is a Sabbat loyalist bordering on fanatic, who has one mission, one need: kill the enemies of the Sabbat to secure power then move on.

Basics

Basics

Name

Donovan "Blackheart" Briar

Player

Scruffy

Chronicle

Baltimore After Dark

Nature

Soldier

Demeanor

Fanatic

Concept

Sabbat assassin

Clan

Lasombra

Generation

9th

Sire

Jean Lafitte

Attributes

Attributes

Physical

p

Strength

Vicious

11111

Dexterity

11100

Stamina

Tough as Nails

11111

Social

s

Charisma

10000

Manipulation

Well-Reasoned

11110

Appearance

11000

Mental
t
Perception
Discerning
11110
Intelligence

11000
Wits

11100

Abilities

Abilities

Talents
p
Alertness

11100
Athletics

11100
Awareness

10000
Brawl
Dirty Fighting
11111
Empathy

00000
Expression

00000
Intimidation

11100
Leadership

00000

Streetwise

00000

Subterfuge

00000

00000

Skills

s

Animal Ken

00000

Crafts

00000

Drive

00000

Etiquette

00000

Firearms

00000

Larceny

Lockpicking

11100

Melee

Improvised weapons

11100

Performance

00000

Stealth

Moving in shadows

11111

Survival

00000

00000

Knowledge

t

Academics

00000

Computers

00000

Finance

00000

Investigation

Shadowing

11100

Law

00000

Medicine

00000

Occult

Kindred lore

11110

Politics

00000

Science

00000

Technology

00000

00000

Advantages

Advantages

Disciplines

Obtenebration

11110

Fortitude

11110

Auspex

11000

Protean

11000

Potence

11000

Celerity

11000

Backgrounds

Black Hand Membership

11100

Generation

11110

Domain

10000

00000

00000

00000

Virtues

Conscience/Conviction

11000
Self-Control/Instinct

11000
Courage

11110

Humanity/Path
11110 00000
Path
Path of Power and Inner Voice
Bearing

Willpower
11111 11000
00000 00000
Blood Pool
11111 11111
11110 00000
Blood/Turn
2 per turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Bruiser

1
Controllable Night Sight

2
Huge Size

4

Flaw
Type
Bonus
Beacon of the Unholy

2
Eerie Presence

2
Infamous Sire

1
Vengeful

2
Haunted

Rituals & Paths

Rituals & Paths

Ritual
Level
Armor of the Abyss

Path

00000

00000

00000

00000

00000

00000

00000

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Experience & Derangements

Experience

Total

5

Spent

Notes

Freebie Points:

5 points for Strength 5

5 points for Stamina 5

3 points for Willpower 7

2 points for Stealth 5

Experience: 162

52 experience for Fortitude 4

17 experience for Auspex 2

17 experience for Protean 2

10 experience for Potence 2

17 experience for Celerity 2

18 experience for Armor of the Abyss

6 experience for Occult 4

8 experience for Brawl 5

5 experience for specializations

2 experience for Domain 1

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Held in high regard within the Black Hand

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

St. Vincent de Paul Cemetery

Havens

A mausoleum within the cemetery

Equipment (Owned)

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To
Rating

Description

Description

Age

191

Apparent Age

32

D.O.B.

October 24, 1800

R.I.P.

March 13, 1833

Hair

Long black

Eyes

Dark Brown

Race

Caucasian

Nationality

American

Height

6'10"

Build

Muscular



History

History

Donovan was born around the turn of the 19th century in New Orleans. His family grew up poor on the streets of the city. And Donovan thought they were being denied their fair share. With his size and strength developing at an early age, Donovan quickly developed skills in strong armed robbery often targeting the children of wealthy families. As he grew up Donovan branched out into cat burglary, mugging, and occasionally brute squad and body guard work.

With an established reputation for nefarious work and brutal bar fights, Donovan was approached one

day in a tavern by a young Jean Lafitte to join his crew. Donovan had never been on a boat, but given his growing reputation and fewer places to hide out in, Donovan felt the proposition had merit. For 10 years Donovan sailed and plundered with Lafitte. He was one of the most feared members of the crew, showing to be ruthless in his techniques of disposing of enemy sailors.

Donovan's life forever changed after the battle at Omas, Honduras. Many assumed Lafitte perished in the skirmish, but in fact Donovan proved to be his captain's salvation. It was then that Donovan discovered why his captain kept to his quarters during the day. Donovan was embraced into the realm of kindred, and together they retreated back to the states to Miami.

It was in Miami that Donovan was introduced to the Sabbat. Being Lasombra they were readily welcomed and though Lafitte was grateful, he had other ambitions for unlife and left Miami after arranging for most of his hidden fortune to be retrieved. Donovan meanwhile learned from many of the clans and was instrumental in helping keep Miami Sabbat. Over the decades Donovan proved brutal in his methods, unfeeling in mercy and quite adapt with Obtenebration earning him the moniker "Blackheart". Any covert Camarilla, Anarchs, or other enemies of the Sabbat met a swift and vicious end at the hands of this assassin.

Due to his success at delivering Final Death to the enemies of the Sabbat he caught the attention of the Black Hand. It was under their direction that Donovan was sent to numerous cities to dispose of obstacles where needed for the Sabbat. Now the latest word from on high is Baltimore is in need of select individuals to be removed and have the city join the surrounding area under Sabbat control. Donovan has arrived to ensure that happens.

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