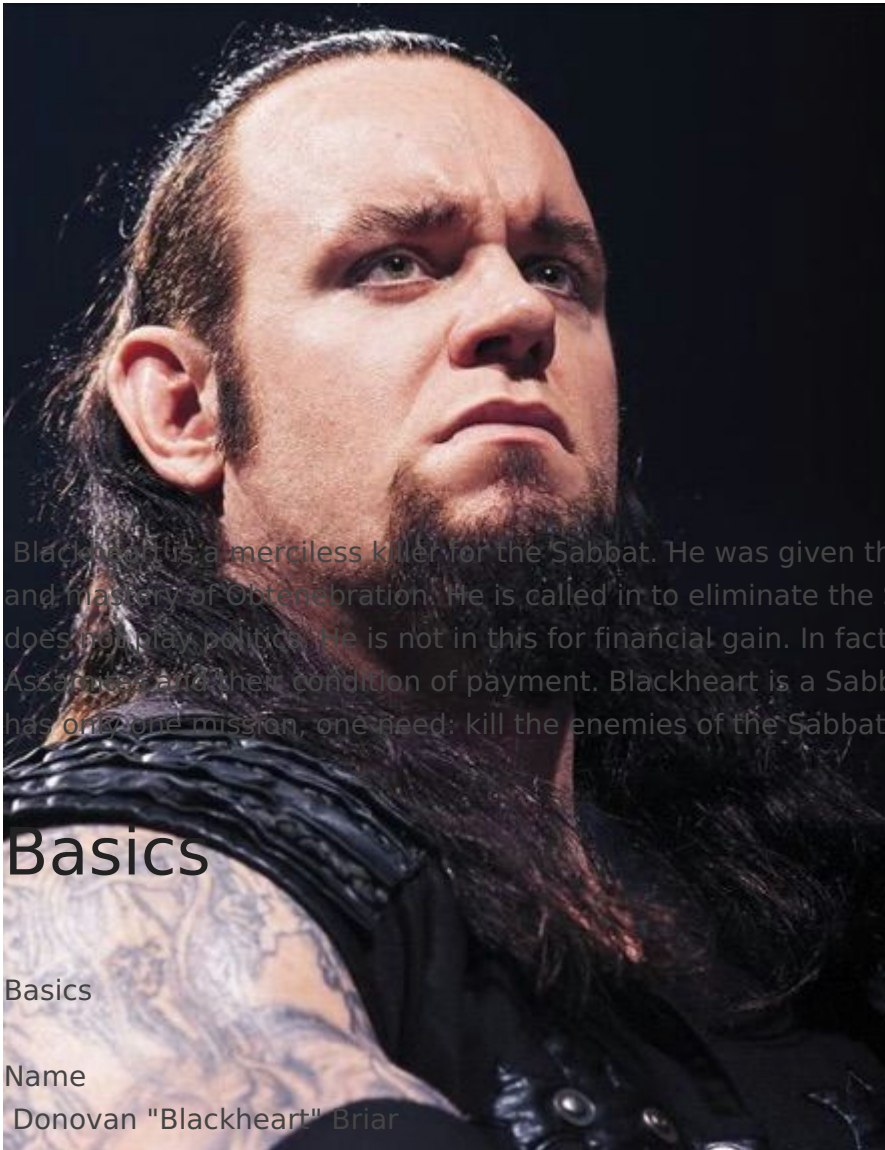


# Donovan "Blackheart" Briar

## 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 only 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	
00000	

# 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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