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 Assamites 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

C

F



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.

Revision #39
Created 1 September 2024 16:27:05 by Scruffy Matt
Updated 20 July 2025 13:11:07 by Scruffy Matt