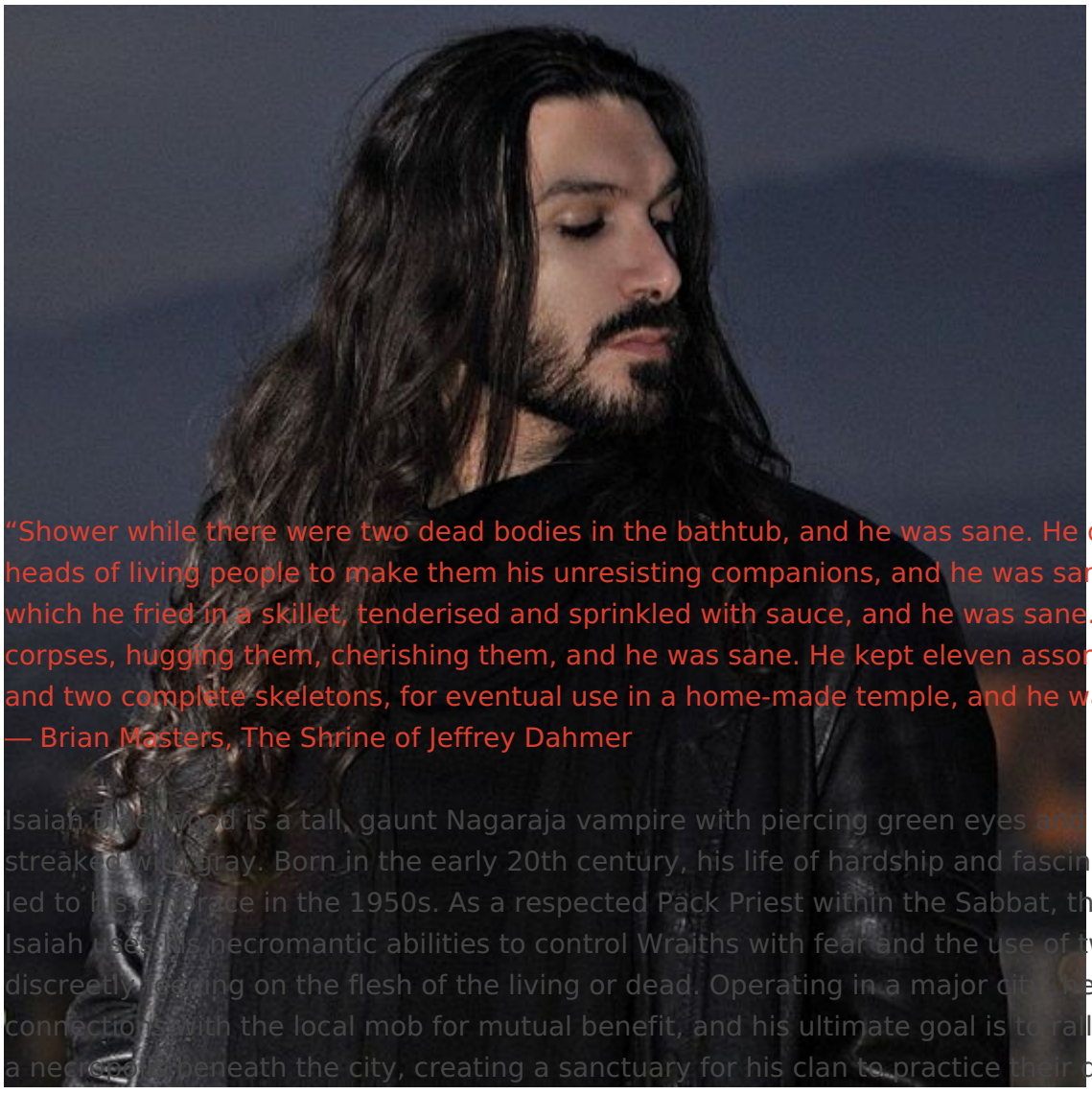
Isaiah Blackwood

Overview

Overview



“Shower while there were two dead bodies in the bathtub, and he was sane. He drilled holes in the heads of living people to make them his unresisting companions, and he was sane. He ate a bicep which he fried in a skillet, tenderised and sprinkled with sauce, and he was sane. For hours he lay with corpses, hugging them, cherishing them, and he was sane. He kept eleven assorted heads and skulls, and two complete skeletons, for eventual use in a home-made temple, and he was sane.”
— Brian Masters, The Shrine of Jeffrey Dahmer

Isaiah Blackwood is a tall, gaunt Nagaraja vampire with piercing green eyes and long, dark hair streaked with gray. Born in the early 20th century, his life of hardship and fascination with the occult led to his embrace in the 1950s. As a respected Pack Priest within the Sabbat, the "Chosen of Hunger", Isaiah uses his necromantic abilities to control Wraiths with fear and the use of twisted entropy, while discreetly feeding on the flesh of the living or dead. Operating in a major city, he maintains discreet connections with the local mob for mutual benefit, and his ultimate goal is to rally the Sabbat to build a necropolis beneath the city, creating a sanctuary for his clan to practice their dark arts and secure their future.

Basics

Basics

Name
Isaiah Blackwood
Player
Jax
Chronicle
Baltimore After Dark
Nature
Celebrant
Demeanor
Architect
Concept
Cannibal Priest
Clan
Nagaraja
Generation
13th
Sire
The Feaster

Attributes

Attributes

Physical
t
Strength

10000
Dexterity

11000
Stamina

11100

Social
s
Charisma

11000
Manipulation
Irrefutable
11110
Appearance

11000
Mental
p
Perception
Instinctive
11110
Intelligence
Inventive
11110
Wits

11000

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

11100
Awareness

11000
Brawl

00000
Empathy

11100
Expression

00000
Intimidation

10000
Leadership

10000
Streetwise

00000
Subterfuge

10000

00000
Skills
t
Animal Ken

00000
Crafts

00000
Drive

00000
Etiquette

00000
Firearms

00000
Larceny

00000

Melee

11100
Performance

10000
Stealth

11100
Survival

00000

00000
Knowledge
s
Academics

00000
Computers

00000
Finance

00000
Investigation

11100
Law

11000
Medicine

11100
Occult
Necromancy
11111
Politics

10000
Science

00000
Technology

10000

00000

Advantages

Advantages

Disciplines

IC- Auspex
11000

IC- Necromancy
11110

IC- Dominate
00000

00000

00000

00000
Backgrounds

Title (Pack Priest)
00000

Rituals
11110

Spirit Slaves

11110

Contacts
11000

Allies
11000

Memento de Morte
11100
Virtues
Conviction

11100
Instinct

11000
Courage

11111

Humanity/Path
11111 00000
Path
Path of Caine
Bearing
F A I T H
Willpower
11111 11000
11111 11000
Blood Pool
11111 11111

Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Medium
 Supernatural
3
 Grand Library (Investigation, Medicine, Occult, Politics, Law)
 Mental
4

Flaw
Type
Bonus
 Impatient
 Mental
1
 Prey Exclusion (Children)
 Mental
 1
 Lunacy
 Mental
2
 Eerie Presence
 Supernatural
2
 Cast No Reflection
 Supernatural
1

Rituals & Paths

Rituals & Paths

Ritual
Level
Necro - Knowing Stone,
1
Necro -
2
Necro -
3
Necro -
4
Necro -
5

Path

Vitreous Path
11110

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
35
Spent
30
Notes
Necromancy 3/4
Auspex 2

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
He maintains discreet connections with the local mob, who supply him with bodies for his macabre sustenance in exchange for his unique supernatural services.
Contacts
He has covert arrangements with local morgue workers, who discreetly provide him with bodies for his necromantic needs in exchange for favors and protection.
SPirit Slaves

- **Elias the Whisperer**
  - **Fetter:** A tarnished brass ring
  - **Description:** Elias was once a cunning informant in life and now serves Isaiah by gathering secrets from the living and the dead. Bound to the brass ring, he can whisper information directly into Isaiah's ear, ensuring no secret goes unheard.

- **Mara the Guardian**
  - **Fetter:** A silver locket containing a lock of her hair
  - **Description:** Mara was a fierce protector in life and now guards Isaiah with unwavering loyalty. Tied to the small locket, she manifests as a spectral shield, intercepting attacks and threats aimed at her master.
- **Cedric the Enforcer**
  - **Fetter:** A blood-stained coin
  - **Description:** Cedric was a ruthless enforcer in his mortal days and now enacts Isaiah's will with brutal efficiency. Linked to the coin, he can be summoned to carry out tasks to make people forget, his presence instilling fear in Isaiah's enemies.
- **Isabella the Seer**
  - **Fetter:** A cracked crystal pendant
  - **Description:** Isabella was a gifted seer who now provides Isaiah with visions of the future and insights into the present. Bound to the crystal pendant, she reveals hidden truths and guides Isaiah with her "prophetic" abilities.

Memento de Morte
The Obsidian Amulet was forged centuries ago by a forgotten necromancer who performed a dark ritual at the site of a mass grave, channeling the collective death energy into the artifact. Over time, the amulet absorbed the essence of countless decayed souls, amplifying its power to accelerate death and disintegration. Passed down through generations of necromancers, it eventually came into Isaiah Blackwood's possession, enhancing his necromantic abilities.
Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Vinculi To
Rating
Aether Achlys

Valeria "Valkyrie" Kane

Description

Description

Age

94
Apparent Age
Early 30s
D.O.B.
5/15/1930
R.I.P.
1958
Hair
Long black and wavy, with grey streaks
Eyes
Piercing Green
Race
Middle Eastern
Nationality
US
Height
6'2"
Build
Lean and wiry like a scarecrow
Gender
Male
Face Claim

Isaiah Blackwood is a tall, gaunt figure with piercing green eyes that seem to look into the very soul of those he encounters. His long, dark hair is now streaked with gray, giving him a distinguished yet unsettling appearance. His attire is modern but always has a hint of old-fashioned elegance, such as a vintage pocket watch or a well-tailored suit. His presence is commanding and slightly unnerving, with an aura of decay subtly clinging to him.

History

History

Born in the early 20th century, Isaiah Blackwood experienced a life filled with hardship and struggle. Growing up in a poor neighborhood, he was exposed to crime and violence from a young age. His fascination with the occult and forbidden knowledge began in his teenage years, driven by a desire to escape his harsh reality and find a sense of control over his life.
In the 1950s, while pursuing his interest in the dark arts, Isaiah encountered a Nagaraja vampire who recognized his potential and zeal. Embraced into the clan, Isaiah quickly adapted to his new existence, finding a new purpose within the Sabbat. His dedication and natural leadership abilities led him to become a respected Pack Priest.

As a Nagaraja, Isaiah possesses the rare and dark gift of necromancy, which he uses to control and summon spirits. His clan's unique curse requires him to consume the flesh of the living or the dead to sustain himself, a secret he keeps hidden from all but his closest allies. This morbid necessity led him to develop discreet connections with undertakers and mortuary workers, ensuring a steady supply of sustenance without drawing unwanted attention.

In the modern era, Isaiah operates in a major city where he uses his occult knowledge and necromantic abilities to further the goals of the Sabbat. His pack, the "Chosen of Hunger" follows him with loyalty, drawn to his fervor and mystical prowess. While Isaiah has forged some connections with the local mob, these relationships are more about mutual benefit and survival than outright control. The mob provides him with resources and protection when needed, while Isaiah offers his unique skills in return, particularly in matters involving the supernatural.

Isaiah's ultimate goal is to rally the Sabbat in his city and ignite their fanatic nature to achieve a common purpose: to build a necropolis beneath the city. This necropolis would serve as a sanctuary for the Sabbat, a place where the boundaries between life and death blur, and the power of the undead reigns supreme. By establishing this necropolis, Isaiah hopes to create a stronghold of necromantic power, secure a haven for his clan, and ensure the Sabbat's control is absolute and uncontested.

For the Nagaraja specifically, this goal is crucial because it represents a sanctuary where they can practice their unique form of necromancy and pursue their dark studies without fear of persecution. Isaiah envisions this necropolis as a place where the Nagaraja can gather, share knowledge, and advance their understanding of life, death, and the supernatural. By establishing such a sanctuary, Isaiah hopes to secure a future for his clan, preserving their secrets and ensuring their continued survival and power.

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