James Levett

Overview

Overview



James Levett was a former United States Army Ranger who was deemed "MIA" after being mortally wounded during an operation in the Gulf War. The Assamites embraced him and has served his time as a Fi'dai before taking it upon himself to teach modern weaponry skills to any of his comrades who needed it. His arrival in Baltimore was sparked by a general desire to advance the Clan and to get in contact with others of his faction as he is an Assamite, and thus rejects Alamut's worship of Ur-Shulgi's religion.

He teaches modern tactics and weaponry to his fellow Hashashin if they request it.

Basics

Basics

Name
James Levett
Player

Excaliwang
Chronicle
Baltimore After Dark
Nature
Loner
Demeanor
Soldier
Concept
Hashashin Operator
Clan
Assamite
Generation
13th
Sire

Attributes

Attributes

Physical
p
Strength
Specialization
11100
Dexterity

11100
Stamina
Tough as Nails
11110
Social
t
Charisma
Specialization
11000
Manipulation

11000
Appearance

11000
Mental
s
Perception
Specialization
11100
Intelligence

11000
Wits

11100

Abilities

Abilities

Talents
S
Alertness
Specialization
11000
Athletics

11000
Awareness

11000
Brawl

10000
Empathy

00000
Expression

00000
Intimidation

00000
Leadership

10000
Streetwise

10000
Subterfuge

00000

00000
Skills
P
Animal Ken
Specialization
10000
Crafts

00000
Drive

10000
Etiquette

10000
Firearms
Killer Marksmanship
11110
Larceny

00000
Melee

11100
Performance

00000
Stealth

11100

Survival

11100

00000
Knowledge
t
Academics
Specialization
00000
Computers

10000
Finance

11000
Investigation

10000
Law

00000
Medicine

11000
Occult

00000
Politics

00000
Science

00000
Technology

00000

10000

Advantages

Advantages

Disciplines
Celerity

11000
Obfuscate

11000
Quietus

11000
Auspex (Sight)

10000

00000

00000
Backgrounds
Haven

11100
Armory

11110
Resources

11100
Retainers

11100

00000

00000

Virtues
Conscience/Conviction

11000
Self-Control/Instinct

11111
Courage

11100

Humanity/Path
11111 11000
Path

Bearing

Willpower
11111 00000
00000 00000
Blood Pool
11111 11111
00000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Acute Sense (Sight)
Physical
1
Ambidextrous
Physical
1
Crackshot (13th Gen Gift from Staff)

Physical	
3	

Flaw	
Type	
Bonus	
Short Fuse	
Mental	
2	

Rituals & Paths

Rituals & Paths

Ritual	
Level	

Path

00000

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Experience & Derangements

Experience

Total
35

Spent
35
Notes
Freebie Spending:
-2 +1 Firearms, -2 +1 Melee, -2 +1 Stealth, -2 +1 Survival, -2 +2 Willpower, -2 +2 Haven, -1 +1 Armory, -1 +1 Resources, -1 +1 Retainers
Beginning Buys: -4 +1 Resources, -6 +1 Armory, -5 +1 Celerity
XP Gain 5-22-2025 - 20 Pts : -5 +1 Quietus, -5 +1 Obfuscate, -10 +1 Auspex

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources
Offshore Accounts, Front Hideout
Retainers
3x Ghoul Fireteam Members, "1" - Rifleman, "2" - Gunner, "3" - Marksman
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Class Three Armor (Plate Carrier), Combat Knife, Light Revolver, Jambiya
Feeding Grounds

Havens
Big Bill Hell's Car Dealership (Haven 3)
Equipment (Owned)
 Class Five (Battle Rattle), NVGs, Assault Rifle, Rifle, Weapons and Military Gear that can be obtained with Armory 4
Vehicles
 Minivan (Work), SUV (Personal)
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
65
Apparent Age
30
D.O.B.
August 6th, 1960
R.I.P.
August 6th, 1990
Hair
Brown
Eyes
Brown
Race
Caucasian
Nationality
American
Height
6'3"
Build
Medium Athletic
Gender
Male
Face Claim
N/A
James appears to be a middle-aged man with a pair of sunken brown eyes, short brown hair that's been shaved down above his ears, and some creases in his face indicative of stress. Though his expression is typically a neutral or relaxed one.

Levett will typically wear a blue baseball cap, trenchcoat, slacks, suit shirt and blue tie.

History

History

Born on August 6th, 1960 James Levett lived a peaceful life in the Midwest of America, and grew up as a faithful, simple man in Nevada. He eventually joined the United States Army and fell in love with the concept of being part of something greater despite all the parts that made him question it. His success at Ranger School and marrying his wife marked the high point of his life.

SSg James Levett was thirty years old when he went on a fateful mission to neutralize a HVT during the Gulf War. However one bad run in with a Kindred later, James was left fatally wounded to bleed out in the desert. In a moment of extreme desperation, he would find a new creed to dedicate his life to. Being a part of 75th Ranger Regiment of the United States Army saved his life in more ways than one as the Scions of Haqim saw a potentially useful new recruit to modernize their Clan for rapidly changing warfare. His training and the path to reach this point was already taxing, in his mind, seven long grueling years as a Fida'i for the Eagle's Nest was nothing to him. Especially since he had all the time in the world now.

He looks back, brokenhearted at his old life that was lost upon becoming a Kindred, he left behind a wife and two kids. A family that moved on without him. Always remembering him but being too dangerous to make contact again without endangering them. Now, he is a Rafiq, a brother of the Kindred Hashashin who kill even kings. Being a disciplined and focused person, he took to the teachings of Haqim gladly, to bring Justice upon the wretched blood drinkers who caused him to lose his mortal life and while he is not a Muslim, Noddist, or religious in general any longer, he takes solace in the axioms of the Old Man of the Mountain.

Now he serves as a modern weapons and tactics instructor for the Fida'i, as even the most skilled of killers need to be smart on the way their enemies are poised to fight. Ancient martial arts, deadly poisons, and antediluvian magic are just new tools in an arsenal which includes concepts such as C2 and small unit tactics.

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