

# James Levett

## Overview

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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

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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 6<sup>th</sup>, 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 75<sup>th</sup> 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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Revision #11

Created 21 May 2025 22:10:00 by excaliwang

Updated 20 July 2025 13:11:07 by excaliwang