

Jasper Dubois

Overview

Overview

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Jasper is currently a police officer with the Baltimore P.D. His work is focused mainly on busting prostitution and dealing with drugs, though he has been known to handle a vampire or two who got a bit too frenzied for their own good. He has a vested interest in protecting the Masquerade (he may be a loner, but he's not an idiot). He keeps to himself most of the time, being an Autarkis and enjoying his freedom from those who would seek to use him as a pawn in their game. Jas has kept himself in this position thanks to his ability to keep from breaking laws (both mortal and vampire, thus staying off the radar of anyone particularly powerful) and his lack of care as to who wins what centuries-old feud. It probably doesn't hurt that his answer to threats is usually "Do it, then. You'll be doing everyone a favor." and that, when they do, he can handle himself.

Basics

Basics

Name

Jasper Dubois

Player

AndyMae

Chronicle

Baltimore After Dark

Nature

Caregiver

Demeanor

Curmudgeon

Concept

Vampire Police!

Clan

Gangrel
Generation
13th
Sire
Old Partner, No Name

Attributes

Attributes

Physical

p
Strength
Reserves of Strength
11110
Dexterity

11100
Stamina

11100
Social
t
Charisma

11100
Manipulation

10000
Appearance

11000
Mental
s
Perception

11100
Intelligence

11000

Wits

11100

Abilities

Abilities

Talents

p

Alertness

Fine Details

11110

Athletics

Parkour

11110

Awareness

11000

Brawl

11000

Empathy

11100

Expression

11000

Intimidation

11000

Leadership

11000

Streetwise

10000

Subterfuge

00000

00000

Skills

s

Animal Ken

10000

Crafts

00000

Drive

00000

Etiquette

00000

Firearms

11100

Larceny

00000

Melee

11000

Performance

00000

Stealth

10000

Survival

11000

00000

Knowledge

t

Academics

10000
Computers

00000
Finance

00000
Investigation

11100
Law

11100
Medicine

00000
Occult

00000
Politics

00000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines
Animalism*

00000
Fortitude*

11000
Protean*

10000

00000

00000

00000
Backgrounds
Allies

11000
Contacts

10000
Herd

10000
Resources

11000

00000

00000
Virtues
Conscience

11100
Self-Control

11100
Courage

11111

Humanity
11111 11100
Path

Bearing

Willpower
11111 10000
11111 10000
Blood Pool
11111 11111
00000 00000

Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Blush of Health
Physical
2
Common Sense
Mental
1
Code of Honor
Mental
2
Calm Heart
Mental
3
Language (French)
Mental
0

Flaw
Type
Bonus
Infertile Vitae
Physical
5
Member of the Pack
Clan-Specific
2

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

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Experience & Derangements

Experience

Total

36

Spent

34

Notes

+1 Alertness - 6pts

+2 Athletics - 10pts

+1 Awareness - 2pts

+1 Brawl - 2pts

+2 Empathy - 6pts

+1 Investigation - 4pts

+1 Law - 4pts

Freebies:

- +1 Leadership - 2pts
- +1 Intimidation - 2pts
- +1 Courage - 2pts
- Merits - Total 8pts
- +1 Willpower - 1pts
- +2 Humanity - 4pts

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

As a police officer, Jasper knows that he can call on his fellow boys in blue for help when needed.

Contacts

His one major contact is the Chief of Police.

Fame

Herd

Jasper has been known to frequent clubs and there are a few locals who he knows he can call on to meet up when he needs a meal.

Influence

Mentor

Resources

Has saved his money over the years and owns a small home on the outskirts of Baltimore as well as a healthy savings account.

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Glock 19 (Firearm)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Police Cruiser

2021 Mazda6

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Description

Description

Age

65

Apparent Age

22

D.O.B.

February 7th, 1957

R.I.P.

November 19th, 1979

Hair

Dark Blonde / Light Brown

Eyes

Brown

Race

Caucasian

Nationality

'Murican (A real Heinz '57)

Height

6'2"

Build

Athletic

Gender

Male

Face Claim

André Hamann

Jasper is a tall drink of water with lightly tousled hair and a give-no-fucks attitude. When he's not in his blues, he can usually be found at a dive bar or local charity event wearing a loose tee, comfortable jeans, and a beat-up leather jacket that used to belong to his brother. Notably, he wears a ring on his right ring finger, one that used to belong to his father before he passed. Jas has worn it since he was a

teenager and, while it's been re-sized to fit his larger hands, it's never been off for long and has left a permanent divot in his flesh. His expression is usually one of carefully crafted carelessness, though it often slips in the line of duty, whether to one of anger or of compassion.

History

History

Jas was the product of infidelity on the part of his father. The man had a wife and a 4 year old, and he cheated. After she found out about the pregnancy and divorced him, Jasper's father married his mother. Thankfully, his brother's mother didn't believe in taking a child from his father and so he grew up with Jericho. The older boy, by all accounts, should've hated him. But he didn't. For as long as he can remember, Jasper and Jericho have been best friends. Thick as thieves. This bond became extremely important and much greater when, at the age of 8, Jasper's mother left them to live with another man in Spain. Having always resented getting pregnant at such a young age, she had never been very "motherly" or loving toward her young son. Her absence, however, was felt deeply by the young boy she hated, and he became more attached to Jeri as a result.

This attachment hit its head when he was 14. His brother, only 19 at the time, took him in after their father had been killed in the line of duty. The usually bubbly teen was grief-stricken, and it took its toll on his heart and his head. He never gave up the dream of becoming a cop like his father and brother, but the job title held more of a hard edge, one that only solidified when he himself was shot in the line of duty and almost died thanks to his injuries. It was only another officer, his partner, embracing him that saved his life that night. If he hadn't, the bleeding wouldn't have stopped when it did, and he would've been dead on the table like his dear old dad.

It'd only been five years since he'd been "blessed" with unlife when the scent of his brother changed. The man who he'd known and loved for the entirety of his life, who he'd broken promises and noses for, who he'd give his life for at a moment's notice, stank of something that Jasper had only ever smelled once, and it had been on a corpse at the time. Werewolf. Without a word and without telling anyone, Jasper packed up and left the small town he grew up in, moving to New Orleans and in with his sire who quickly became his lover and confidante.

It was nearly 30 years later when he finally exposed his brother's secret to the man who'd become the center of his life. It was the night that everything fell apart. His sire immediately flew into a rage, angry with him for keeping such a secret and allowing "that creature" to survive. Jasper, in his own rage, attacked his sire. The fight lasted only a few seconds (though it felt like hours), and he eventually won out. It was with great effort and great pain, but it was done. His sire was left a pile of ash on the floor, and Jas left him there with no one the wiser to Jericho's secret.

It's been 8 years since Jas left Louisiana for New York where he entrenched himself in the Night, continuing his profession as a night shift beat-cop and protecting his position as an Autarkis, completely removing himself from the politics of the clans and refusing to take part in the battles between the sects. He recently moved to Baltimore in an attempt to both get away from New York's clans and to see what all the hubub is surrounding the Maryland city. Nowadays, Jasper carries a chip

the size of Pluto on his shoulder and uses it as a shield for his heart even as he continues his work for the Baltimore P.D.

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