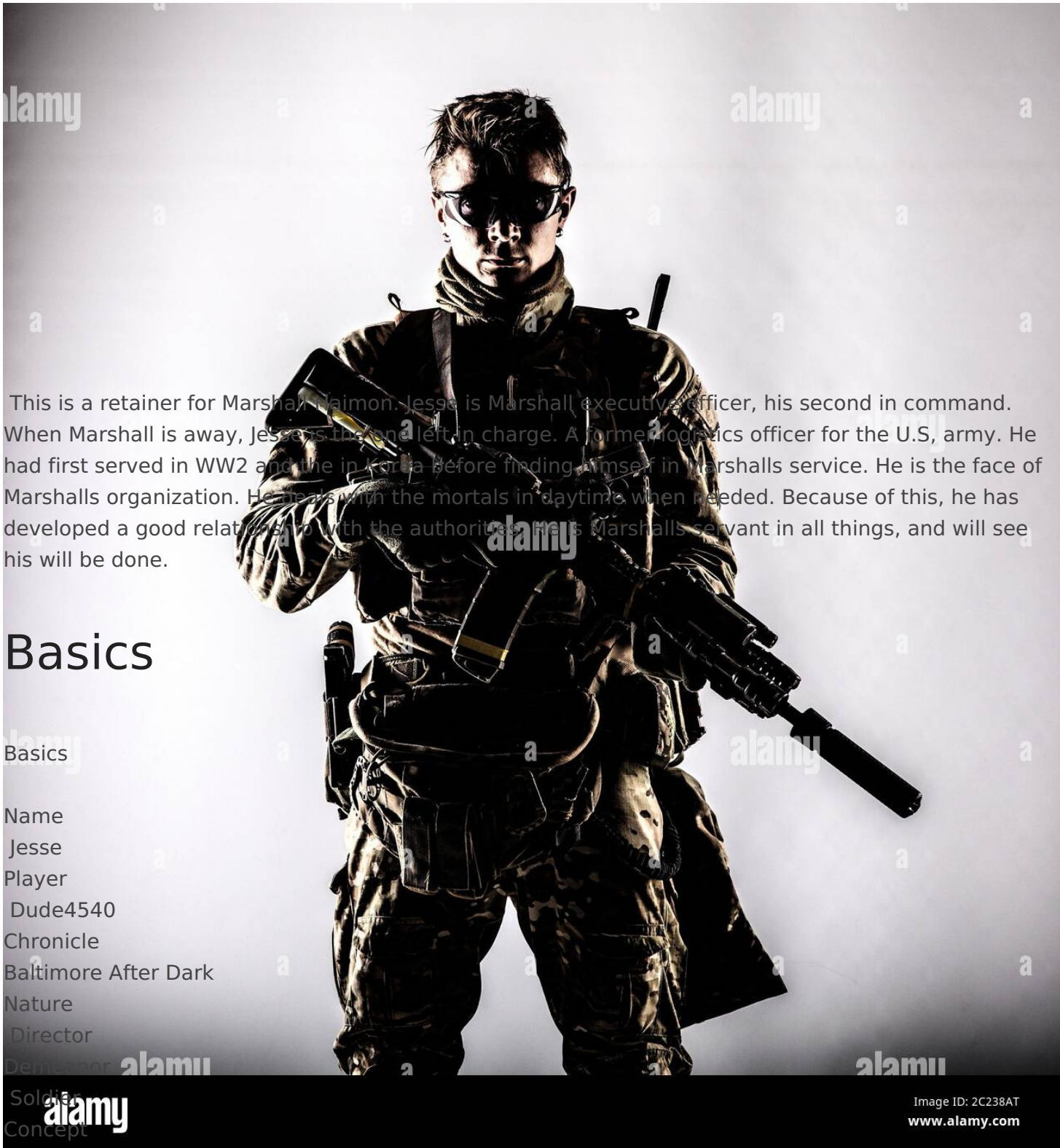


# Jesse Smith

## Overview

Overview



This is a retainer for Marshall Haimon. Jesse is Marshall executive officer, his second in command. When Marshall is away, Jesse is the one left in charge. A former logistics officer for the U.S. army. He had first served in WW2 and then in Korea before finding himself in Marshalls service. He is the face of Marshalls organization. He always win the mortals in daytime when needed. Because of this, he has developed a good relationship with the authorities. He is Marshalls servant in all things, and will see his will be done.

## Basics

### Basics

Name

Jesse

Player

Dude4540

Chronicle

Baltimore After Dark

Nature

Director

Demagogue

Soldier  
Concept

Militia builder

Dormitor

Marshall Haimon

Generation

# Attributes

Attributes

Physical

p

Strength

Specialization

11000

Dexterity

11000

Stamina

11000

Social

s

Charisma

Incitement

11100

Manipulation

11000

Appearance

11000

Mental

t

Perception

Specialization

11000

Intelligence

Subject Authority(Finance)

11111

Wits

11000

# Abilities

Abilities

Talents

p

Alertness

Specialization

00000

Athletics

00000

Awareness

00000

Brawl

00000

Empathy

11100

Expression

00000

Intimidation

00000

Leadership

11100

Streetwise

00000

Subterfuge

00000

00000

Skills

s

Animal Ken  
Specialization  
00000  
Crafts

00000  
Drive

10000  
Etiquette

10000  
Firearms

10000  
Larceny

00000  
Melee

10000  
Performance

11100  
Stealth

00000  
Survival

00000

00000  
Knowledge

t

Academics  
Specialization  
10000  
Computers

11000

Finance

11100

Investigation

00000

Law

11000

Medicine

11100

Occult

10000

Politics

11000

Science

11000

Technology

11000

00000

# Advantages

Advantages

Disciplines

Potence

10000

Celerity

00000

Presence

11100

00000

00000

00000

Backgrounds

Dormitor

10000

Allies

11110

00000

00000

00000

00000

Virtues

Conscience/Conviction

11000

Self-Control/Instinct

11110

Courage

11110

Humanity/Path

1111 11000

Path  
Humanity  
Bearing

Willpower  
11111 10000  
00000 00000  
Blood Pool  
11000 00000  
00000 00000  
Blood/Turn  
1

## Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost  
Natural Leader  
Social  
1  
Enchanting Voice  
Physical  
2

Flaw  
Type

Bonus

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

21 freebies

Spent

21 freebies

Notes

Freebies Merits-3, Abilities(2) 4, knowledges- 14

Derangements

# Expanded Backgrounds

## Expanded Backgrounds

### Allies

Grant Patton, Military Commander Baltimore area, Police Chief, District Attorney, Customs Official

### Contacts

### Fame

### Herd

### Influence

### Mentor

### Resources

### Retainers

### Status

### Other

# Rights & Possessions

## Rights & Possessions

### Gear (Carried)

Combat outfit: Flak Jacket, assault rifle, 2 pistol, knife,

regular outfit: Suit, sunglasses, earpiece, pistol

### Feeding Grounds

### Havens

Equipment (Owned)

Vehicles

Hum vee

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Marhsall Haimon

3

Bound To

Rating

## Description

Description

Age

102

Apparent Age

40

D.O.B.

11-02-1920

R.I.P.

2-26-1960

Hair

Black

Eyes

Brown

Race

White

Nationality

American

Height

6'1"

Build

Muscular

Gender

Male

Face Claim

# History

History

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Revision #4

Created 15 August 2022 01:59:03 by Marshall Haimon(Dude4540)

Updated 15 June 2025 12:05:08 by Marshall Haimon(Dude4540)