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 the in Korea before finding himself in Marshalls service. He is the face of Marshalls organization. He deals with 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
Demeanor
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

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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