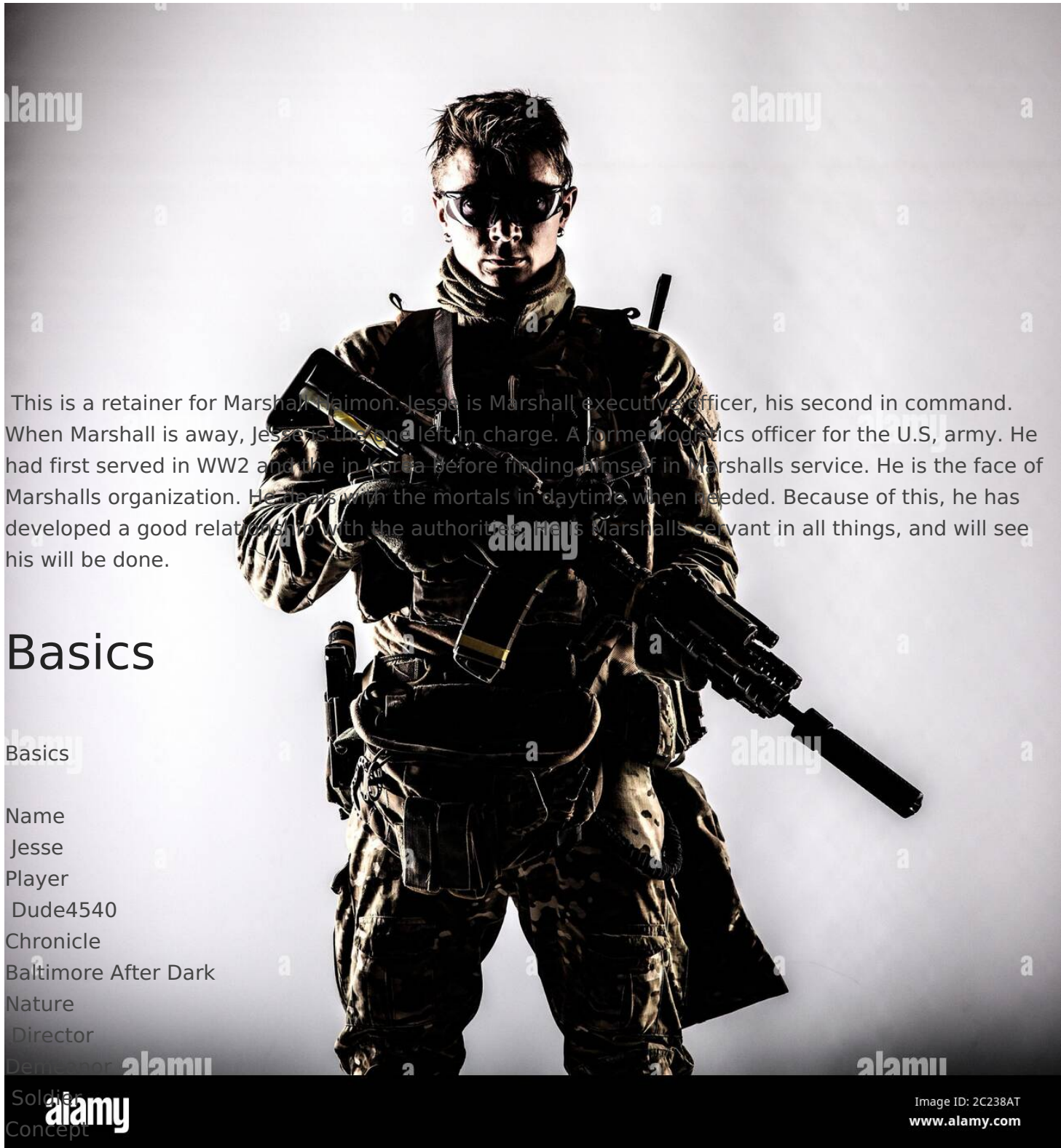


Jesse Smith

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 Marshall's service. He is the face of Marshall's organization. He deals with the mortals in daytime when needed. Because of this, he has developed a good relationship with the authorities. He is Marshall's 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

Image ID: 2C238AT
www.alamy.com

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

Revision #4

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

Updated 19 November 2024 20:59:49 by Marshall Haimon(Dude4540)