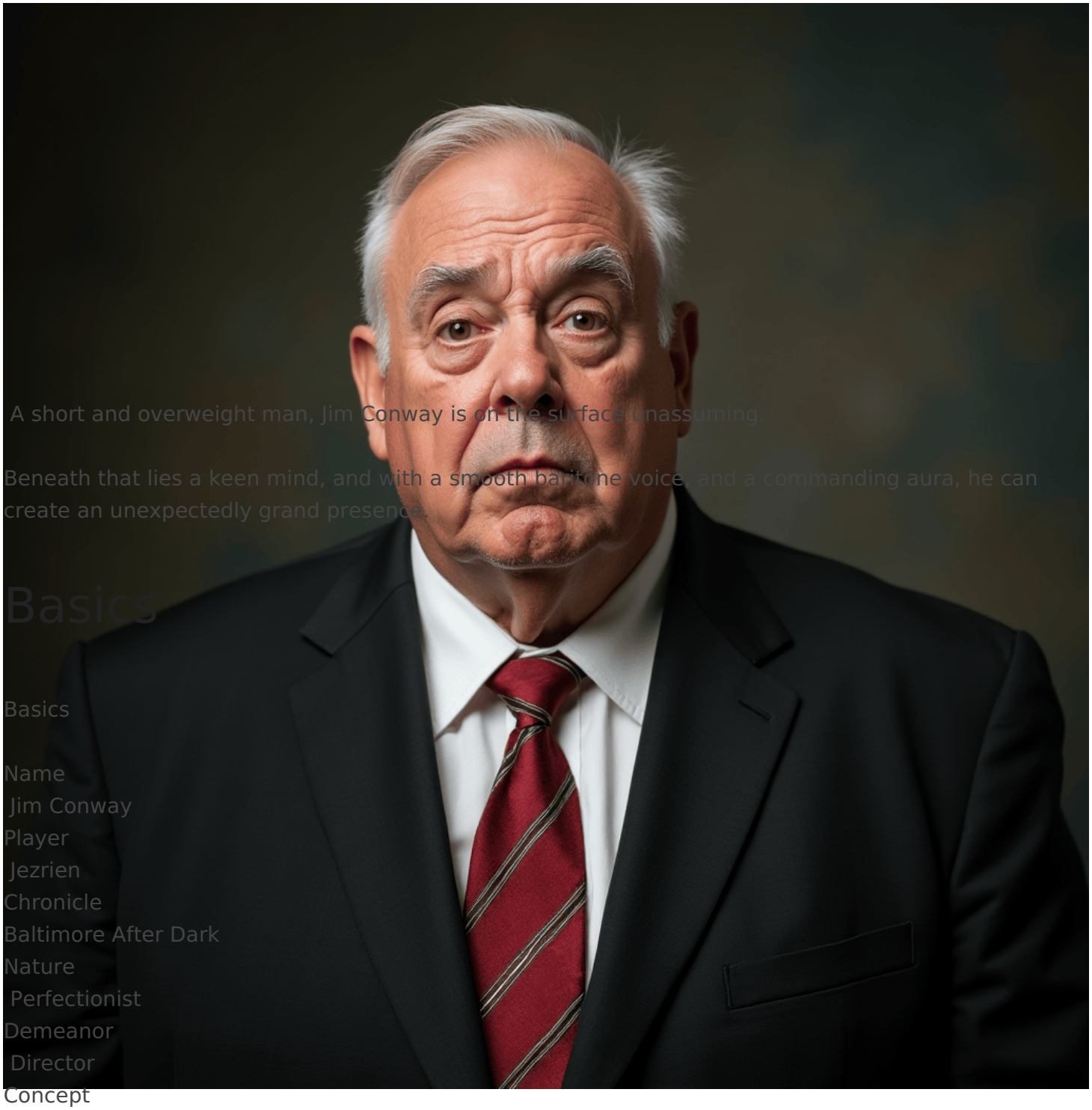
Jim Conway

Overview

Overview



A short and overweight man, Jim Conway is on the surface unassuming.

Beneath that lies a keen mind, and with a smooth baritone voice, and a commanding aura, he can create an unexpectedly grand presence.

Basics

Basics

Name
Jim Conway
Player
Jezrien
Chronicle
Baltimore After Dark
Nature
Perfectionist
Demeanor
Director
Concept
Control Freak Warden
Clan
Dominate Malkavian
Generation
11th
Sire
Prophet of Pittsburgh

Attributes

Attributes

Physical
t
Strength

11000
Dexterity

11000
Stamina

11000
Social
s
Charisma

11100
Manipulation
Persuasive
11110
Appearance

10000
Mental
p
Perception
Insightful
11110
Intelligence
Analytical
11110
Wits
Ambushes
11110

Abilities

Abilities

Talents
p
Alertness

11100
Athletics

00000
Awareness

00000
Brawl

00000
Empathy

11100
Expression

10000
Intimidation

00000
Leadership
Compelling
11110
Streetwise

00000
Subterfuge
Impeccable Lies
11110

00000
Skills
t
Animal Ken

00000
Crafts

00000
Drive

10000
Etiquette

11100
Firearms

10000
Larceny

00000
Melee

00000
Performance

00000
Stealth

00000
Survival

00000

00000
Knowledge
s
Academics

10000
Computers

10000
Finance

11100

Investigation

00000
Law

10000
Medicine

00000
Occult

00000
Politics

11100
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

*Dominate
11100

*Auspex
11000

*Obfuscate
00000

00000

00000

00000
Backgrounds

Generation
11000

Resources
11110

Retainers
10000

Domain
11110

00000

00000
Virtues
Conscience/Conviction

10000
Self-Control/Instinct

11111
Courage

11110

Humanity/Path
11111 10000
Path
Humanity
Bearing

Willpower

11111 11111

00000 00000
Blood Pool
11111 11111
11111 11111
Blood/Turn
12/1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Enchanting Voice
Physical
2
Natural Leader
Social
1

Flaw
Type

Bonus
New Arrival
Social
1
Dark Secret
Social
1
Tic/Twitch
Physical
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
41
Spent
35
Notes
Freebies
Backgrounds - 5
Abilities - 4
Willpower - 6

Experience
Auspex 1 - 10
Auspex 2 - 5
Perception 3 - 8
Perception 4 - 12

Gained:

Creation - 35

10/02/2025 - 3

24/02/2025 - 3

Derangements

Obsessive-Compulsive
Everything of Jim's has it's place. His suit must be neatly pressed, everything in his office and apartment arranged with careful precision - all lined up correctly, at the right angles. Deviation from this can be deeply disturbing for him.

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources
Investments and 'redirected' funds from the MTC
Retainers
Warden of the MTC
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Comb, handkerchief
Feeding Grounds
 The Maryland Metropolitan Transition Center
Havens
Small enclosed apartment within the MTC
Equipment (Owned)
 .22 Revolver
Vehicles
 BMW 3-Series
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
 76
Apparent Age
 Early 60s
D.O.B.
 1949
R.I.P.
 2012
Hair
 Gray/White
Eyes
 Brown
Race
 Caucasian
Nationality
 American
Height
 1.7m
Build
 Overweight
Gender
 Male
Face Claim
 AI

History

History

Jim Conway, on the surface, has always seemed an unassuming man. Beneath the surface, though, resided a keen mind, one most adept at understanding people. Whilst not an inherently charismatic man, Jim learned to capitalize on his understanding, to pull the strings of those around him, to bring everything in line with his vision of how things should be.

But don't be mistaken - Jim didn't like to control people because he enjoyed toying with them. He did it to make sense of the world. He saw an order to the chaos which only needed to be ushered forth. And without that order, without that control, things simply fell apart. Whenever he lied or led astray, it was for that greater good. He believed so, anyway.

This need for control and order extended beyond just people, however. Everything had its place. Jim was smart enough to know he couldn't bring everything to heel, but at least in his private places, on his person, everything was as it should be. And if it wasn't, it was soon corrected.

Perhaps it was his ability, his need, to bring order to the chaos that drew Jim Conway to the prison service. In many ways he reveled in the disorder it provided, if only because that meant he could fix it. He began his career as a low-level administrator, but soon rose through the ranks until he was a warden of his own prison - a position he held capably and faithfully, up until the point where he was almost ready to retire.

It was around this time that his prison received a new batch of inmates. Being who he was, he noted something incredibly odd, different, about one of these men in particular - Hélio Montenegro - but Jim was a rational man, and his thoughts never drew close to ideas of the supernatural. As far as the warden was concerned, Hélio was simply a disturbed man.

This soon changed when Jim was made ghoul to the enigmatic figure known as the Prophet of Pittsburgh. His whole world changed overnight, things he had never considered possible were now unmistakably real.

He was not a ghoul for long. Originally, he suspected, the Prophet had simply used him to release his Childe, Hélio, from incarceration, perhaps with the intention of disposing of Jim once he was done. But something about the warden drew the creature's attention, and Jim Conway was shortly embraced into Clan Malkavian.

What had previously been his guide was now his sovereign. The need for order and control was no longer a background buzzing in his mind, it was an unignorable necessity. Part of Jim embraced this, it in many ways helped him make better sense of the world. And another part hated it - he had always prided himself on rationality, and he knew now he was beyond that. That hate, naturally, was extended to his new Sire.

Hélio, he found, also shared a resentment towards the Prophet, and the two quickly became a close-knit duo. With his new brother by his side, Jim set about coming up with a plan to deal with their Sire

permanently. The two lured the Prophet of Pittsburgh into a trap, and once the creature was immobilized they reached the conclusion of the plan - Hélio diablerizing their Sire.

Now, the brothers make their way to a new city, to build a life for themselves in the strange world they’ve found themselves in.

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