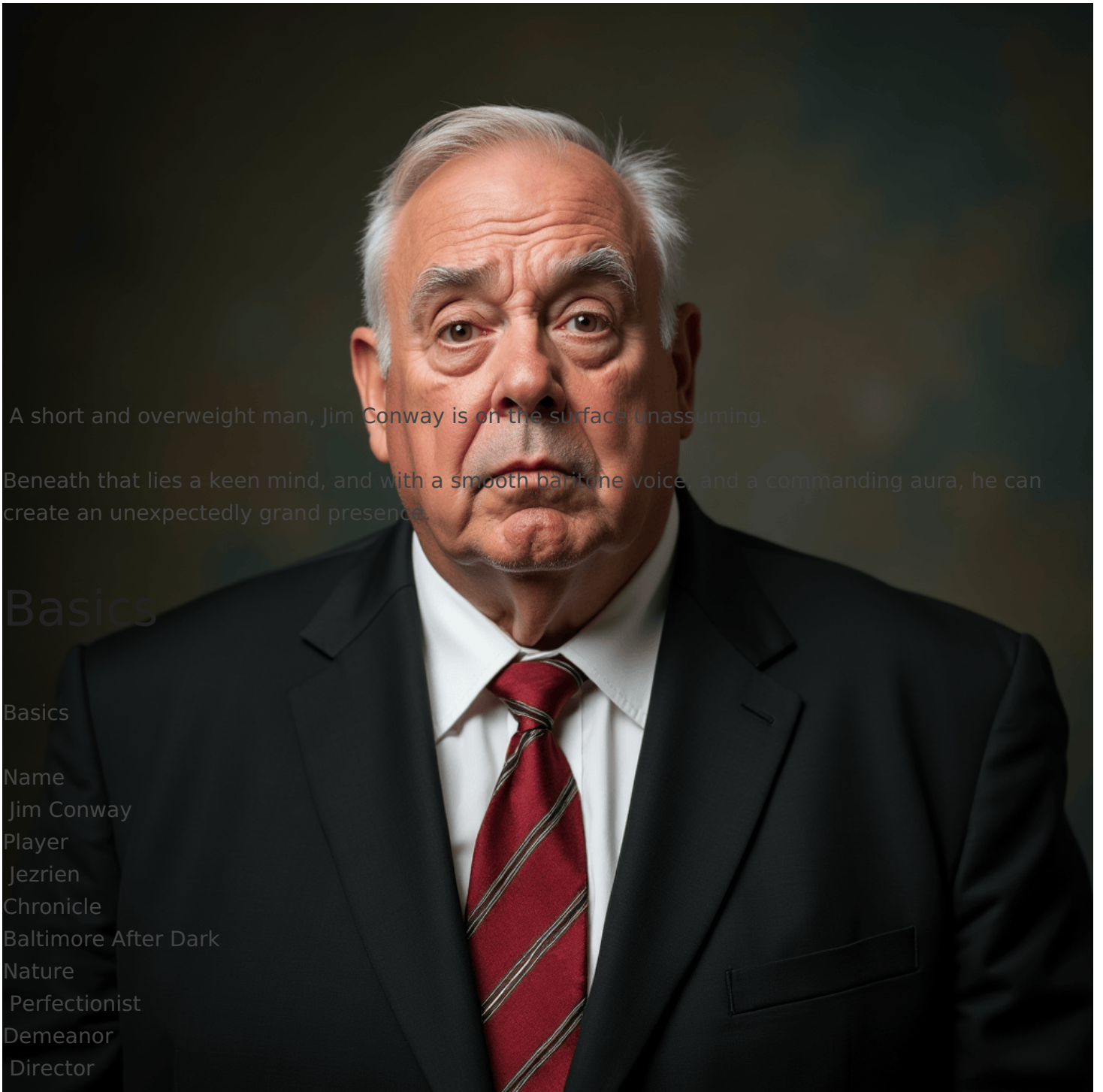


Jim Conway

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 its 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.

Revision #26

Created 28 January 2025 03:02:02 by jezrienv

Updated 20 July 2025 13:11:07 by jezrienv