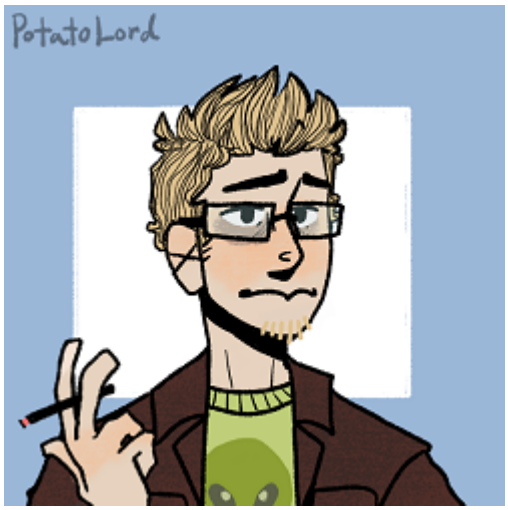
Kevin Belmont

Overview

Overview



Belmont was embraced Brujah in Richmond, VA during the clusterfuck that was 1999. After dropping on and off the radar for years, he's drifted back home to try reassembling himself on familiar ground.

Not public in-character is the fact that he's actually a Sabbat infiltrator sent to scout out the city.

(Apologies for the cartoon art style - I don't have any realistic images or a real-world faceclaim for him yet. Dollmaker source link here for artist credit.)

Basics

Basics

Name
Kevin Belmont
Player

CorellianFlyboy
Chronicle
Baltimore After Dark
Nature
Soldier
Demeanor
Pedagogue
Concept
Sabbat spy who hates his life
Clan
Brujah
Generation
13
Sire
Camarilla member - beyond that, up to staff

Attributes

Attributes

Physical
p
Strength

11100
Dexterity
Precise
11110
Stamina

11100
Social
s
Charisma

11000
Manipulation

11100
Appearance

11000
Mental
t
Perception

11000
Intelligence

11100
Wits

11100

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

11000
Awareness

10000
Brawl

11100
Empathy

11000
Expression

10000
Intimidation

00000
Leadership

00000
Streetwise

11000
Subterfuge

11000

00000
Skills
s
Animal Ken

00000
Crafts

00000
Drive

10000
Etiquette

10000
Firearms

00000
Larceny

11000
Melee
Short Blades
11110
Performance

00000
Stealth

11000

Survival

10000

00000
Knowledge
t
Academics

10000
Computers

10000
Finance

00000
Investigation

11000
Law

00000
Medicine

00000
Occult

10000
Politics

00000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines
Celerity *

11000
Potence *

11000
Presence *

11000

00000

00000

00000
Backgrounds
Alternate Identity

11100
Retainers

10000
Contacts

11000

00000

00000

00000
Virtues
Conscience

11000
Self-Control

11100
Courage

11111

Humanity/Path
11111 00000
Path

Bearing

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

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Daredevil
Physical
3
Open Road
Social
0 (2)

Flaw	Type	Bonus
Addiction (alcohol)	Physical	3
Bad Sight	Physical	1
Nightmares	Mental	1
Unlucky	Supernatural	1

Rituals & Paths

Rituals & Paths

Ritual	Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

20 xp
Spent
14 xp
Notes
Freebie points:
Manipulation 3 - 5pt
Empathy 2 - 2pt
Melee 4 - 2pt
Presence 2 - 7pt
Daredevil merit - 3pt
Open Road merit - 2pt (free)
Bonus points from flaws:
Addiction - 3pt
Bad Sight - 1pt
Nightmares - 1pt
Unlucky - 1pt

Earned XP:
Celerity 2 - 5xp
Potence 2 - 5xp
Stealth 2 - 2xp Streetwise 2 - 2pt

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts
Ruth Martin, college librarian
Adrien Campbell, hospital janitor
Fame

Herd

Influence

Mentor

Resources

Retainers
 Matthew Russell, college friend
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
Folding knife
Battered leather jacket
Cracked cell phone
Feeding Grounds
 the Rack, poaching
Havens
 Matthew's basement room
Equipment (Owned)
Secondhand PS4
Hardware store machete

Vehicles
 1998 Honda Accord (Matthew's backup car)
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating
 TBD - warpack
 default

Bound To
Rating

Description

Description

Age
 47
Apparent Age
 early 20s
D.O.B.
 1977
R.I.P.
 late summer 1999
Hair
 dirty blond
Eyes
 brown

Race
white
Nationality
US American
Height
5 feet 7 inches
Build
average/unremarkable
Gender
cis man
Face Claim
n/a
Wears glasses (extremely nearsighted)

History

History

- Baltimore college student working towards a degree in library sciences during the 1999 Sabbat war; got unlucky and was grabbed as an under-the-table Camarilla group embrace target while visiting relatives in Richmond, Virginia. He was left behind with a handful of other brand new Brujah and Nosferatu childer to slow down the Sabbat while the important Kindred evacuated farther north.
- He held his own well enough that one of the warpacks decided to bring him along, indoctrinating him into their beliefs and eventually granting him Creation Rites. It didn't take him long to realize the mess he was in, but with no real alternative, he accepted and even came to enjoy unlife for a few years.
- Over time, he became disillusioned, but still - he had no real alternative. Turned to substance abuse, primarily alcoholic blood. Began circulating between packs to collect and consolidate spiritual teachings/Noddist texts as a hobby; never accomplished anything groundbreaking, but it kept him entertained.
- Recently voluntold to return to Baltimore as an infiltrator/scout since he was originally a local, and it was that or take a promotion to Pack Priest - a responsibility he did not want.

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