

# Kevin Belmont

## Overview

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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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