Marshall Haimon

Overview

Overview



Former Red army soldier. Former mercenary. Independent. He was brought by a a Brujah mercenary coterie that has since been disbanded. He Seeks to be a leader of a militia. He will bring them into the fold with the promise of making a difference and giving them the means/skills to improve their lives. His humanity has long been gone, following the inner voice. He will at times sell members of the militia to any and all Kindred so that they may become ghouls, as long as they pay. A recent arrival to Baltimore, he tries to avoid getting involved in the sects, he simply wishes to be left alone in his newly settled compound.

Basics

Basics

Name
Marshall Haimon
Player
Dude4540
Chronicle
Baltimore After Dark
Nature
Director
Demeanor
Soldier
Concept
Militia Leader
Clan
Brujah
Generation
13th

Sire
Unknown

Attributes

Attributes

Physical
p
Strength
Specialization
11100
Dexterity
Precise
11110
Stamina

11100
Social
s
Charisma
Oration
11111
Manipulation

10000
Appearance
Unconventional looks
11111
Mental
t
Perception
Specialization
11000
Intelligence
Finance
11110
Wits

11000

Abilities

Abilities

Talents
p
Alertness
Specialization
11000
Athletics

11000
Awareness

00000
Brawl

10000
Empathy

11000
Expression

11100
Intimidation

11100
Leadership

11100
Streetwise

00000
Subterfuge

11100

00000

Skills
s
Animal Ken
Specialization
00000
Crafts

00000
Drive

10000
Etiquette

00000
Firearms

11100
Larceny

00000
Melee

11100
Performance

11100
Stealth

00000
Survival

00000

00000
Knowledge
t
Academics
Specialization
00000
Computers

10000
Finance

10000
Investigation

00000
Law

00000
Medicine

10000
Occult

10000
Politics

10000
Science

00000
Technology

10000

00000

Advantages

Advantages

Disciplines

Potence
10000

Celerity
11000

Presence
11111

00000

00000

00000
Backgrounds

Retainers
11111

Resources
11111

Domain
00000

Allies
00000

Contact
00000

Generation
00000
Virtues
Conviction

11000
Instinct

11110
Courage

11110

Humanity/Path

11111 10000
Path
Power and the Inner Voice
Bearing

Willpower
11111 11100
11111 11100
Blood Pool
11111 00000
11111 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Natural Leader
Social
1
Enchanting Voice
Physical
2

Flaw

Type
Bonus
Hunted
Social
4
Vengeful(Nazis)
Mental
2
Cursed
Supernatural
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
 22 FBP 80 XP
Spent
 22 FBP 69 XP
Notes
 Freebie Total: 22, Merits(2)-3, Background-3, Attributes(2)-10, Virtue-2, Willpower,4 Experience:69, Intimidation(1-3)-6, Expression(1-3)-6, Subterfuge(2-3)-4, presence(1-5)-50, Conviction(1-2)-3

Derangements

 Hates fascists/Nazis(Vengeful)

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources
 A fortune built over his time of service.
Retainers
 4 Ghouls who serve as bodyguards/Support(Rex, Bullseye, Jesse, Washington)
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Combat Armor, Assault Rifle, Pistol, and Machete
Feeding Grounds

Havens
Bethlehem Steel Warehouses

Equipment (Owned)
Lots of rifles, Shotguns, pistols, blades, legally obtained
Vehicles
Humvees, several Humvees
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
103

Apparent Age
Mid-Late thirties
D.O.B.
June 20th 1915
R.I.P.
December
Hair
Black
Eyes
Blue
Race
White
Nationality
Russian
Height
6'2"
Build
Muscular
Gender
Male
Face Claim
Tyson Rios

History

History

Russian born in 1915. He grew in the Russian civil war, becoming a member of the NKVD under Stalin. During Stalin's rule, he participated in his worst deeds, including the Holodomor and the Great purge. He was actively serving on the German border when war broke out. He fought for the entire duration, and the hunt for the SS afterwards. He really hate fascists. When Stalin died in 1952, Marshall left the red army, and was soon embraced afterwards. He was brought before the Brujah council, and brought up. Since then, he has moved from war to war, but he become disillusioned with the sects. It has become the same political games that happened within the USSR. Now, he creates ghouls for whoever needs them, training humans in the wars of war, and selling them to the highest kindred bidder, so that they may become ghouls.

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