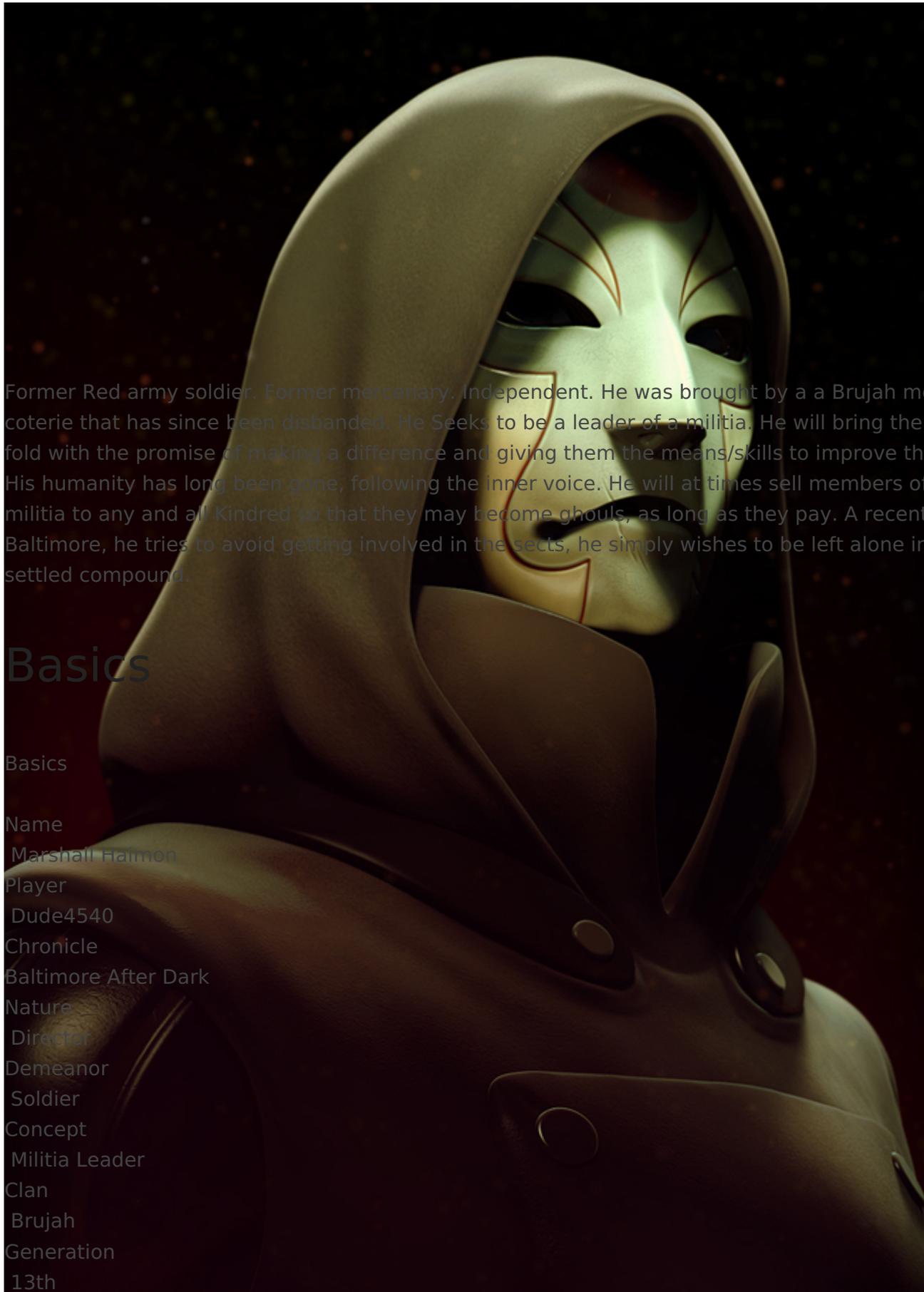


Marshall Haimon

Overview

Overview



Former Red army soldier. Former mercenary. Independent. He was brought by 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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