

Rex

Overview

Overview



Retainer for Marshall Haimon. Rex is his craftsman, his builder, his foreman, and his intimidating thug. He is strong, very strong, and has been since his days in the Army corps of engineers. He served in both Afghanistan and Iraq. He is the man behind Marshall's war machine, making sure ammo is secured, armor is ready, and fortifications are set. He is the one who manages the men and assigns them to their duties when Jesse is not around. He is the master at arms.

Basics

Basics

Name

Rex

Player

Dude4540

Chronicle

Baltimore After Dark

Nature

Bravo

Demeanor

Soldier

Concept

Enforcer

Clan

Brujah

Generation

Dormitor

Marshall Haimon

Attributes

Attributes

Physical

p

Strength

Big arms

11111

Dexterity

11100

Stamina

Tough as nails

11110

Social

s

Charisma

Specialization

11000

Manipulation

11000

Appearance

11000

Mental

t

Perception

Specialization

11100

Intelligence

11100

Wits

10000

Abilities

Abilities

Talents

p

Alertness

Specialization

11000

Athletics

11000

Awareness

11000

Brawl

11000

Empathy

00000

Expression

00000

Intimidation

11000

Leadership

00000

Streetwise

00000

Subterfuge

00000

00000

Skills

s

Animal Ken

Specialization

00000

Crafts

11100

Drive

1100

Etiquette

00000

Firearms

11100

Larceny

00000

Melee

11100

Performance

00000

Stealth

00000

Survival

00000

00000

Knowledge

t

Academics

Specialization

00000

Computers

10000

Finance

00000

Investigation

00000

Law

00000

Medicine

10000

Occult

00000

Politics

00000

Science

10000

Technology

10000

00000

Advantages

Advantages

Disciplines

Potence

11000

Celerity

11000

Presence

00000

00000

00000

00000
Backgrounds

Dormitor
10000

Majordomo
11110

00000

00000

00000

00000
Virtues
Conscience/Conviction

10000
Self-Control/Instinct

11110
Courage

11111

Humanity/Path
11111 00000
Path
Humanity
Bearing

Willpower
11111 00000
00000 00000
Blood Pool
11000 00000
00000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost

Flaw
Type
Bonus

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000
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Experience & Derangements

Experience

Total
21
Spent
21
Notes
3 attribues-15, 3 talents-6

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

30 vessels, Militia members, 15 combat, 5 scouts, 5 chemist/alchemist, 5 logisticians.

Influence

Mentor

Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Shotgun, flak jacket, baseball bat with nails

Feeding Grounds

Havens

Equipment (Owned)

Various crafting tools, ammunition pressers, auto tools, blacksmithing gear.

Vehicles

Humvee
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age

Apparent Age

D.O.B.

R.I.P.

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

History

History

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