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 marshalls 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

00000

00000

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00000

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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