

Stinky Poo-brain man

Overview

Overview



Placeholder for a 2nd character. brain vomiting ideas before i forget. control freak doctor, 7th-9th gen, Lasombra clan, consensualist, in current day works at his own private practice and in research. known to be fairly secretive (and is to all but his assistant, whose existence is kept a secret). rumors of him have made him relatively feared among lower gen vamps giving him the nickname The Plague Doctor, but ultimately he's shrouded in mystery. he has a penchant for interacting with humans and greatly misses his human life, and the potential he had, but leans into his vampiric power as time goes on(i may adjust this). descendant of Montano's bloodline. need to know more about Montano's childe and if any defected to Anarch. some semblance of a backstory. was turned due to a childe of Montano (who was possibly in a blood bond/ went Anarch/ idk) playing into the usual Lasombra type turning those who excel but in a dark and fucked up way. Placeholder had a wide array of skills and advanced well in school early (NEED TO VERIFY TIME PERIOD STANDARDS FOR RESPECTIVE GEN, SUBJECT TO CHANGE), but was always a honest guy who refused to step on others. managed to succeed thru sheer power of will, obsessive studying, and constant self sacrifice, which on top of being born what modern humans would call "gifted", brought him from a fairly hopeless home situation in childhood to the potential of an extremely bright future. very strong observation skills. he may have eventually started catching on that vampires (or at least something freaky along the lines of mind control) may exist, but this prompts the beginning to the end. despite staying quiet about it, some vampire somewhere finds out, leading childe of Montano (possibly blood bound) interacting. want to add more levels of conflict

with him bc theyre meant to be arch rivals, still deciding what and how, but rilly had it out for him for a reason ive yet to construct. terrorized him for weeks, making him extremely paranoid, until finally confronting him. he gets kidnapped, tortured for some period of time, using his wits and what he knows about survival + the human body to survive. this may be some subplot of an Anarch?? group, need to learn more. he would probably be against the church given that his abusive upbringing was heavily influenced by the church, but is Anarch against the church?? need to read up more on this to clarify. he has a secret TM hidden backstory of his adolescence and childhood but I REALLY need to make it time period accurate so no details for now. anyways he supprises Montano childe vamp with his resilience (as growing up poor and almost dying on multiple occasions meant he had always had to get creative with food. street rats, etc., did downright depraved shit to survive like drinking own urine when deprived of water) whom ultimately decides to turn him after having observed him for so long and noting wits, determination, and skills so ruthless he'd harm himself just to survive. childe gets approval for this, probably. which this character is extremely against being turned and hates. ends up seeking revenge on his progenitor, this may include successful diablerie but i need to know more about significance/ impact/ results first. in current day uses his private research lab for genuine human biology research but also on vampires as well whenever the opportunity arises. if another vampire gets on his bad side or fucks around in his territory, they may end up on his operating table. he lives a double life and gets his blood from a steady supply of humans whom are familiar with his faked human identity's work-- they regularly donate large amounts of blood and plasma for his research, (among other bodily donations from hospitals/ patients like organs that wouldn't be suitable for transplants, samples of cancerous tumors, stem cells samples, etc.) & receive something rare healthwise in return. he's known to be a borderline miracle worker among some patients. he takes pittance especially on those who remind him of his best friend during his human life, whom was murdered by Montanos childe during the weeks of terrorization. his goal is to find a way to get his heart permanently beating again without sacrificing his vampiric lifespan and powers, and possibly even maintain or restore his humanity. high humanity score and relates to stories of Montano a lot, but he does have an edge of cruelty, an even higher need for control, and a desire for power that's been developing since he's been turned. he tries to resist these urges and keeps strict documentation, but gets more desperate with his research as his humanity slowly slips and his assistant suffers from a condition ive yet to decide on. more on his assistant and how she factors in later, he's basically a father/ older sibling figure to her, and is very protective. reason for that still in development. she will likely be a vampire as well but mightve been illegally turned by Placeholder in a desperate attempt to keep her "alive" until he finds a way to restore a vampires humanity. this starts out as the biggest motivation for it, but he begins to prioritize himself more as time goes on. random quirk, he's fond of his plague doctor getup from the 16th~17th centuries, and sometimes still wears it, especially if he intends on interacting with/ meeting with/ targeting other vampires in order to help his double life "human" identity remain hidden. he starts out extremely empathetic born of his own struggles and never wanting anyone to suffer like that again, and then gets colder and more limited in who he's empathetic to as centuries pass and his old self begins drifting away, to his dismay. his assistant is always and remains as his highest priority, however. (is this a touchstone? *butterfly meme*). the assistant doesn't really care that she's been turned and secretly prefers it, but understands that Placeholder has an immense amount of guilt over it, especially since he couldn't save his best friends

life while he was bleeding out in the streets.

Basics

Basics

Name

Player

Chronicle

Baltimore After Dark

Nature

Demeanor

Concept

Clan

Generation

Sire

Attributes

Attributes

Physical

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Strength

Specialization

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Dexterity

10000

Stamina

10000

Social

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Charisma

Specialization

10000

Manipulation

10000

Appearance

10000

Mental

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Perception

Specialization

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Intelligence

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Wits

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Abilities

Abilities

Talents

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Alertness

Specialization

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Athletics

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Awareness

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Brawl

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Empathy

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Expression

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Intimidation

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Leadership

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Streetwise

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Subterfuge

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Skills

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Animal Ken

Specialization

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Crafts

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Drive

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Etiquette

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Firearms

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Larceny

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Melee

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Performance

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Stealth

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Survival

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Knowledge

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Academics

Specialization

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Computers

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Finance

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Investigation

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Law

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Medicine

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Occult

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Politics

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Science

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Technology

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Advantages

Advantages

Disciplines

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Backgrounds

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Virtues

Conscience/Conviction

10000

Self-Control/Instinct

10000

Courage

10000

Humanity/Path

00000 00000

Path

Bearing

Willpower

00000 00000

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Blood Pool

00000 00000

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Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost

Flaw
Type
Bonus

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

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Experience & Derangements

Experience

Total

Spent

Notes

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

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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