

William Good

Overview

Overview



William Good is the current Prince of Baltimore.

He never wanted to Prince, if the rumours are true. He was sent to the city as part of an accord to seize control from the Sabbat; the Ventrue were supposed to be in charge once the ash settled, but through serendipity (or opportunity), William was the last vampire standing.

Prior to Baltimore, William was a Justicar operating in and around New York and before that he had been seen in Boston.

Basics

Basics

Name

William Good

Player

Pooka
Chronicle
Baltimore After Dark
Nature
Perfectionist
Demeanor
Judge
Concept
Reluctant Prince
Clan
Tremere
Generation
9th
Sire
Madeline Coventry

Attributes

Attributes

Physical
t
Strength

11000
Dexterity

11100
Stamina

11100
Social
s
Charisma

11100
Manipulation
Persuasive
11110
Appearance

11000
Mental
p
Perception

11110
Intelligence
Problem Solver

11111
Wits
Adaptation

11110

Abilities

Abilities

Talents
s
Alertness

11100
Athletics

00000
Awareness

11000
Brawl

10000
Empathy

11000
Expression

00000
Intimidation

11100

Leadership

Compelling

11110

Streetwise

00000

Subterfuge

11100

00000

Skills

t

Animal Ken

00000

Crafts

10000

Drive

00000

Etiquette

11000

Firearms

11100

Larceny

00000

Melee

10000

Performance

00000

Stealth

00000

Survival

00000

00000

Knowledge

p

Academics

11000

Computers

00000

Finance

11000

Investigation

11100

Law

The Traditions

11110

Medicine

10000

Occult

11100

Politics

11000

Science

11000

Technology

00000

00000

Advantages

Advantages

Disciplines

Auspex*

11100

Dominate*

11100

Thaumaturgy*

11111

Celerity

11000

00000

00000

Backgrounds

Generation

9th

11110

Title

Prince of Baltimore

11111

Domain

Baltimore (+)

11111

Resources

11110

Retainers

11100

Herd

10000

Virtues
Conscience

11100
Self-Control

11110
Courage

11110

Humanity/Path
11111 10000
Path

Bearing

Willpower
11111 11100
11111 11100
Blood Pool
11111 11111
11110 00000
Blood/Turn
2

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Iron Will
Mental
3pts.

Flaw
Type
Bonus
Infertile Vitae
Physical
5pts.

Rituals & Paths

Rituals & Paths

Ritual
Level
Blood Contract

5
Mirror Walk
4
Scry
4
Bone of Lies
4
Pavis of Foul Presence
3
The Bottled Voice
3
Incorporeal Passage
3
Shaft of Belated Quiescence
3
Warding Circle Versus Ghouls
2
Seal Egress
2
Principal Focus Of Vitae Infusion
2
The Jinx
2
Bind The Accusing Tongue
1
Blood Mastery
1
Engaging The Vessel Of Transference
1
Sigil Of Authority
1
Sense The Mystical
1
Defense Of The Sacred Haven
1
Brand
1
Path

Focused Mind
11111
Blood

11100
Movement of the Mind
11110
Mercury
11000
Path of the Levinbolt
11110

00000

00000

00000

Experience & Derangements

Experience

Total
+14
Spent

Notes

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

William feeds off his retainers mostly.

Influence

Mentor

Resources

William has accumulated substantial resources over his three centuries of unlife.

Retainers

Jean-Sébastien Delabois - Driver/messenger

Park Hei - Valet/Personal Secretary

Martha Barclay - Housekeeper

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

SIG Sauer P320 XFive Legion (9mm Firearm), Cellphone, at least 1 vitae infused pebble in his gut

Feeding Grounds

As the current Prince of Baltimore, William has feeding rights throughout the domain.

Havens

William's "outer" sanctuary is a lovely estate home in North Baltimore. Within this home is his "inner" sanctuary, an underground suite of rooms accessible only through specially enchanted mirrors or Path of Mercury (teleportation).

Equipment (Owned)

An elaborated decorated femur (Bone of Lies)

Vehicles

Black Audi RSQ8

Silver Mercedes-Maybach S 580

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
300+
Apparent Age
24
D.O.B.
1680ish

R.I.P.

1704

Hair

Dirty Blonde / Light Brown

Eyes

Grey Blue

Race

Caucasian

Nationality

American

Height

6'3"

Build

Slender/ Thin

Gender

Male

Face Claim

Janis Ancens



History

History

William Good lived in Salem, Massachusetts during the infamous witch trials. If the name the name William Good sounds familiar, that is because it is the name of the husband of one of the young women accused of being a witch. But that is merely a coincidence; William is not that man or so he says. William had studied the law and by all accounts was brilliant. He would have no doubt enjoyed a long a storied career as an attorney if his brilliance had not attracted the attention of Madeline Coventry.

William was embraced by Madeline. He remained with her until she vanished in 1831, assisting her with the founding of the Salem Chantry and subsequent conflicts between Salem and Boston. Following her disappearance and increased raids by the Sabbat, William had no choice but to join with the Boston Chantry.

William continued to advance through the ranks of the Tremere both in terms of status and his prowess with Thaumaturgy. In the 1940s he was named a Justicar by the Inner Council (by no small amount of lobbying by his clan) and was sent to New York City. William made something of a name for himself as a fair, but utterly ruthless Justicar.

When the Camarilla began planning the take-over of Baltimore in the late nineties, a team of experience ancillae and elders was brought together - called the Rook Pact - and among them was William Good. It took 10 years of planning and preparation, and another 12 years before Baltimore could be proclaimed a domain of the Camarilla. And when the dust settled, William Good remained the only member of the Rook pact alive.

William has been Prince of Baltimore for 10 years now. He seems to most kindred in the city to be just, but when punishment is warranted, it is severe.

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