

SAMUEL HAIGHT

Nickname: The Skinner

Breed: Homid

Tribe: Outcast (Skindancer)

Auspice: Theurge

Essence: Dynamic

Tradition: Orphan

Nature: Deviant

Demeanor: Architect

Attributes

Physical

Strength _____ ●●●●●
 Dexterity _____ ●●●●○
 Stamina _____ ●●●●●

Social

Charisma _____ ●●●●●
 Manipulation _____ ●●●●●
 Appearance _____ ●●●●○

Mental

Perception _____ ●●●●○
 Intelligence _____ ●●●●○
 Wits _____ ●●●●○

Abilities

Talents

Alertness _____ ●●●●○
 Athletics _____ ●●●●○
 Brawl _____ ●●●●○
 Dodge _____ ●●●●○
 Empathy _____ ○○○○○
 Expression _____ ○○○○○
 Intimidation _____ ●●●●●
 Primal Urge _____ ●●●●○
 Streetwise _____ ●●●●○
 Subterfuge _____ ●●●●○

Skills

Animal Ken _____ ●●●●○
 Drive _____ ●●●●○
 Etiquette _____ ○○○○○
 Firearms _____ ●●●●●
 Leadership _____ ●●●●●
 Meditation _____ ●●●●○
 Melee _____ ●●●●○
 Performance _____ ○○○○○
 Stealth _____ ●●●●○
 Survival _____ ●●●●○

Knowledge

Computer _____ ●●●●○
 Enigmas _____ ●●●●○
 Investigation _____ ●●●●○
 Law _____ ○○○○○
 Linguistics _____ ●●●●○
 Medicine _____ ○○○○○
 Occult _____ ●●●●○
 Politics _____ ●●●●○
 Rituals _____ ●●●●○
 Science _____ ○○○○○

Spheres

Correspondence _____ ●●●●○
 Entropy _____ ●●●●○
 Forces _____ ●●●●○

Life _____ ●●●●○
 Matter _____ ●●●●○
 Mind _____ ○○○○○

Prime _____ ●●●●○
 Spirit _____ ●●●●○
 Time _____ ○○○○○

Other Traits

Backgrounds

Allies _____ ●●●●○
 Avatar _____ ●●●●○
 Fetish _____ ●●●●○
 Library _____ ●●●●○
 Resources _____ ●●●●○

Gifts

Bane Protector
 Wyrn Hide
 Unseelie Faerie Kin
 Blood Omen
 Heightened Senses

Gifts

Curse of Aeolus
 Visceral Agony
 Razor Claws
 Thieving Talons of the Magpie
 Inspiration

Arete

●●●●●○○○○○

Rage

●●●●●●●●●●

Health

Bruised _____
 Hurt -1 _____
 Injured -1 _____
 Wounded -2 _____
 Mauled -2 _____
 Crippled -5 _____
 Incapacitated _____

Humanity

●●○○○○○○○○

Instincts

●●●●●●●●○○

Virtues

Conscience _____ ○○○○○
 Self-Control _____ ●●●●○
 Courage _____ ●●●●○

Willpower

●●●●●●●●○

Experience

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Homid

No
Change

Difficulty: 6

Alabro

Strength (+2) _____
 Stamina (+2) _____
 Appearance (-1) _____
 Manipulation (-1) _____

Difficulty: 7

Crimoe

Strength (+4) _____
 Dexterity (+1) _____
 Stamina (+3) _____
 Appearance 0
 Manipulation (-3) _____

Difficulty: 6

Hispo

Strength (+3) _____
 Dexterity (+2) _____
 Stamina (+3) _____
 Manipulation (-3) _____

Difficulty: 7

Lupus

Strength (+1) _____
 Dexterity (+2) _____
 Stamina (+2) _____
 Manipulation (-3) _____

Difficulty: 6

Thaumaturgy

Rituals

Name

Level

Ritual of Sacred Rebirth
 Donning the Mask of Shadows
 Puissant Sheild
 Ward Versus Lupines

5
 2
 4
 3

Paths

Movement of the Mind _____ ●●●●●
 Lure of Flames _____ ●●●●●
 Weather Control _____ ●●●●●
 Spirit Thaumaturgy _____ ●○○○○
 _____ ○○○○○
 _____ ○○○○○

Magic

Rotes

Divided Sight
 Ripple Through Space
 Slay Machine
 Erode Matter
 Darksight
 System Havoc
 Elemental Blast

Rotes

Sense Life
 Mold Tree
 Better Body
 Rip the Man Body
 Sense Quintessence
 Channel Quintessence

Talisman

Name: *Staff of the World Tree*
 Arcs: 6 Quintessence: 200
 Notes:

Special Power: Countermagick(dice total:9)
 Adds 4 dice of power to every countermagick roll. If used to defend against more than one attack, quintessence in the staff is converted to paradox.
 Note: In New Orleans by Night the Staff does Str+3 health levels of Agg. Damage and makes him immune to supernatural forms of detection.

Quintessence



Fetish

Name: *Shedding The Spirit Skin Necklace*
 Level: 5 Arcs: 7
 Notes:

This necklace is actually a mummified snake painted with bizarre runes. It allows the wearer to reform in the Umbra as if he were a spirit. The area he reforms in is random, and normally linked to an area under the dominion of the Wyrn.

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip
Shotgun			8	20	1	5+1

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1†
Body Slam	Dex + Brawl	7	Special
Claw	Dex + Brawl	6	Strength + 2†
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength

† These maneuvers do aggravated damage.

Armor: _____

SAMUEL HAIGHT

History

Samuel Haight was Kinfolk of the Garou, but was never satisfied with just being Kinfolk. Haight's father and cousins had known the glory of being Garou, and he resented their existence. From other kinfolk, Sam learned about the other supernatural powers that existed. His fascination with the occult even led him to try learning from the Verbena, but to no avail; in the words of his teacher, his "Avatar would not awaken." Haight continued in his quest, eventually leading him against a vampire he assaulted and managed to kill. Samuel took the vampire's blood when he left. He had learned in his travels that the blood of vampires was healing and life extending. He also took all the books of magic the vampire possessed. Through trial and error, bolstered by rich vitae, he started teaching himself Thaumaturgy. As he traveled the world, learning more of the art of Thaumaturgy, he came across a ritual that changed his life, The Ritual of Sacred Rebirth. With the ritual Haight could become a Garou himself, if he was willing to pay the price. With the Skins of 5 Garou, he could become a werewolf. (This is detailed in the book Valkenburg Foundation.) He slaughtered and skinned the necessary number of Garou and used the ritual. In the process he became a pawn of the Wyrms. Chased by other Garou, he used The Spirit Skin Necklace to escape into the Umbra. Faced with his actions, he went somewhat mad. Using his Fetish, he fled into the deep Umbra and into the lair of Ischen, a demon locked into a section of the umbra ages ago. The creature desired to use Sam's fetish to escape the umbra. The unintentional intervention of several Sabbat vampires foiled the creature's attempts and allowed Haight back into the material world. (This is detailed in ST Handbook to the Sabbat.) Haight, now known as "The Skinner", had worked for Pentex before his "rebirth" and saw no reason not to return to his previous employers. Through Pentex he met Robert Allred who sent him to the Amazon Basin, to gather more pelts for the creation of a new tribe for Pentex called The Skin Dancers. While locked in Ischen's domain, he learned several new tricks. What he didn't learn from the demon, he stole from the Dreamspeaker Oracle El Dorado, using the power of a fetish, Conquistador's Sword. The sword was meant to steal El Dorado's power, but shattered in the attempt, leaving Sam with a rudimentary level of knowledge in several spheres. With the Garou on this trail, he once again escaped by slipping into the umbra when the werewolves saw him apparently torn apart by elements of the Wyld. (see Rage Across the Amazon). Haight next attacks the Crombey Farm Chantry. He meant to barter for the right to learn from the Verbena, but was refused. With the help of a chantry member who betrayed his family, Haight was able to rip the power of the chantry's World Tree away, taking a branch of the tree as a source for the powers containment. He killed Allison Crombey and gained the enmity of the Verbena. (see The Book of Chantires.) A few months later Sam appears in New Orleans, this time coming to the aid of Camarilla, informing the kindred of a vampiric slaving ring and gaining the friendship of several kindred. Several weeks prior to this, he encountered a small Orphan chantry, slaughtering the mages and forcing the power of their Node into his staff. (see New Orleans by Night.) Haight has decided to end his battles. He has discovered lore that will now lead him to what he thinks is an Anteduvian's Haven (the 4th Generation kindred is actually a Methuselah, but Haight doesn't know the difference). With the blood he hopes to obtain, Haight plans to drop from sight and expand his Skin Dancer Tribe. He does not realize that peace is beyond his reach; he has overstepped the laws of gods, man and creation. Now his soul is ravaged by madness, his mind is drifting into Quiet and his power is threatened by Paradox. Haight is running on borrowed time, and his final race fuels Shaitan's awakening. The Chaos and death he causes may very well herald the beginning of Gehenna...

Description

Age: Late 40's
 Hair: Brown
 Eyes: Hazel
 Race:
 Nationality:
 Sex: Male

Samuel Haight is a middle-aged man with hazel eyes and brown slightly graying hair shot through with gray. He is in excellent physical condition, but trembles with exhaustion. His muscles in Crinos and Lupus form ripple beneath a brown coat shot with gray. His face is drawn with physical exhaustion and scars cover his body. To those whom he has battled before, he looks less in control than ever before.

	Height	Weight
Homid	_____	_____
Alabro	_____	_____
Crinos	_____	_____
Hijo	_____	_____
Lupus	_____	_____

Note: Samuel Haight Must Die.

Visuals



SAMUEL HAIGHT

Character Sketch

