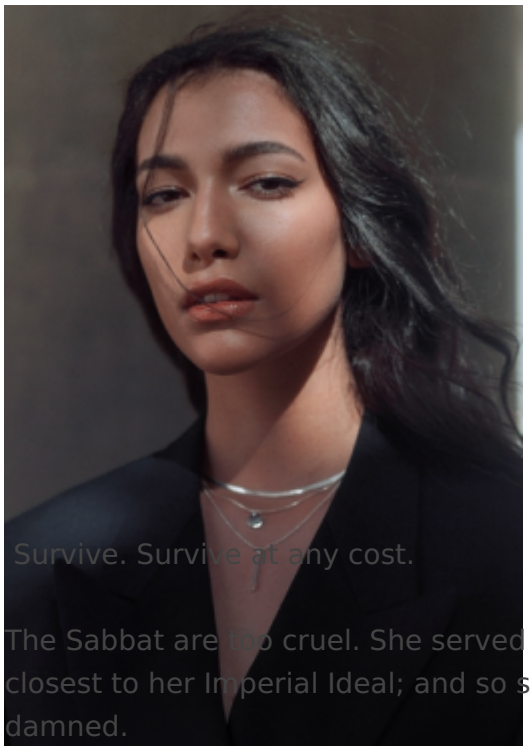
Aygün Kartal

Overview

Overview



The Sabbat are too cruel. She served an *Empire.* She will serve one again, in part. The Camarilla is the closest to her Imperial Ideal; and so she shall serve. The Sabbat be damned. Clan Tzimisce be damned.

Wearing the mask of a Ventrue, she shall soon pull the strings.

Basics

Basics

Name
Aygün Kartal
Player

Lesbingus
Chronicle
Baltimore After Dark
Nature
Architect
Demeanor
Director
Concept
Tzimisce Turncoat
Clan
Tzimisce
Generation
9th
Sire
Didem Karga

Attributes

Attributes

Physical
p
Strength

11000
Dexterity

11100
Stamina

11000
Social
s
Charisma
Eloquent
11110
Manipulation

11100
Appearance

Mesmerizing
11110
Mental
t
Perception

11100
Intelligence
Problem Solver
11111
Wits
Strategy
11110

Abilities

Abilities

Talents
p
Alertness
Fine Details
11110
Athletics

00000
Awareness

00000
Brawl

00000
Empathy

00000
Expression
Conversation
11110
Intimidation

10000
Leadership
Noble
11110
Streetwise

00000
Subterfuge

00000

00000
Skills
s
Animal Ken

00000
Crafts

00000
Drive

11000
Etiquette

11100
Firearms

11100
Larceny

00000
Melee

00000
Performance

00000
Stealth

00000

Survival

10000

00000
Knowledge
t
Academics
Political Science
11000
Computers

11100
Finance
Accounting
11110
Investigation

00000
Law
Camarilla Protocol
11110
Medicine

11100
Occult

00000
Politics
Kindred Society
11110
Science

00000
Technology
Communications
11110

00000

Advantages

Advantages

Disciplines

Auspex
11000

Vicissitude
11100

00000

00000

00000

00000
Backgrounds

Allies
11100

Contacts
11100

Resources
11111

Generation
11110

Domain
11110

Retainers
11100

Virtues
Conscience

11100
Self-Control

11110
Courage

11100

Path
11111 11000
Path
 Path of Honorable Accord
Bearing
 Devotion
Willpower
11111 00000
00000 00000
Blood Pool
11111 11111
11110 00000
Blood/Turn
 2

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Pain Tolerance
 Clan
2
 Coldly Logical
 Mental
1
 Concentration

Mental
1

Flaw
Type
Bonus
Bound
Social
2
Dark Secret
Social
1
Uncommon Vitae Preference
Clan
2
Bad Sight
Physical
1
Rival
Social
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
112

Spent
112
Notes
Freebie Points - 18
Spent on:
4 Points of Generation (-4)
1 Point of Appearance (-5)
2 Points of Willpower (-2)
1 Point of Politics (-2)
1 Point of Finance (-2)
2 Points of Resources (-2)
1 Point of Domain (-1)

XP - 112
Spent on:
1 Point of Law (-6)
3 Points of Computers (-9)
3 Points of Technology (-9)
3 Points of Firearms (-9)
3 Points of Domain (-9)
1 Point of Allies (-4)
1 Point of Contacts (-4)
1 Point of Charisma (-12)
1 Point of Wits (-12)
1 Point of Expression (-6)
1 Point of Leadership (-6)
1 Point of Technology (-6)
1 Point of Alertness (-6)
3 Points of Retainers (-9)
1 Point of Auspex (-5)

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
Aygün can call up several high-ranking members of Baltimore's government, and does so often in order to cover for Camarilla operations within the city.
Contacts
Aygün has fostered many connections within Baltimore's various organizations; from the police to the government to big business, she has pull in places where it is sorely needed.
Fame

Herd

Influence

Mentor

Resources
A multimillionaire by virtue of her business ventures, Aygün primarily operates out of a front company called Kartal Accounting, an accounting and banking firm with contracts across the world with some of the largest banks and richest individuals.
Retainers
Pidge Evans - Aygün's aide-du-camp, her first Ghoul in Baltimore, her confidant and the closest thing she has to a friend.

Gao Hui - Head of Telecommunications at Kartal Accounting. Aygün trusts her implicitly to handle any and all business dealings whilst she is away, in tandem with Pidge and Drahomíra.

Drahomíra Horáček - Head of Security at Kartal Accounting. Drahomíra serves as Aygün's bodyguard whilst she is on business, or at Elysium.
Status

Other
Uncommon Vitae Preference: Aygün can only feed from the wealthy, typically those who make more than 75,000$ a year.

Rights & Possessions

Rights & Possessions

Gear (Carried)

Tisas 1911A1
A handbag with makeup and other essentials
A smartphone
Feeding Grounds
The area in and around Baltimore's business district, where her High Rise is.
Havens
A High Rise in Baltimore; Kartal Accounting Global HQ
Equipment (Owned)
-A High Rise complex in downtown Baltimore, it is her Haven, as well as the headquarters for Kartal Accounting.
-Millions of dollars. An allowance of 30,000$ a month.
Vehicles
A Rezvani Tank X is her main vehicle, but she also owns a suite of less expensive cars.
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
492 (Chronologically) / 157 (Time Experienced)
Apparent Age
Early 30s
D.O.B.
10 / 17 / 1530
R.I.P.
10 / 10 / 1567
Hair
Black
Eyes
Black
Race
Armenian
Nationality
Turkish
Height
6'2"
Build
Lanky and refined; toned and shapely. Nice rack? Thanks, she grew it herself.
Gender
Female
Face Claim
Nour Rizk
Aygün is a tall, bronze-skinned woman of Armenian descent. She has long, dark hair and black, pitiless eyes that seems to bore right through whoever she is talking to. She has an elegantly hooked nose and full lips, high cheekbones and a sharp jaw.

She is quite tall, standing at around 6'2" / 188cm, most of which is leg.

She is very toned and lithe in build, like an Olympic sprinter. There is a subtle, intimidating strength to her disposition that makes her an extremely effective leader.

She almost exclusively wears finely tailored suits, often with some form of body-armor component woven in for added protection.

History

History

Aygün Tarkal was born during the height of the Ottoman Empire (1520 - 1566). Born in the middling years, somewhere around 1530, she was the daughter of a high-ranking adjunct to Suleiman the Magnificent, and enjoyed the luxuries that her blood and status brought her. She was Embraced into Clan Tzimisce at age 37, just after the death of Suleiman. Her Sire was an independent element, and taught her all she knew of their Clan's ways, and purposes in unlife. However, only two decades after her Embrace, Aygün fell into torpor for unknown reasons, and would not revive for nearly 400 years. When she did reawaken, it was on a day of ill-omen. At least for her.

November 1st, 1922. She witnessed, on the day of her reawakening, her beloved Empire... *dissolve.*

Taken with anger at humanity, she soon fell in with the Sabbat out of spite. For 80 years she served them, but her spite wore away quickly, as did her allegiance to the Crusade. It took her many long years to find a way to free herself from the Sabbat, and that came 90 years after her reawakening, in Baltimore. When the Sabbat lost the city, and began to rout, Aygün stayed behind, shifting her organs away, she threw herself from a tower; impaling herself on the rubble below. And when the dust cleared, she stood up, and made deals with her former enemies in the Camarilla; she would be her own creature once again. She would help them. And she would sign whatever infernal contract that trust required.

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