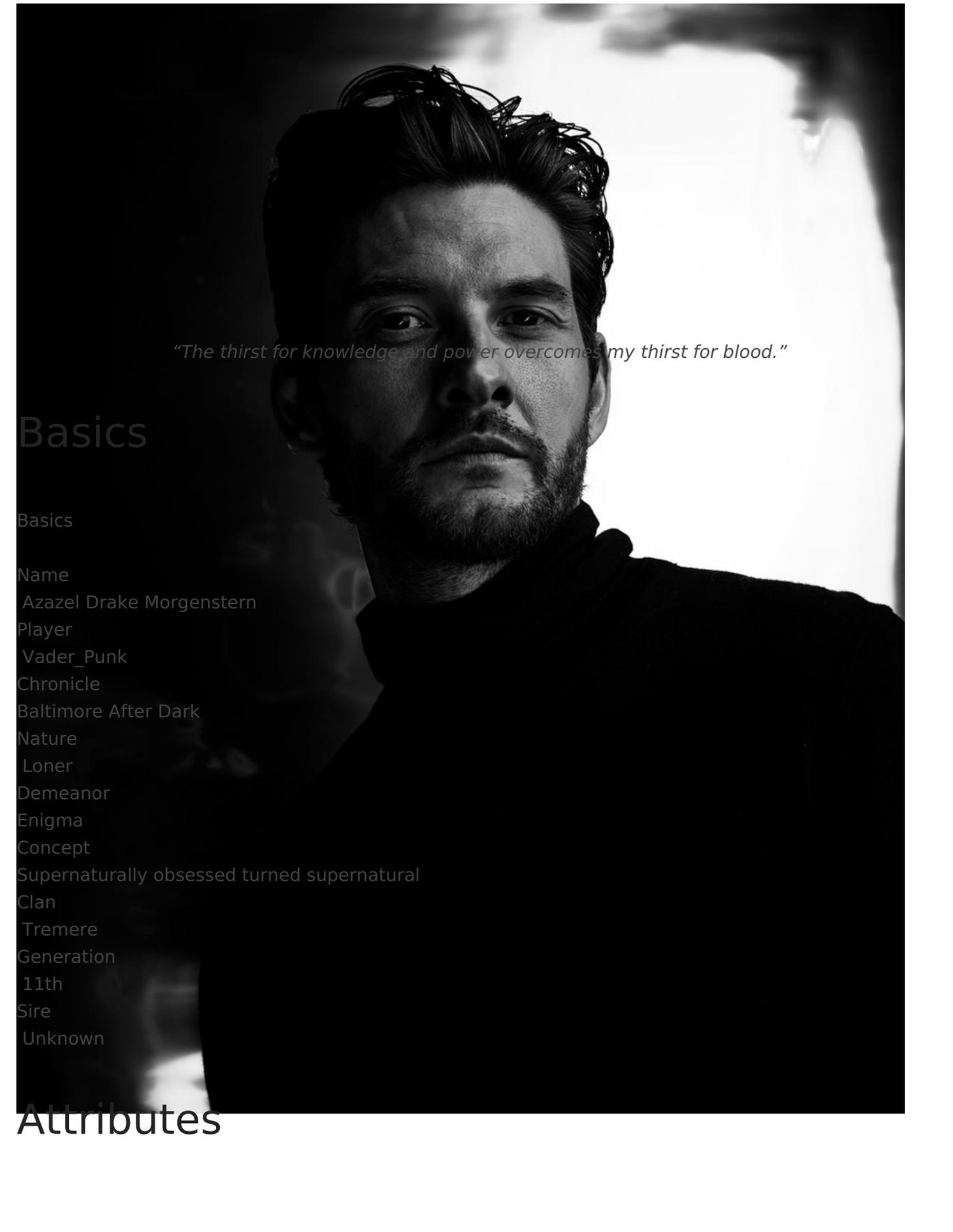


# Azazel Morgenstern

## Overview

Overview



*"The thirst for knowledge and power overcomes my thirst for blood."*

## Basics

### Basics

#### Name

Azazel Drake Morgenstern

#### Player

Vader\_Punk

#### Chronicle

Baltimore After Dark

#### Nature

Loner

#### Demeanor

Enigma

#### Concept

Supernaturally obsessed turned supernatural

#### Clan

Tremere

#### Generation

11th

#### Sire

Unknown

## Attributes

## Attributes

Physical

s

Strength

Specialization

11000

Dexterity

11100

Stamina

11100

Social

T

Charisma

Specialization

11000

Manipulation

10000

Appearance

11100

Mental

p

Perception

Specialization

11100

Intelligence

Book Knowledge

11110

Wits

11100

# Abilities

Abilities

Talents

s

Alertness

11000

Athletics

10000

Awareness

10000

Brawl

11000

Empathy

00000

Expression

00000

Intimidation

11000

Leadership

00000

Streetwise

10000

Subterfuge

00000

00000

Skills

T

Animal Ken

00000

Crafts

00000

Drive

10000

Etiquette

00000

Firearms

11000

Larceny

00000

Melee

10000

Performance

00000

Stealth

11000

Survival

10000

00000

Knowledge

P

Academics

11000

Computers

10000

Finance

00000

Investigation

11100

Law

11000

Medicine

00000

Occult

Witches

11110

Politics

10000

Science

00000

Technology

11000

00000

# Advantages

Advantages

Disciplines

Thaumaturgy

11110

Dominate

10000

00000

00000

00000

00000  
Backgrounds  
Resources

11111  
Generation

11000  
Mentor

10000  
Contacts

11000

00000

00000  
Virtues  
Conscience

11100  
Self-Control

11100  
Courage

11110

Humanity  
11111 10000  
Path

Bearing

Willpower  
11110 00000

00000 00000

Blood Pool

11111 11111

11000 00000

Blood/Turn

1

# Merits & Flaws

## Merits & Flaws

Merit

Type

Cost

Coldly Logical

Mental

1pt

Common Sense

Mental

1pt

Language (Latin)

Mental

1pt

Flaw

Type

Bonus

# Rituals & Paths

Rituals & Paths

Ritual

Level

Wake With Evenings Freshness

1

Path

Movement of The Mind

11110

Lure of Flames

10000

00000

00000

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00000

00000

00000

## Experience & Derangements

Experience

Total

48

Spent

32

Notes

15 Freebie points: - 3 Merits, -2 point in survival, -2 point in stealth, -2 point in investigation, -2 point in occult, -3 points in resources BG, -1 in contacts BG,

Derangements

## Expanded Backgrounds

## Expanded Backgrounds

### Allies

### Contacts

Sienna Roschell: CIA intelligence operative that Azazel keeps in his contact at all times to use when he requires information, he otherwise cannot obtain himself.

Alexio Rikarskov: A captain in the Bratva and underworld information broker that gives information on the going one of the criminal underworlds in whatever city Az finds himself in. For a nice few of course.

### Fame

### Herd

### Influence

### Mentor

Angelique Cloutier: <https://redhandchronicles.com/books/characters-bad/page/angelique-cloutier>

### Resources

Azazel is the sole heir and beneficiary of Silas Morgenstern who is the owner of one of the richest oil companies in the world. This allows him to live as he wishes and never need for anything when it comes to money.

### Retainers

### Status

### Other

# Rights & Possessions

## Rights & Possessions

### Gear (Carried)

Glock 19 (handgun), tactical knife, cellphone, badge and ID, a black onyx ring

### Feeding Grounds

### Havens

### Equipment (Owned)

CIA certified laptop, he owns many journals, a private phone to contact intelligence operatives.

Vehicles

Black 2020 Shelby Super Snake

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

## Description

Description

Age

26(2 years turned)

Apparent Age

Mid 20's

D.O.B.

December 21, 1997

R.I.P.

December 20, 2022

Hair

Black

Eyes

Hazel

Race

White

Nationality

English, (United States Citizenship)

Height

6ft 5in

Build

Tall and well-muscled, he's lean but compact.

Gender

Male

Face Claim

Ben Barnes



# History

History

- Early Life

Born and raised in London, England. Azazel was the curious and adventurous son of an oil tycoon. From a young age he was always a very curious and inquisitive child with a thirst for knowledge and a craving for understanding how the world works. A fan of fantasy and literature, his mind was cultivated from a young age to question what everyone thinks is the norm and wonder if there was more to the world. This led him to have a fascination in magic and the occult. With his father's wealth and all of the assets available to him, Azazel bought every book he could find on magic in the real world and gained passion for absorbing all types of literature on the occult.

- College Life and C.I.A. Academy

This passion would turn nearly possessive throughout his younger years and well into his teenage years. It was due to this obsession that Azazel would decide to travel to America after graduating from Oxford University. There he signed up for the CIA training program and graduated top of his class. He would climb the ranks and become more obsessed with the occult. Taking on cases that would possibly lead him to the thing that he wanted the most. Real magic. Proof of the supernatural was all around them. But Azazel wanted and craved for the knowledge that was thought fantasy.

- Later Years

After many years of searching to no avail, Azazel lost the hope that he would ever uncover the supernatural and occult. So many fake "mages" and "witches" in the world crushed every ounce of passion that he had. He would spend his years as an agent using his intellect and investigative skills solving crimes that others were unable to and taking down members of the criminal underworld. That was until the day he tried to bring in the wrong man. One afternoon he received a file on his desk with a case that would have excited him back when he had first started in the Agency. A ritualistic serial killer was on the loose in the southern Philadelphia area. This would be the last case he took before his final breath was taken.

After weeks of many sleepless nights and constant back and forth with different information brokers and long hours of investigation, Azazel finally found a lead. There was said to be an Agent Cross that was a specialist in the occult and would be able to help him figure out what type of blood rituals the psychopath was doing and possibly how to track him down. But it would turn out that he wasn't the one hunting, but rather the one being hunted. So, when he finally lay his head down to sleep, it proved to be the last time he would ever sleep at night.

- Current Day

All that happened two years ago. It had been two years since Azazel went through the Embrace and was turned into a monster of the night. His lifelong ambition and dream had become true in the darkest of ways. His family hadn't seen him in years. His father had passed and left his brother in charge of the company even though he wanted Az to be the one to take over. The first few months had been the worst. Especially when having woken up dumped in the middle of Baltimore with nothing but a note stating for him to find his kindred. He eventually did, and for two years he's kept his head down and followed the rules that were set upon him. But maybe now it was time to embrace who and what he truly was. Maybe now he would seek to find the power he had craved before. After all, magic was real, vampires were real. Who was to say there weren't more supernatural and other worldly things out there? It was time to get back out there and find the things he craved for more than blood. Knowledge and power.

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