Emyr Mattick

Overview

Overview

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A Gangrel embraced for his bravery in his youth, he hunted his sire for almost a month, whom his village thought to be a ravenous wolf. Emyr was the village's finest hunter and spent weeks tracking her what he didn't realize is that while he was hunting her she was watching him curious at his talents and tenacity and finally, after a long pursuit ending on a hill one moonlit night she took Emyr as her child.

In the modern nights, Emyr has awakened to a strange new world in a foreign land he's lost, he's confused, and he's vulnerable but he can't let any know that lest he make an easy target

Basics

Basics

Name
Emyr Mattick
Player
Priest
Chronicle
Baltimore After Dark
Nature
Cavalier
Demeanor
Survivor
Concept
Soldier past his time
Clan
Gangrel

Generation
8th

Sire
Morgann the Wolf

Attributes

Attributes

Physical
p
Strength
Strong Grip
11110
Dexterity
Flexible
11110
Stamina
Tireless
11110
Social
s
Charisma
Charming
11100
Manipulation

11000
Appearance
Angelic Physique
11111
Mental
t
Perception

11000
Intelligence
Creative
11110

Wits
Ambushes
11100

Abilities

Abilities

Talents
p
Alertness

11100
Athletics
Parkour
11100
Awareness

11100
Brawl

11100
Empathy

00000
Expression

11000
Intimidation

11000
Leadership

00000
Streetwise

00000
Subterfuge

11000

00000
Skills
s
Animal Ken

11000
Crafts
Bladesmithing
11110
Drive

00000
Etiquette

00000
Firearms

00000
Larceny

00000
Melee
Swords
11110
Performance

00000
Stealth

11000
Survival
Tracking
11100

00000
Knowledge
t
Academics

00000
Computers

00000
Finance

00000
Investigation

11000
Law

00000
Medicine

11000
Occult
Kindred Lore
11100
Politics

00000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

Animalism
00000

Fortitude
11110

Protean
11100

Potence
11000

00000

00000
Backgrounds

Generation
11111

00000

00000

00000

00000

00000
Virtues
Conscience/Conviction

11100
Self-Control/Instinct

11110
Courage

11100

Humanity/Path
11111 11000
Path

Bearing

Willpower
11111 11000
00000 00000
Blood Pool
11111 11111
00000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Additional Discipline: Potence
 Supernatural
5

Flaw
Type
Bonus
 New Arrival
 Social
 1
 Impatient
 Mental
1
 Tic/Twitch
 Physical
1
 Rat in a cage
 Clan
2
 Beacon of the Unholy
 Supernatural
 2

Rituals & Paths

Rituals & Paths

Ritual
Level
 Wetting Steel
 3rd

Path

00000

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Experience & Derangements

Experience

Total
95
Spent
90
Notes
1 Freebies
1 Experience
22 freebies: 5 spent on merits, 7 spent on disciplines, 4 on willpower, 6 on abilities

30 xp on fort 1, 2, 3
21 xp on shatterproof combo discipline
10 xp on wetting steel ritual
12 xp on intelligence 4

5 xp on potence 1
4 xp on Alertness 3
4 xp on Awareness 3
4 xp on Brawl 3

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
none
Contacts
none
Fame
none
Herd
none
Influence
none
Mentor
none
Resources
none
Retainers
none
Status
none
Other
none

Rights & Possessions

Rights & Possessions

Gear (Carried)
 none
Feeding Grounds
 anywhere he can get
Havens
 none
Equipment (Owned)
 A sword from his time in the black cross
Vehicles
doesn't know how to drive
Other
 none

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
 904
Apparent Age
 Late 20s
D.O.B.
 6/5/1093
R.I.P.
 4/17/1120
Hair
 Brown
Eyes
 Greed
Race
White
Nationality
 Welsh
Height
 6'1
Build
 Muscled but slim
Gender
 Male
Face Claim
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History

History

Emyr was born in Wales to a hunter and his wife from a young age Emyr would join his father to hunt food for their village his keen eyes and ears made finding prey a simple task and Emyr was a skillful hunter by the age of only 12 a fortune since his father soon passed away from a mysterious illness

When Emyr was 27 his village began being plagued by wolf attacks at first it was only livestock turning up dead. Then one evening one of the farmers turned up dead, so Emyr took his bow and went out to hunt the she-wolf that plagued his village.
For days and weeks, Emyr tracked her and noted the beast was oddly cunning even for a wolf his travels took him miles from his home but he knew he couldn't give up as the wolf had been chased off in the past only to return for more bloodshed. Despite the wolf's best efforts to evade him and even a few encounters where she attempted to drive him off he finally cornered her

Emyr stood poised blade at the ready to slay the wolf only to nearly fall back in fear as this wolf became a beautiful woman who stood before him naked in the moonlight and, thinking her to be some demon, he charged to strike her down only for his blade to shatter like glass against her skin in moments the fight was over and she had not even raised a hand

Finally, the woman revealed her name "Morgann" Her beauty made Emyrs arms heavy he could not think to resist as she put her arms around him and told how she admired him for a mortal he was strong, cunning, and a masterful hunter to have pursued her for so long so she made him an offer: embrace her, and she would make him a strong and mighty hunter forever.

Emyrs response was only an attempt to stick his dagger into Morganns heart which only excited the vampire more and she took that as the final confirmation she needed and embraced Emyr to become a vampire

Emyr returned to his village "triumphant" with a slain wolf in tow his sire had left him to learn for himself and to watch from a distance. His neighbors never questioned Emyrs absence during the day as he began to only hunt at night and knew better than to slay his quarry he would spend the next decade as his village's nightly guardian until whispers of his youthful appearance despite him being 37 and as these rumors surfaced he decided it was time to move on

Emyr traveled south across the sea into Bohemia where more kindred found him he never saw his sire again but part of him suspected she continued watching him for a few years longer before moving on
Emyr would eventually all in with the knights of the black cross here his skills at tracking came into great use and met a nosferatu who claimed to have been a master blacksmith as the old rat put it his sire forged weapons for the antediluvians themselves but most wrote this off as boasting
It was eventually through this Nosferatu Emyr learned the secrets of blacksmithing blades meant for kindred use under the promise he'd never share these techniques with any other vampire
When the black cross failed in its crusade against the tzimisce and eventually disbanded, Emyr resumed traveling again, heading south where he found himself in Paris where he spent the next few centuries reflecting on his unlife and perfecting his craft as a smith.
Eventually, his blade and looks garnered him the favor of a toreador who became his patron for a time he would craft beautiful blades and armor for the man and receive shelter and money (among other

things) for a time but these things eventually began to bore Emyr and it was sometime in the 1700s when he slipped into torpor
He slept longer than intended, and it wasn't until the modern nights when he woke up in a stupor not realizing archaeologists had brought him to America he fled the museum where he was displayed and disappeared into the night not knowing what the future held for him now

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Revision #11
Created 4 May 2024 00:04:05 by priest6200
Updated 19 May 2025 21:43:58 by QuinnTalon