

# 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

00000

00000

00000

00000

00000

00000

00000

## 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

Green

Race

White

Nationality

Welsh

Height

6'1

Build

Muscled but slim

Gender

Male

Face Claim

Could not find the artist



# 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 Emyr's 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.

Emyr's response was only an attempt to stick his dagger into Morgann's 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 Emyr's 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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