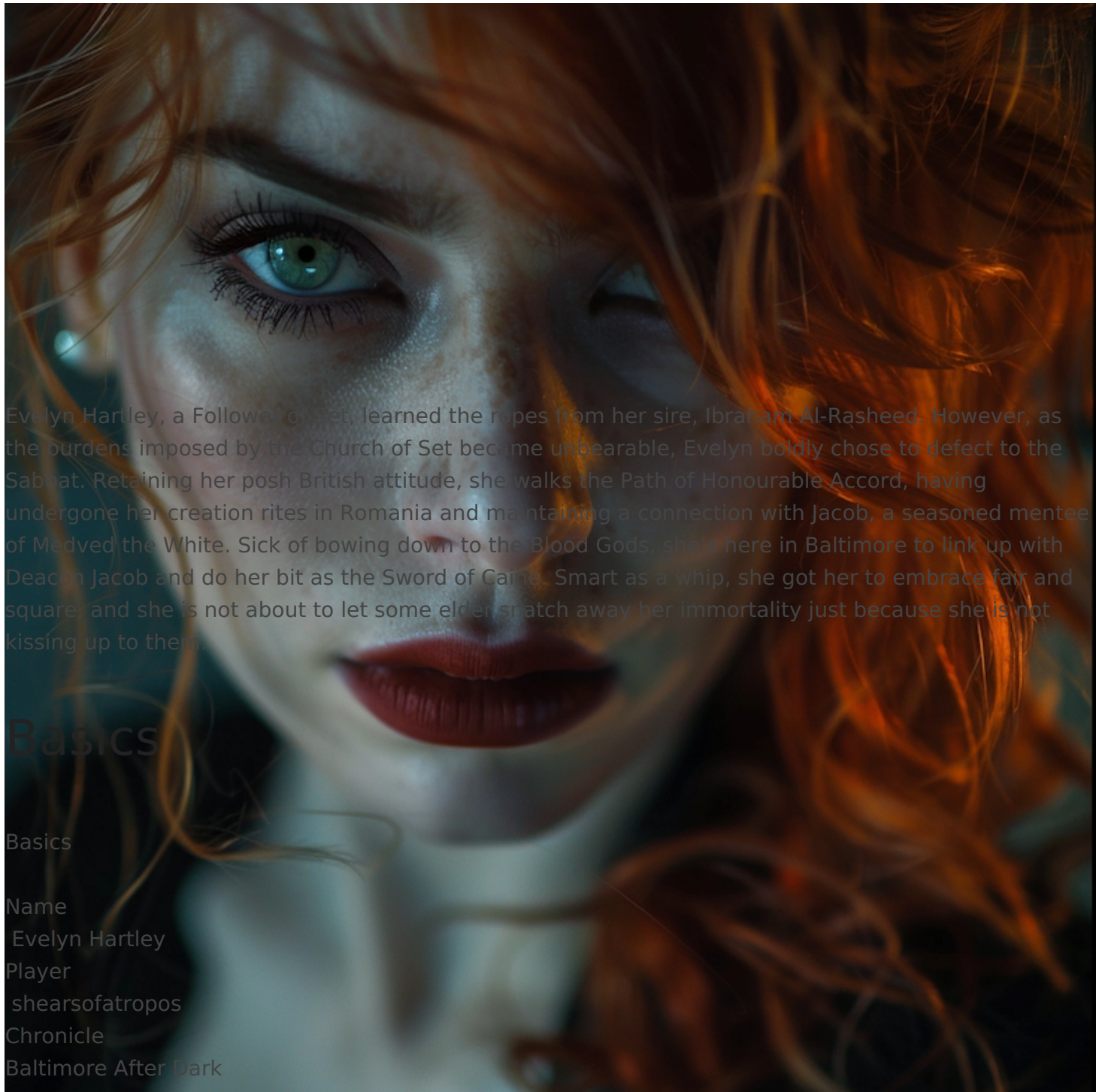


Evelyn Hartley [DEAD]

Overview

Overview



Evelyn Hartley, a Follower of Set, learned the ropes from her sire, Ibrahim Al-Rasheed. However, as the burdens imposed by the Church of Set became unbearable, Evelyn boldly chose to defect to the Sabbat. Retaining her posh British attitude, she walks the Path of Honourable Accord, having undergone her creation rites in Romania and maintaining a connection with Jacob, a seasoned mentee of Medved the White. Sick of bowing down to the Blood Gods, she's here in Baltimore to link up with Deacon Jacob and do her bit as the Sword of Camel. Smart as a whip, she got her to embrace fair and square, and she is not about to let some elder snatch away her immortality just because she is not kissing up to them.

Basics

Basics

Name

Evelyn Hartley

Player

shearsofatropos

Chronicle

Baltimore After Dark

Nature

Competitor

Demeanor

Scientist

Concept

Setite Priestess Turned Sabbat Knight

Clan

Followers of Set

Generation

8th
Sire
Ibraham Al-Rasheed

Attributes

Attributes

Physical

p
Strength

11000
Dexterity
Swift

11110
Stamina

11000
Social
s
Charisma
Sudden Exits
11111
Manipulation

11000
Appearance

11100
Mental
t
Perception

11100
Intelligence

11100
Wits
Changes in Strategy

11110

Abilities

Abilities

Talents

p
Alertness

10000
Athletics

10000
Awareness

10000
Brawl

11100
Empathy

10000
Expression

11100
Intimidation

00000
Leadership

10000
Streetwise

00000
Subterfuge

11100

00000

Skills

s

Animal Ken

10000

Crafts

00000

Drive

10000

Etiquette

10000

Firearms

00000

Larceny

10000

Melee

10000

Performance

00000

Stealth

Silent Movements

11110

Survival

10000

00000

Knowledge

t

Academics

11100

Computers

00000
Finance

10000
Investigation

10000
Law

10000
Medicine

00000
Occult

11100
Politics

10000
Science

10000
Technology

00000

00000

Advantages

Advantages

Disciplines

Obfuscate
11110

Serpentis
11000

Thaumaturgy
11110

00000

00000

00000
Backgrounds

Generation
11111

Ritae
11000

Resources
11000

Allies
11000

Retainer
10000

00000
Virtues
Conviction

11000
Self-Control

11100
Courage

11110

Path
11111 11100
Path
Honourable Accord
Bearing
Devotion
Willpower
11111 11000
00000 00000
Blood Pool
11111 11111
11111 00000
Blood/Turn
15 max, 3 pr. turn.

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Additional Discipline (Thaumaturgy)
Supernatural
5
Grand Library Occult, Academics and Investigation [Archeology Background]
Mental
2

Flaw
Type
Bonus
Recruitment Target
Social
1
Forked Tongue
Clan Specific
2

Rituals & Paths

Rituals & Paths

Ritual
Level
Defense of the Sacred Haven
1

Path

Movement of the Mind

11110

Path of Conjuring

11000

Lure of Flames

10000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

88

Spent

84

Notes

Freebie Points

3 dots to increase wp from 4 to 7.

6 dots to increase path to 8

7 dots of merits

2 dots ability increase: stealth 3 -> 4

3 dots of flaw

15 dots natural

XP Points (85)

- Resources 2 (5xp)
- Retainer 1 (3xp)
- Allies 2 Medical Examiner (Medical Anthropologist) (5xp)
- Serpentis 1 (10 xp), Serpentis 2 (5 xp)
- Thaumaturgy 1 (10 xp), Thaumaturgy 2 (5 xp), thaum 3 (10 xp), thaum 4 (15 xp)
- Another path (7 xp), raised to level 2 (3 xp)
- Another path (7 xp)

XP Add

12 May 2024 - 3XP

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Medical Examiner; Medical Anthropologist

Contacts

Fame

Herd

Influence

Mentor

Resources

Investments; Savings

Retainers

Professor Emeritus of Anthropology

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Grand Library

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Description

Description

Age

123

Apparent Age

21

D.O.B.

March 17th, 1880

R.I.P.

April 5th, 1901

Hair

Red

Eyes

Blue

Race

White

Nationality

British

Height

5'8"

Build

Slender

Gender

Cis-Woman

Face Claim

AI

A redhead with green eyes and a flickering tongue, Evelyn dresses in tasteful, vintage blacks. Her hair looks like it's been meticulously pin-curled. She has a flickering, serpentine tongue that oscillates

between alluring and appalling.

History

History

Evelyn Hartley was born in 1880 in the United Kingdom to Clara and Geoffrey Hartley, a couple of modest means who nonetheless fostered her love for learning. Her uncle, Charles Hartley, was a British ambassador to the Ottoman Empire, known for his diplomatic savvy.

Evelyn's knack for detailed note-taking and beautiful handwriting caught her uncle's eye, and he offered her a position to assist him. Eager for the chance to escape her family's financial struggles, Evelyn jumped at the opportunity.

While working with her uncle, Evelyn gained access to a trove of diplomatic documents and ancient texts, sparking her interest in Egypt's deep historical roots. She was especially fascinated by Hypatia, the renowned philosopher of Alexandria, whose intellect and tragic story captivated her. This led Evelyn to explore the remnants of the Library of Alexandria, seeking echoes of Hypatia's world in the ancient texts.

It was here, amid her search for a mysterious tome rumored to contain arcane knowledge, that Evelyn's life took a dramatic turn. Her dedication to uncovering ancient secrets attracted the attention of an ancient Setite vampire, who had been secretly guarding the tome. Impressed by her potential, the vampire chose her as his childe, thrusting her into a new existence.

Her sire, Ibrahim Al-Rasheed, raised her in the ways of the Clan and its Church, until she was eventually ordained as a Setite Priestess. So passed a good few decades, until, the demands of the Church of Set grew too heavy, and Evelyn defected to the Sabbat. She still keeps her posh British outlook, following the Path of Honourable Accord (she received her creation rites in Romania, and has a tie with Jacob, the older mentee of Medved the White) but she is sick and tired of the oppression of the Blood Gods. Evelyn earned her embrace, by being smart. She will not have immortality taken away, just because she is not properly sucking up to an Elder that hasn't earned her loyalty.

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