

Kestrel Simmons

Overview



Kestrel is used to being an outcast. She takes life into her own hands and makes it better. She didn't plan on being a vampire, but she can't change it now. The only way to move past this is to make it better. Learning the rules and moving forward is definitely better than the alternative.

Basics

Basics

Name

Kestrel Simmons

Player

Evelyn Barkulis

Chronicle

Baltimore After Dark

Nature

Celebrant

Demeanor
Conformist
Concept
Treasure Hunter
Clan
Gangrel
Generation
10th
Sire
NPC

Attributes

Attributes

Physical
p
Strength
Specialization
11000
Dexterity

11000
Stamina

11000

Social
s

Charisma
Specialization
11100
Manipulation

11110
Appearance

11100
Mental
t
Perception

Specialization

11100

Intelligence

11100

Wits

11100

Abilities

Abilities

Talents

p

Alertness

Specialization

11000

Athletics

00000

Awareness

11000

Brawl

00000

Empathy

11100

Expression

00000

Intimidation

00000

Leadership

00000

Streetwise

00000
Subterfuge

00000

00000
Skills
s
Animal Ken
Specialization

11100
Crafts

11000
Drive

00000
Etiquette

11000
Firearms

00000
Larceny

00000
Melee

11000
Performance

11000
Stealth

00000
Survival

11100

00000

Knowledge

t

Academics

Artifacts

11100

Computers

11000

Finance

10000

Investigation

11100

Law

00000

Medicine

00000

Occult

11000

Politics

00000

Science

00000

Technology

00000

00000

Advantages

Advantages

Disciplines

Animalism

10000

Fortitude

11000

Protean

11000

00000

00000

00000

Backgrounds

Generation

11100

Resources

11100

Domain

10000

Retainer

10000

Haven

10000

00000

Virtues

Conscience

11100

Self-Control

11110
Courage

11100

Humanity
1111111000

Path
Humanity
Bearing
No modifier

Willpower
11111 00000
00000 00000

Blood Pool
11111 11111
11100 00000

Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Acute Sense

Physical

1

computer aptitude

Mental

2

inoffensive to animals

Supernatural

1

eat food

Physical

1

Grand Library

Mental

2

Flaw

Type

Bonus

Rival Sires

Social

2

Cant cross running water

Supernatural

3

Phobia (**Aquaphobia - fear of water/drowning**)

Mental

2

Rituals & Paths

Rituals & Paths

Ritual

Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

25

Spent

25

Notes

Resources 3

Retainer 1

Ability Specialization: Academics (Artifacts)

Willpower 4
Occult 2
Protean 2 - 10XP
Fortitude 2 - 10XP

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Research Assistant at Johns Hopkins University for US Colonial History

Retainers

Ghoul: Marianne Cassen

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age

30

Apparent Age

30

D.O.B.

4/7/1993

R.I.P.

9/1/2023

Hair

Ebony Black

Eyes

Green

Race

Mixed - White/Black

Nationality

American

Height

5' 2"

Build

Hour glass shape with a small waist and medium size butt

Gender

Female

Face Claim

na

History

History

I'm still working on it, but here is what I have: [Kestrel](#)

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