

# 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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