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

Revision #8
Created 22 September 2023 20:42:09 by vampprincess.
Updated 15 June 2025 12:05:08 by QuinnTalon