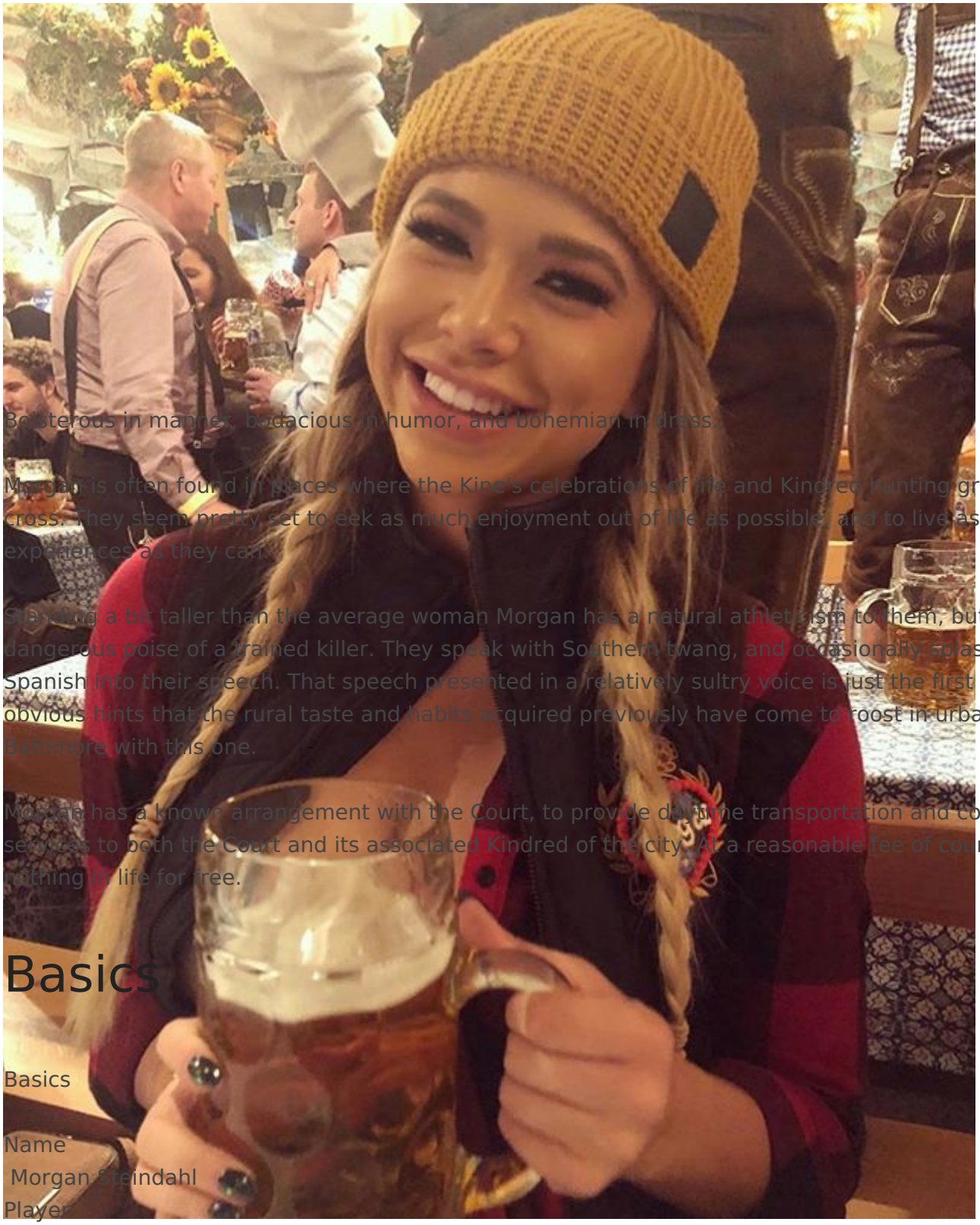
Morgan Steindahl

Overview

Overview



Boisterous in manner, bodacious in humor, and bohemian in dress.

Morgan is often found in places where the Kine's celebrations of life and Kindred hunting grounds cross. They seem pretty set to eek as much enjoyment out of life as possible, and to live as many experiences as they can.

Standing a bit taller than the average woman Morgan has a natural athleticism to them, but lack the dangerous poise of a trained killer. They speak with Southern twang, and occasionally splash a bit of Spanish into their speech. That speech presented in a relatively sultry voice is just the first of many obvious hints that the rural taste and habits acquired previously have come to roost in urban Baltimore with this one.

Morgan has a known arrangement with the Court, to provide daytime transportation and courier services to both the Court and its associated Kindred of the city. At a reasonable fee of course, ain't nothing in life for free.

Basics

Basics

Name
Morgan Steindahl
Player
SoulKitchen
Chronicle
Baltimore After Dark
Nature
Bon Viviant

Demeanor
Survivor
Concept
Between All Worlds
Clan
N/A
Generation
Dhampir
Sire
Gerald and Guita Steindahl

Attributes

Attributes

Physical
p
Strength

11100
Dexterity
Precise
11110
Stamina
Vigorous
11111
Social
T
Charisma

11000
Manipulation

11000
Appearance
Passing
11100
Mental
S
Perception

Careful
11110
Intelligence

11000
Wits

11100

Abilities

Abilities

Talents
S
Alertness

11100
Athletics
Dancing
11100
Awareness

00000
Brawl

11100
Empathy

10000
Expression

00000
Intimidation

00000
Leadership

00000
Streetwise

10000
Subterfuge

11000
Carousing

11000
Skills
P
Animal Ken

00000
Crafts
Home Repair
11100
Drive

11000
Etiquette

00000
Firearms

11100
Larceny

10000
Melee

11100
Performance

00000
Stealth

11100
Survival

11100
Archery

11100
Knowledge
t
Academics

00000
Computers

00000
Finance

00000
Investigation

10000
Law

00000
Medicine

10000
Occult

10000
Politics

00000
Science
Practical Applications
10000
Technology
Jerry-Rigging
10000

00000

Advantages

Advantages

Disciplines
Potence

10000
Celerity

10000
Fortitude

10000
Obfuscation

10000

00000

00000
Backgrounds
Resources

11000
Armory

11000
Contacts

11000

00000

00000

00000
Virtues
Conscience/Conviction

11100
Self-Control/Instinct

11100
Courage

11110

Humanity/Path
11111 10000
Path

Bearing

Willpower
11111 11000
00000 00000
Blood Pool
11111 11111
00000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Ambidextrous
Physical
1
Catlike Balance
Physical
1
Friend of the Underground
Social
3
Open Road
Social
2
Sabbat Survivor

Social
1
Without a Trace
Supernatural
2
Flaw
Type
Bonus
Special Responsibility (Courier)
Social
1
Dark Secret (Dhampir)
Social
1
Bound
Supernatural
2
Tic/Twitch (Smoking)
Mental
1
Vengeful (Tzimitze)
Mental
2

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
59
Spent
59
Notes
Freebies: 3 Merits + 7 Discipline + 3WP, 2 Specialties = 15/15
XP: 2nd Dots in STR, MAN, INT = 12xp
1st Dots: Carousing, Archery, Empathy = 9xp

2nd Dots: Brawl, Subterfuge, Carousing, Archery, Melee, Firearms, Drive = 14xp
3rd dot strength, brawl, firearms, melee, archery = 24xp

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts
Contact 1: Juanita Ramone - An old friend from Miami who moved to Baltimore and became the secretary for the captain of interdepartmental records and affairs at Baltimore PD.
Contact 2: Ricky Guarno - Met through a friend of a friend, Ricky is a dealer of illicit goods in Detroit. Ricky's working for someone more important, but Ricky and Morgan both understand that Morgan doesnt need to know who.
Fame

Herd

Influence

Mentor

Resources
Not rich by any means, but Morgan's parents set them up with some rotating investments handled by a firm when they left home. The money is enough to cover the basics, though Morgan seems to opt to supplement this income where they can and cuts down expenses to have more money for partying, cash on hand, or saving for larger purchases. Or you know, making sure they have the best equipment that money can buy.
Retainers

Status

Certifications, Licenses, and Legal Papers
It never pays to be on the wrong side of the law, especially in this modern day and age. Morgan keeps legal firearms licenses, driving licenses, CDL, hunting, contractor, food service, etc. paperwork to back up what they are doing and will often pick up any new license or certification they can manage to add to the collection. This includes their personal identification papers, presenting them as 25 years their junior rather than in their 50s while not looking the part.

Rights & Possessions

Rights & Possessions

Gear (Carried)
Blackphone Privy 2.0 (Stupid expensive, ultra secure smart phone)
Multi-Tool, Heavy Pistol, Hunting Knife, Mace (Spray) (Purses are great so there may be more in there!)
Cigarettes, Cigar-Torch, and Condoms

Feeding Grounds
The Rack (If Ever?)
Havens
Stealth camper set up inside of the rear of their truck with some extra space for amenities stored in their trailer. Though they are prone to squatting in the homes of anyone willing to take them in for a few days.
Equipment (Owned)
Tools, general electronics, police scanner, CB radio, computer (and accessories), survival gear, hunting gear, climbing gear (they're outdoorsy okay!), body-armor and weapons as allowed per Arsenal/Armory dots (Inside a gun safe bolted to the frame of the truck bed).
Vehicles



Still driving their first vehicle, Morgan's truck is a prized possession, kept updated with extra tech as well as security systems, and a work horse for their various enterprises that keeps them in cash flow and usefulness to the Kindred. The trailer that it pulls works easily as food truck, cargo mover, and extension to the cramped stealth camper in the truck bed that Morgan calls home. The set up works as great camouflage, allowing Morgan to be in many places without drawing much notice. (Pictures are rough representations, assume the truck has had durability upgrades with a cap put over the bed and the trailer is a bit more off-road friendly and a touch smaller).



Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Prince William
Rating
3

Bound To
Rating

Description

Description

Age
53
Apparent Age
Late 20s
D.O.B.
1970

R.I.P.
N/A
Hair
Blonde
Eyes
Blue
Race
Caucasian
Nationality
USA
Height
5'9
Build
Athletic - Hourglass
Gender
Male
Face Claim
Antje Utgaard
Tall, athletic and Nordic in appearance. Morgan seems to be a handful by both physical and personality standards. Generally wearing relatively conservative labor clothing or leisure wear Morgan puts on few airs. That isn't to say that they can't clean up nice; given enough time to hire someone to do their hair and makeup at least. Their willingness to play the fool and outgoing manner seems to stem more from confidence than any approval or attention seeking.





History

History

Born in Miami to parents that were caring despite what they were, Morgan managed to achieve a relatively normal childhood despite the Steindahl's nocturnal nature. Starting in Morgan's teens, they began to be prepared and prepped about their true nature and instructed in the nature of the undead and as much about the sects as their parents could impart living on the edge of vampiric society as it were. Coming of age, Morgan attended a number of trade schools rather than college. They simply never had the patience or inclination towards being well learned rather than well practiced. Like many youths, they opted to leave home despite warnings of how dangerous the world was to have their adventures.

Adventure for Morgan meant traveling North America and living the outdoors. Hiking, fishing, hunting, camping, spelunking and rock climbing all thoroughly engaged in. While Morgan new enough to generally avoid vampires, they did occasionally spot them in their wanderings and did their best to keep distance. Unfortunately the inevitable happened and Morgan became tied up unwillingly with a Tzimitize calling itself only "Teacher" during Morgan's regretfully long stay under their hospitality. The encounter had started relatively well, but Morgan's brash humor and at the time far more boorish behavior set the Tzimitize off. Morgan refuses to talk about details, but has grown to live with if not embrace, lean into, and enjoy the results of their captor's attentions.

That said Morgan still carries a chip on their shoulder towards the Tzimitize in general, and particularly that one. A vengeance to be had someday if Morgan should ever find Teacher in a position of weakness advantageous enough to do it properly and permanently. After all, even if Morgan is well adjusted, loving who they are and they life they lead now; Teacher stole their agency and free will for a long time and even now Morgan is sometimes left questioning how much they are still themselves and how much of who they were was manipulated.. mind, body and/or soul.

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