

# Percy Hammond

## Overview

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Percy is a Toreador, new to the Baltimore area, he tends to frequent the local night clubs and dive bars. More specifically the Halflight dive bar he uses as his own personal hunting grounds

## Basics

### Basics

Name

Percy Hammond

Player

Tuck

Chronicle

Baltimore After Dark

Nature

Idealist

Demeanor

Rebel

Concept

Entertainer, Investigator

Clan

Toreador

Generation

13th

Sire

Unknown

# Attributes

Attributes

Physical

S

Strength

11000

Dexterity

Lightning reflexes

11110

Stamina

11100

Social

P

Charisma

Persuasive

11110

Manipulation

11100

Appearance

11100

Mental

t

Perception

10000

Intelligence

11000

Wits

11100

# Abilities

Abilities

Talents

S

Alertness

00000

Athletics

11000

Awareness

10000

Brawl

11000

Empathy

11000

Expression

00000

Intimidation

11100

Leadership

00000

Streetwise

11100

Subterfuge

10000

00000

Skills

P

Animal Ken

00000

Crafts

00000

Drive

10000

Etiquette

11000

Firearms

11100

Larceny

10000

Melee

11100

Performance

11100

Stealth

11100

Survival

10000

00000

Knowledge

t

Academics

00000

Computers

00000

Finance

10000

Investigation

11000

Law

00000

Medicine

00000

Occult

11000

Politics

00000

Science

00000

Technology

00000

00000

# Advantages

Advantages

Disciplines

Celerity\*

11000  
Presence\*

10000

00000

00000

00000

00000  
Backgrounds  
Fame

10000  
Resources

11000  
Retainer

10000  
Domain

11000

00000

00000  
Virtues  
Conscience

11110  
Self-Control

11100  
Courage

11100

Humanity/Path

11111 11000

Path

Bearing

Willpower

11100 00000

00000 00000

Blood Pool

11111 11111

00000 00000

Blood/Turn

# Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Flaw  
Type  
Bonus

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

15

Spent

15

Notes

Freebies:

5 points in attributes (Str)

4 points in Melee 1&2

2 points in Subterfuge 1

4 points in Athletics 1&2

XP:

4 points in Melee 3

6 points in Intimidation 2&3

3 points in Larceny 1

Derangements

## Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Percy is a regular singer at the Halflight dive bar, he's seen as something as a local celebrity

Herd

Influence

Mentor

Unknown

Resources

Retainers

X, a local that Percy made into a ghoul

Status

Other

## Rights & Possessions

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### Gear (Carried)

9mm (Light firearm), Knife, wallet, phone.

### Feeding Grounds

Halflight dive bar

### Havens

Halflight - Located on the upperfloor in a two bedroom condo he shares with X

### Equipment (Owned)

Guitar (with accompanying case), Spas-15 shotgun.

### Vehicles

### Other

# Blood Bonds/Vinculi

## Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

# Description

## Description

Age

26

Apparent Age

19

D.O.B.

Oct 14th 1996

R.I.P.

Mar 17th 2017

Hair

Blond

Eyes

Green

Race

White

Nationality

American

Height

6'4

Build

Athletic

Gender

Male

Face Claim

n/a

# History

## History

Percy's life before his embrace was uneventful, he himself was unremarkable aside from his music. It was his one ambition, his one driving force. He taught himself how to play a number of instruments, however he held a special fondness for the acoustic guitar. One night he was playing in a dive bar

when he noticed a peculiar man in a booth, he didn't seem to move a muscle the entire time Percy was on stage, they locked eyes and before he even understood what was happening, Percy found himself sitting across from the man in his booth.

Percy wasn't sure if it was the man's eyes, or his voice that allured him so much but Percy felt almost drawn to him. After a short conversation the man offered to take Percy home, reluctantly he accepted, finding himself in the back of a limousine. Once inside, Percy once again locked eyes with the man and found himself falling into a trance of some sort. He felt compelled to please him, the man moved closer to Percy, fangs protruding from his mouth. Percy didn't fight back, he allowed himself to fall into his own feelings. It felt as if he was in a large bed, comfortable, he never felt more safe before his eyes glazed over and he fell unconscious.

He awoke in his apartment the next night, windows blacked out and a note on the bedside table that simply read "I'm sorry, but you will not see me again." He never learned the man's name, and he was angry for it. Over the course of the next few months, Percy had to learn the hard way what it meant to be kindred, he bled, but eventually he learned of his bloodline, his clan and the weight it held. Eventually the darker side of his personality began to show, he found himself frequenting that same club every night, looking for prey, but also using his new found abilities to his advantage. Gaining a fair bit of notoriety amongst the patrons. One particular patron took a liking to Percy, following him around after he would leave. Their name is X, and on one night, they found themselves on the wrong end of a knife, bleeding out in an alleyway near the club. Percy only catching the muffled aches and groans of X bleeding out in the alley. Percy, out of either mercy or pity decided to feed X his blood. Making X a ghoul and exposing them to what goes bump in the night. With his frequent use of his favorite club, Percy sought audience with the Prince of Baltimore to allow him to use it as his own domain. Prince William agreed with no conditions due to the buildings size. Percy now spends his nights in his domain, hunting and treasuring how beautiful the atmosphere is to him.

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