Rachel Harlow AKA Skinstalker

Overview

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Rachel Harlow AKA "Skinstalker" is the childe of an eccentric Sabbat-aligned Harmonist originally ranging in Cuyahoga Valley National Park, where she tried to live in harmony with nature and her own Beast. Rachel is a firebrand who deeply respected her Sire, but who had been kept relatively isolated from the Sect and its' dealings for most of her unlife. She had once been content to hunt and hide, deeply enjoying the Protean discipline and stepping into different animal skins, but her Sire demanded she finally turn her attention to the Sect and its' needs.

Being trained in the Discipline of Auspex and brought closer to the human world she once abandoned, Rachel balanced out her animalistic instinct with sharp human cunning, and became a capable informant. Then, she was given a place. Baltimore.

Basics

Basics

Name
"Skinstalker" / Rachel Harlow
Player
Punished Lisa
Chronicle
Baltimore After Dark
Nature
Thrill-Seeker
Demeanor
Chameleon
Concept
Harmonist Sabbat Scout
Clan

Gangrel Antitribu
Generation
12th
Sire
Cassandra Rowland

Attributes

Attributes

Physical
p
Strength

10000
Dexterity

11100
Stamina

11000
Social
s
Charisma

11100
Manipulation
Animal Persuasion
11110
Appearance

10000
Mental
t
Perception
Attentive
11111
Intelligence

11000

Wits

11100

Abilities

Abilities

Talents
p
Alertness
Eavesdropping
11111
Athletics

11100
Awareness

10000
Brawl
Claws
11110
Empathy

10000
Expression

00000
Intimidation

00000
Leadership

00000
Streetwise

00000
Subterfuge

11000

00000
Skills
s
Animal Ken

11100
Crafts

00000
Drive

00000
Etiquette

00000
Firearms

00000
Larceny

00000
Melee

00000
Performance

00000
Stealth
Hiding
11110
Survival
Tracking
11110

00000
Knowledge
t
Academics

00000
Computers

00000
Finance

00000
Investigation

11100
Law

00000
Medicine

11000
Occult

00000
Politics

00000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

*Animalism
10000

*Protean
11110

*Fortitude
00000

Auspex
10000

00000

00000

Backgrounds

Generation
10000

Retainers
11100

Mentor
11000

00000

00000

00000

Virtues
Conscience/Conviction

10000
Self-Control/Instinct

11100
Courage

11111

Humanity/Path
11111 00000
Path
Path of Harmony
Bearing
Menace
Willpower
11111 00000
00000 00000
Blood Pool
11111 11111
10000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit	Type	Cost
Deceptive Aura	Supernatural	1
Inoffensive to Animals	Supernatural	1
Blush of Health	Physical	2
Acute Senses (Hearing)	Physical	1
Totemic Change	Gangrel Merit	5
Hive-Minded	Gangrel Merit	2

Language (ASL), Mental, 0 Cost
Flaw
Type
Bonus
Rat in a Cage
Gangrel Flaw
2
Permanent Fangs
Physical
3
Prey Exclusion (Cats)
Mental
1
Enemy
Social
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
35
Spent
35
Notes
Animalism 0 - 1: 10 XP
Protean 3-4: 15 XP
Auspex 0-1: 10 XP

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor
Cassandra Rowland, Gangrel Sire, taught her to use Auspex.
Resources

Retainers
 Pigeon, Rat, Mountain Lion.
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Usually carries nothing. Will at times carry treats for animals.
Feeding Grounds
 Sleepy Hollow Surroundings.

Havens
Patches of dirt in Sleepy Hollow.
Equipment (Owned)
Bird-Seed, Cured Meats, Animal Treats, Bedroll, Clothes, Assorted Animal Claws, Horns, and other assorted parts.
Vehicles

Other
Her "Enemy" is a pack of wild street dogs she beefs with as a cat.

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating
Thorne
7
Viorel
7
Mickey
2

Bound To
Rating
Thorne to Rachel
5
Mickey to Rachel
4

Description

Description

Age
57
Apparent Age
20
D.O.B.
November 23rd, 1968
R.I.P.
June 6th, 1988
Hair
Dark Brown
Eyes
Piercing Pale Green
Race
Caucasian
Nationality
American
Height
4'11"
Build
Slender, Pear-Shaped, Strong Haunches.
Gender
Female
Face Claim
Art by Fernanda Suarez
Rachel Harlow stands at a rather small height for a young woman, but her well-rounded haunches and hips make her maturity noticeable. She makes no effort to look like a normal person, with wild long dark hair kept in partial locks and braids, choosing strange styles every evening if she bothers to style it at all. Her face would be a bit pretty if she wasn't scowling, and not shy about her permanent sharp fangs.

Her eyes are easily her most striking feature, but far from being captivating, they make her seem almost unsettling and predatory with their harsh pale color and thick dark limbal rings. She accentuates this with dark red face-paint at times. Will paint her body with the same color or other colors if the mood strikes.

Wears animal skins and loincloths if she bothers to wear anything at all. In some situations, she can be cajoled into looking like a "normal" human. Barely.

History

History

As a little girl, Rachel never did see eye to eye with most people. She watched animals eat one another and somehow find a balance. She saw her cat stand its' ground against other cats, getting into scraps to defend her territory. People weren't much different, she thought. Hiding and watching other kids, she observed similar behavior, only people liked to pretend otherwise. Why did they do that? Wouldn't life be better if people were just honest about who and what they are? As a child, these thoughts began to form in her head, but to most others, little Rachel was a weirdo, a freak who thought she was above them.

In some respect, she did think she was above them. They lived to be desired by others, she lived the way she wanted. Or at least, the way her parents let her get away with without punishment. They had other children to care about, so grounding her in her room wasn't as much of a deterrent when she learned to climb. She liked to watch others, and found excitement in sneaking around, hearing everyone's secrets. She had childish aspirations of being like her own cat, a carefree and imperious creature who could oversee a room from her perch, watching and judging while being self-sufficient.

In truth, she was likely a privileged child who was safe enough in her suburban neighborhood to not have to conform. But even so, she would wander at night, hiding and stalking like a little feral child, climbing trees and snooping on people for the thrill of it. She saw many things while sneaking out, and was lucky to not be killed or hurt while doing so. She began finding more time to sneak out, spend more of her evenings and recess times further away, slowly building little hideaways in the trees and woods. She was always good at dealing with animals, but became more attuned to their nature the more time she spent around them.

Joining the Girl-Scouts at one point, she was ostracized even there by her peers when she took the challenge of learning survival techniques and achieving self-sufficiency in the forest seriously rather than sitting around being catty. True, she did break a girl's nose for throwing a rock at her cat one time, but still. Rachel was barely able to be friends with her peers, preferring the company of animals, which she turned into a sort of career, working as teen in a pet shop and wanting to study veterinary sciences and biology in school, which she was more or less forced to go to. At least she picked up ASL while she was a Girl Scout, and got to talk to a few apes the scientists kept captive in college. She was saddened by their captivity, and vowed to never accept life in a cage like they had.

Eventually becoming a young adult, her family thought that sending her to a girl's academy in Ohio would help finally settle her down and make her normal. All it did was get her on a bus to the National Park one day and go 'missing'. She had been originally wanting to find some quiet amongst nature, but the same night she was finding a place to sleep, she came across one who would be her Sire. She'd been stalked for a while, and having a nerve-wracking conversation with the woman that looked so wild and majestic, Rachel could barely hold back the excitement when she took an interest in her.

Embraced on a relative whim, her Sire, Cassandra, thought she'd found a diamond in the rough. A human who naturally understood the basis of what her Path entailed, more or less. She would train this Cub and bring her up into a proper Harmonist, then send her out into a pack of her own. Over the next 36 years, she did as much, and brought Rachel up into a proper huntress, a predator who could

stand proud and be the eyes and ears of her pack as they claw back their influence. Soon, she got her marching orders and left the nest. To Baltimore, and to Sleepy Hollow, where her new family awaited her.

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