[Secretguy91] Hadrien Solomon

Overview

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A veteran of WW1 and struggling artist long before his embrace, his experience in the war and tragic death of his family upon returning home left him a nearly broken man. A fated encounter with a Vampire would reawaken Hadrien's fading will, giving him a newfound purpose. Eventually coming to blows with his Sire over their drastic differences of opinion, Hadrien bitterly left the "Old Man" to avoid the needless violence. Now years later a cryptic letter from his sire brings him to Baltimore, following the old man's trail. Whether that be to literally or metaphorically "bury the hatchet" only time will tell.

Basics

Basics

Name
Hadrien Solomon
Player
Secretguy91
Chronicle
Baltimore After Dark
Nature
Aspirant
Demeanor
Stoic
Concept
WW1 Vet Artist
Clan
Tzimisce
Generation
13th
Sire

Baron Dragomir

Attributes

Attributes

Physical
p
Strength
Experienced Veteran
11110
Dexterity

11000
Stamina
Battle Hardened
11110
Social
T
Charisma
Specialization
11100
Manipulation

10000
Appearance

11000
Mental
S
Perception
Specialization
11000
Intelligence

11100
Wits

11100

Abilities

Abilities

Talents
p
Alertness
Specialization
10000
Athletics

11000
Awareness

10000
Brawl

11000
Empathy

11100
Expression

11100
Intimidation

00000
Leadership

00000
Streetwise

10000
Subterfuge

00000

00000
Skills

s
Animal Ken
Specialization
10000
Crafts

11100
Drive

00000
Etiquette

10000
Firearms

10000
Larceny

00000
Melee

10000
Performance

00000
Stealth

00000
Survival

11000

00000
Knowledge
t
Academics
Specialization
11000
Computers

00000

Finance

00000
Investigation

00000
Law

00000
Medicine

10000
Occult

10000
Politics

10000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

*Animalism
10000

*Auspex
11000

*Vicissitude

11000

*Fortitude
00000

00000

00000
Backgrounds

Resources
11100

Fame
10000

00000

00000

00000

00000
Virtues
Conscience/Conviction

11110
Self-Control/Instinct

11100
Courage

11100

Humanity/Path
11111 11000

Path

Bearing

Willpower
11100 00000
00000 00000
Blood Pool
11111 11111
00000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Calm Heart
Mental
3
Deceptive Aura
Supernatural
1
Protegee
Social
1
Pain Tolerance
Physical
2

Flaw
Type

Bonus
Nightmares
Mental
1
New Arrival
Social
1
Coffin Bound
Supernatural
2
Lifesaver
Mental
3

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
35
Spent

Notes
Points from Flaws: 7
Freebie Points: 15(22)

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame
 Has some of his pieces in Museums, primarily in France.
Herd

Influence

Mentor

Resources
 Accumulated Wealth
Retainers

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
100+
Apparent Age
40s
D.O.B.

August 3, 1882
R.I.P.
November 12, 1923
Hair
Dark Brown/Grey
Eyes
Hazel
Race
White(French/Romanian)
Nationality
French
Height
6' 3"
Build
Lean/Athletic
Gender
Male
Face Claim
Hero Forge model is my approximation.
Tall and lanky, but surprisingly fit. Grey hair and wrinkles show his age before the embrace. Perpetually unkempt hair, despite his efforts. Typically dresses in "retro" suits of his era, or modern equivalents.

History

History

Born in Saint-Quentin, France, Hadrien's early life was quite mundane. His parents both working varying long hours, he was often alone or with friends for long periods of time. Over time, he developed an interest in painting, and attended art exhibitions in Paris in the early 1900s. It was here he'd met the woman he would marry in a few short years, Eleanora, a fellow artist attending one of the exhibitions. Over the next several years, the couple would have 2 children and both were managing to have comfortable success in the arts.
Unfortunately, the great war came. Unable to find out if his parents had gotten out of Saint-Quentin before the fighting broke out, he urged Eleanora to flee to her parents in London, afraid that Paris would not be safe for long. Hadrien initially enlisted under a cavalry unit, but as trench warfare took shape and cavalry proved too risky, he soon found himself in the trenches. Through a mix of luck and surprising aptitude, Hadrien not only served for the entire 4 years of the war, but suffered only minor injuries throughout the time. Despite this, he was haunted by all the death he had seen, unable to fully process the sheer scale of suffering he had seen and endured.

His luck ran out after the war however. With a tentative peace returning once more, he was finally able to discover that he could find no real trace of what had happened to his parents at all. More worrying, it had been several months now since he had received letters from Eleanora. Traveling to London, he was devastated to learn that Eleanora, their children and her parents had died in a sudden house fire.

For the next several years, he simply threw himself into work. Erratic, surreal and often deeply unsettling paintings, evoking misery and a sort of bitterly caustic humor. Isolating himself and drowning himself in grief. During this time, he would receive a peculiar letter in the mail. In it was the request from a "Baron Dragomir" for a commission to restore a mural in the dining hall of his manse, located in a small town in Romania. It seemed a ridiculous request, but Hadrien felt a strange compulsion to accept it. Plus, his funds had been dwindling and the offered sum was quite high.

Upon his arrival to the peculiar locale, he took to living and working in the manse, unbothered by the nocturnal and often strange mannerisms of his host. The job paid well, and as he worked, he began to feel a spark returning, that perhaps this odd job could be what he needs to start living again. Not to mention, Dragomir made for peculiar but entertaining company. The eccentric old man seemed a constant stream of outlandish stories and histories of his lineage and of the local townsfolk. In many ways, he reminded Hadrien of his now long missing father.

It was on the eve of the completion of the mural, that Dragomir revealed his true intentions. He had lost much more in the chaos of the great war than just damage to his manse and a mural. He was a vampire of clan Tzimsce, and much of his revenant family and all of his Childer had perished in the war. Hadrien, was a distant relative from his father's side, and when Dragomir had discovered him, and learned of his similar suffering, he decided to "honor" him, with the gift of Embrace. Hadrien had endured and survived so much, why allow mortality to limit his gifts? To grow old and frail when he has so much potential. It was a surprisingly easy choice for Hadrien, after all, he had nothing really to lose.

In the following years, He learned much of being a Kindred, but over time grew increasingly resentful of his sire. Dragomir was only really looking out for himself, his overall power and station had been weakened and he needed someone else capable to handle the grunt work. This resent would grow further as Dragomir deepened ties to the Sabbat, Hadrian vehemently disagreeing with their so called "ideals". Eventually, the two came to blows, and Hadrien fled to France.

It was here that he's stayed, isolated and maintaining a low profile in the french countryside. Painting and relishing the relative peace of these years. Until yet again, a letter bearing the familiar seal arrived at his home. As he would learn, his Sire had fled to the US, cryptically hinting at some sort of dire trouble he had gotten himself into. Pleading for his aid, Hadrien considered simply tossing the letter, but couldn't help but feel a kinship to the old man. Not to mention, the whole situation did some quite dire. With that, he resolved himself to answer the call.

Revision #10
Created 29 August 2025 21:25:32
Updated 1 September 2025 23:54:18