Simon Ward

Overview

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Simon is the owner of Scandal, a popular nightclub found in the 400 Block of East Baltimore Street. To most, he is an enterprising young business man who gives back to the local community and is rarely seen without a smile on his face.

Less commonly known, Simon is known to be able to get people pretty much whatever they want... for a price.

Basics

Basics

Name
Simon Ward
Player
Pooka

Chronicle
Baltimore After Dark
Nature
Architect
Demeanor
Bon Vivant
Concept
Club owning procurer of things
Clan
Followers of Set
Generation
11th
Sire
Atiq Farad

Attributes

Attributes

Physical
t
Strength

11000
Dexterity

11000
Stamina

11000
Social
p
Charisma
Smooth Talker
11110
Manipulation
Impeccable Lies
11110
Appearance

11100
Mental
s
Perception

11100
Intelligence

11000
Wits

11100

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

10000
Awareness

11000
Brawl

10000
Empathy

10000
Expression

11100
Intimidation

00000

Leadership

11000
Streetwise
Black Market
11110
Subterfuge

11100

00000
Skills
s
Animal Ken

00000
Crafts

00000
Drive

10000
Etiquette

10000
Firearms

11000
Larceny

10000
Melee

10000
Performance
Playing the Audience
11110
Stealth

00000
Survival

00000

00000
Knowledge
t
Academics

10000
Computers

00000
Finance

10000
Investigation

10000
Law

10000
Medicine

00000
Occult

10000
Politics

11000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines
Serpentis*

11000
Presence*

11000

00000

00000

00000

00000
Backgrounds
Herd

11000
Resources

11100
Generation

11000
Domain

10000
Retainers
(Ghoul)
10000
Contacts
(Criminal underworld, Police)
11100

00000
Virtues
Conviction

11100
Self-Control

11100
Courage

11110

Humanity/Path
11111 10000
Path
Typhon
Bearing
Devotion
Willpower
11111 11111
11111 11111
Blood Pool
11111 11111
11000 00000
Blood/Turn
2

Merits & Flaws

Merits & Flaws

Merit
Type
Cost

Enchanting Voice
Physical
2pts

Addictive Blood

Clan
3pts
Language (Québecois French)
Mental
0pts

Flaw
Type
Bonus

Deep Sleeper
Physical
1pt

Prey Exclusion (Clergy)
Physical
1pt

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

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00000

00000

00000

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Experience & Derangements

Experience

Total
79
Spent
77
Notes
35 - Willpower 5→10
10 - Presence 1→2
8 - Performance 3→4
2 - Alertness 1→2
3 - Athletics 0→1
2 - Awareness 1→2
3 - Brawl 0→1
2 - Politics 1→2
3 - Law 0→1
3 - Finance 0→1
3 - Retainer 0→1
3 - Domain 0→1

Freebies
5 - Charisma 3→4
2 - Influence (DA, BPD) 0→2
2 - Contacts (DA, Fence) 0→2
2 - Conviction 2→3
1 - Willpower 4→5
3 - Addictive Blood (Merit)
Total Spent: 15

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts
Contacts 3 - Capt. BPD Vice; Jimmy "The Nose"; Jeremy "Germ" Greene
Has a captain in the BPD on the take; he "supplies" a local fence known as Jimmy "The Nose" who is quite tapped into the criminal underworld and can find almost anything for sale; has established an entente with Jeremy "Germ" Greene, a small time gang-leader with criminal ties throughout Baltimore - he usually knows whats happening on the streets
Fame

Herd
Pooled Setite Coterie - Herd 1 - Owns the Scandal nightclub and has established a small blood cult
Influence
Influence 2 - BPD, DA's Office - Friend of the Policy Benevolent Society; major campaign donor (DA)
Mentor

Resources
Pooled Setite Coterie - Domain 1 - Scandal (Nightclub) - 400 Block E Baltimore Street
Pooled Setite Coterie - Resources 3 - Club revenues and illegal activities (drug trafficking mostly)
Retainers
Pooled Setite Coterie - Retainer 1 - Diego Alvarez (ghoul; Presence 1) - Manager, Scandal nightclub



Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
Knife (Melee), Pistol (Firearms)
Feeding Grounds

Scandal nightclub
Havens
Scandal (nightclub) - Located in the basement of the nigthclub; it is both Simon's haven and the location of his blood cult's temple.
Equipment (Owned)

Vehicles
Run-of-then-mill beige Ford Focus (sedan)Black 2011 Ducati Scrambler Nightshift (motor-cycle)
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
74 / 51
Apparent Age
23
D.O.B.
1948
R.I.P.
1971
Hair
Black
Eyes
Chocolate Brown
Race
African American
Nationality
American
Height
5'7"
Build
Lean
Gender
Male
Face Claim
Kit Young



History

Simon Ward was born and raised in Montreal, Canada. He had something of a rambunctious childhood that turned into a life a crime, drugs and partying by the time he was an adult. In the late sixities/early seventies, a wave of Haitian immigrants arrived in the city and with them came the Followers of Set. Simon fell in with a group of these Haitians and it is through them that he met Atiq Farad. Atiq was not a native of Haiti, but he had been travelling with the Followers of Set as they spread out from the island to Montreal. Within a year Simon had been fully corrupted by Atiq and embraced.

As the Setite blood cults proliferated without control, it was inevitable that the Sabbat who controlled the city would take action. Montreal became increasingly dangerous with 'snake-hunts' rooting out the Setites. It was during this time that Atiq was either torpored or succumbed to final death - Simon remains uncertain - but the young fledgling was forced to flee the city. He fled to Baltimore, where he had learned that his grandsire resided. But when he arrived he discovered he was in a state of torpor.

Simon settled in the northeastern outskirts of the city where he found a local temple. He built up his resources, and a cult of his own until opportunity came to Baltimore. When the Camarilla started their assault on Baltimore, Simon was finally able to awaken his grandsire. He took advantage of the situation, helping both sides of the conflict at first, but mostly he provided aid to the Camarilla.

The Setites were able to establish a small domain in the heart of the city itself, and it is in this patch of territory that Simon was able to acquire and setup a temple of his own, within the Scandal nightclub. He has since built a reputation for being able to get people what they want be they mortal or Kindred... if they are willing to pay his price.

Revision #32
Created 10 May 2022 22:13:21 by Pooka
Updated 20 July 2025 13:11:07 by Pooka