

# Trinity Wheeler

## Overview

Overview



Trinity enjoys arts in all forms. She herself is a practiced painter and dancer. Rather wealthy hobbyist and exotic Dancer. She enjoys body alteration. huge supporter of the entire LGBTQIA+ movement. She enjoys riding her motorcycle. She's a partier and loves any sort of social gathering within reason!

## Basics

Basics

Name

Trinity Wheeler

Player

Alexa

Chronicle

Baltimore After Dark

Nature  
Chameleon  
Demeanor  
Idealist  
Concept  
Toreador Socialite  
Clan  
Toreador  
Generation  
13th  
Sire  
Leo Smith

# Attributes

Attributes

Physical  
t  
Strength

11000  
Dexterity

11100  
Stamina  
Durable

11110  
Social

p  
Charisma  
irresistible

11110  
Manipulation  
silver-tongued

11110  
Appearance  
provocative

11110  
Mental

S  
Perception  
Specialization  
11100  
Intelligence

11100  
Wits

11100

# Abilities

Abilities

Talents  
t  
Alertness

10000  
Athletics  
Acrobatics  
11110  
Awareness

11000  
Brawl

00000  
Empathy

11100  
Expression

11100  
Intimidation

00000  
Leadership

00000  
Streetwise

11000  
Subterfuge

11000

00000  
Skills  
p  
Animal Ken

00000  
Crafts  
Painting  
11100  
Drive

00000  
Etiquette

11100  
Firearms

11000  
Larceny  
Sleight of Hand  
11110  
Melee

11000  
Performance  
Dancing  
11111  
Stealth

11000  
Survival

11000

00000  
Knowledge  
s  
Academics  
Philosophy  
11000  
Computers

00000  
Finance

11100  
Investigation

11100  
Law

11000  
Medicine

00000  
Occult

11100  
Politics

00000  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Auspex

11000

Celerity

11000

Presence

11100

Dominate

11000

00000

00000

Backgrounds

Domain

11100

Status

11000

Retainer

10000

Fame

11110

Resources

11110

00000

Virtues

Conscience/Conviction

11110

Self-Control/Instinct

11110

Courage

11110

Humanity/Path

11111 11100

Path

Humanity

Bearing

Willpower

11111 00000

00000 00000

Blood Pool

11111 11111

00000 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Blush of Health

Physical

2

Enchanting Voice

Physical

2

Acute Sense(Touch)

Physical

1

Acute Sense(Smell)

Physical

1  
Acute Sense(Hearing)  
Physical  
1

Flaw  
Type  
Bonus  
Short  
Physical  
1  
Addiction  
Physical  
3  
Tortured Artist  
Clan/Social  
1  
Territorial  
Mental  
2

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

160

Spent

158

Notes

**Freebies:** 2 FP - 1 Dot Humanity, 2 FP - Blush of Health, 2 FP - Enchanting Voice, 3 FP - Acute Senses X3, 1 FP - 2nd Dot Status, 2 FP - 2 Dots Fame, 2 FP - 2 dots 4th and 5th Dot Willpower, 2 FP - 4th dot Conscience/Conviction, 2 FP - 4th dot Courage, 2FP - 4th Dot Larceny, 2FP - 2nd dot Streetwise.

**XP:** 12XP - 4th Dot Charisma, 12XP - 4th Dot Stamina, 8XP - - 3rd dot Dexterity, 10XP - 3rd dot Presence. 5XP - 2nd dot Celerity, 5XP - 2nd dot Auspex, 3XP - 1st dot Resources, 2XP - 2nd dot Resources, 4XP - 3rd dot Resources, 6XP - 4th dot Resources, 10XP - 1st dot Dominate, 7XP 2nd dot Dominate, 6XP - 4th dot Performance, 8XP 5th dot performance, 3XP - 1st dot Stealth, 2XP - 2nd dot Stealth, 6XP - 3rd dot Finance, 3XP 1st dot Law, 2XP - 2nd dot law, 3XP 1st dot Survival, 2XP - 2nd dot Survival, 3XP - 1st dot subterfuge, 2XP 2nd dot subterfuge, 3XP 1st dot Melee, 2XP 2nd dot Melee, 3XP - 1st dot Empathy.

6XP - 2nd and 3rd dot Empathy, 6XP - 2nd and 3rd dot expression. 2XP - second dot Awareness 12XP 2nd, 3rd and 4th dot Athletics

Derangements

## Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Painting/Dancing

Herd

Influence

Mentor

Resources

Wealthy. You rarely touch cash, as most of your assets exist in tangible forms that are themselves more valuable and stable than paper money. You hold more wealth than many of your local peers (if

they can be called such a thing). When earning your Resources doesn't enjoy your usual degree of attention, you can maintain a three-dot existence for up to a year, and a two-dot existence indefinitely. Current Employer: Night Shift Baltimore

Retainers

Gillian Michaels - Ghoul - Agent

Status

Toreador 2

Other

## Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Harley-Davidson LOW RIDER® ST

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To  
Rating

## Description

Description

Age

201

Apparent Age

mid 20s(Was always younger than she looked real age at embrace was 32)

D.O.B.

1/1/1822

R.I.P.

8/9/1854

Hair

Blonde(Often Dyed)

Eyes

Hazel

Race

Caucasian/African-American/Spanish Mix

Nationality

American

Height

4'6"

Build

98 lbs Fit Well toned and Athletic

Gender

Female

## Face Claim

Felisja Piana

Trinity has several tattoos and piercings all over her body. She's Short but average weight for her height. Fit toned and athletic figure.

# History

## History

Trinity was born in 1822 in Baltimore, Maryland. Her family wasn't very wealthy. In fact, they struggled to get by. That was until her parents discovered Trinity's artistic talents. Trinity's father then decided he was going to claim credit for his daughter's art. At the age of 12, her art started selling. The demand for her paintings rose greatly. At the age of 14, they started getting requests for custom paintings for prominent individuals all over Maryland. Around the time Trinity turned 17, it came out that her father was a fraud and, in fact, not the artist he claimed. Later that year, he was hanged for alleged crimes of fraud and theft. Most of the money her paintings had brought in was made to be forfeited and returned to the buyers still living. At the age of 19, Trinity's mom revealed the truth behind the paintings and who was responsible for them.

This restored some of the family's credibility and standing in the state. At age 21, Trinity realized they needed money, and the paintings just stopped bringing in the money that they used to. Now as an adult Trinity was able to make her own decisions and follow her own path. Putting her painting on the back burner but not completely forgetting about it. She would continue to use painting as an outlet cause it made a great hobby after all even if you can't get rich from it. Trinity would start working as a prostitute, keeping it secret from her mother, utilizing the sleight-of-hand skills learned from her clan mates as well as working to improve them. She'd lie when asked where she was getting the money from, but her ability to make herself believable was immaculate.

At the age of 22, Trinity was introduced to the realm of the supernatural and became a ghoul for a local artist/Toreador. Two years later, at 24 years old, she was embraced and became a full-fledged member of clan Toreador. Her sire would take her under his wing, being his only childe he had sired in more than a century. He trained her in the ways of the clan. Their structure as a society and the interworkings of the Camarilla He would then teach her what it meant to be kindred. Help her realize the full potential of her abilities and powers. Once he felt she had learned all she could from him in this area, he would move on to helping her master her painting skills. She would have a combined age of 85 (counting mortal years) before she was released from her sire's responsibility.

Trinity would pick up fresh skills to help keep her finances stable and prevent dwindling. She'd enlist one of the former Toreador clan mates who would help her master the art of sleight of hand allowing her to pick pockets of unsuspecting men that she ultimately seduced for purposes of feeding. She kept painting despite having been turned and her mortal life being considered over. Her "death" only increased the price for which her work sold. However, the increased price for her former art still wasn't

enough, even with the added income from prostitution. Her sire, along with a few other members of Clan Toreador, set up an account where the proceeds from her paintings would go. She later took an interest in dancing. She would learn to dance.

Learning a wide variety of dance styles, which she would use to her advantage. She met a character one night while out working that introduced her to the world of professional dancing. He gave Trinity his contact information and said he would arrange an audition for the following evening. Trinity showed up and worked with the choreographers to prepare her routine for the audition. Trinity's performance was a little rough, but the man felt she definitely had a lot of potential. Trinity took the compliments and kind words after her performance to heart. She then dedicated all her free time to mastering as many forms of dance as she could.

She would then go into torpor at the age of 121 combined years, where she would remain until 2010. During her time in torpor, the ghouls enlisted in her security would keep moving her from place to place to help ensure her safety and help prevent information about her location to being leaked. Waking up in 2010 brought all kinds of new adventures and lessons to be learned. She had been under the care and protection of Ghouls from other Clan mates during her extensive slumber.

Fellow clanmates would do their best to acclimate her to the new world as much as they could, working a little at a time until she was fairly well caught up with the times, figuratively speaking. After being brought up to date with the times, she was once again free to return to her normal habits. It was 2020 when she began painting once more as a hobby and her outlet. Late in 2021, she took a part-time job dancing at various strip clubs and gentlemen's clubs to supplement her income. Now today she's almost as widely known locally from her strip tease performances as she used to be for her paintings in the olden days.

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