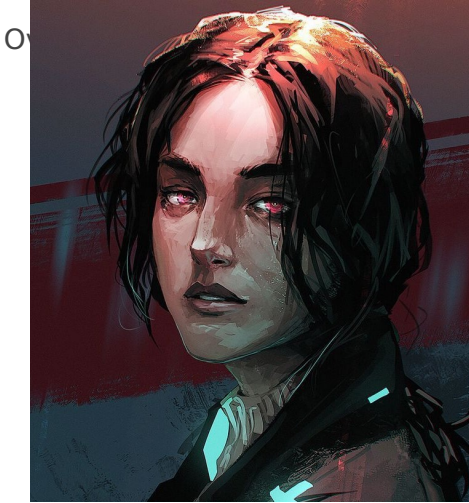


# Beatrix Alexander

## Overview



"The gears of the world have chewed me up and spit me out. I worked the factories until my body was ground into pulp. I was a poet until my voice gave out coughing from the flue. I whispered in the ears of royalty until the revolution strung me up for being a class traitor. I sailed every body of water until the waves swallowed my vessel, condemning me to the bottom of the ocean. I comforted the old, abused the young, made beggars of kings, and castle of rubble. I have worked until my body could no longer move and I have sat fat upon ill gotten riches. I am a sinner and I am a saint. I have been damned by gods and blessed by devils. The dark father, the wanderer, the fisher king, the bloody man."

- A lost poem written by B. M. Alexander.

## Basics

Basics

Name

Beatrix Marie Alexander

Player  
Sandy  
Chronicle  
Baltimore After Dark  
Nature  
Enigma  
Demeanor  
Creepshow  
Concept  
Prophet or Mad Artist?  
Clan  
Malkavian  
Generation  
12th  
Sire  
Doctor Alan

# Attributes

## Attributes

Physical  
T  
Strength  
Specialization  
10000  
Dexterity  
  
11000  
Stamina  
Surprisingly Sturdy  
11110  
Social  
S  
Charisma  
Polite  
11110  
Manipulation  
Unassuming  
11110

Appearance

11000  
Mental  
P  
Perception  
Attentive  
11110  
Intelligence  
Creative  
11110  
Wits

11100

Abilities

Abilities

Talents  
p  
Alertness  
Specialization  
10000  
Athletics

00000  
Awareness  
Malkavian Time  
11110  
Brawl

00000  
Empathy

11100  
Expression  
Painting  
11111  
Intimidation

00000  
Leadership

00000  
Streetwise

10000  
Subterfuge  
Long Con  
11110

00000  
Skills  
T  
Animal Ken  
Specialization  
00000  
Crafts  
Appraisal  
11000  
Drive

00000  
Etiquette

11100  
Firearms

00000  
Larceny

00000  
Melee

00000  
Performance

00000  
Stealth

11000  
Survival

00000

00000  
Knowledge  
S  
Academics  
Impressionist Painting  
11100  
Computers

00000  
Finance

00000  
Investigation

11100  
Law

00000  
Medicine

10000  
Occult

11100  
Politics

10000  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Dementation

11110

Obfuscate

11100

Auspex

11100

Dominate

11000

00000

00000

Backgrounds

Resources

11110

Domain

11000

Generation

10000

Fame

11000

00000

00000

Virtues

Conscience/Conviction

11000

Self-Control/Instinct

11110

Courage

11110

Humanity/Path

11111 10000

Path

Humanity

Bearing

Willpower

11111 10000

00000 00000

Blood Pool

11111 11111

10000 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Distracting Aura

Clan

2

Language (Spanish, French, German)

Additional Discipline (Dominate)

Clan  
5  
Scholar of the Enemy\*  
Social  
2

Flaw  
Type  
Bonus  
Infectious  
Clan  
3  
Lame  
Physical  
3  
Touch of Frost  
Supernatural  
1

# Rituals & Paths

Rituals & Paths  
  
Ritual  
Level



Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

110

Spent

110

Notes

Freebies-

2 WP -2

Distracting Aura -2

Additional Discipline (Dominate) -5

1 Subterfuge -2

2 Expression -4

1 Dementation -7

XP-

Dominate -10

1 Domination -5

2 Auspex -15

2 Obfuscate -15

1 Dementation -15

Fame -3

1 Fame -2

Ze Monkey's Paw -21

1 Manipulation -12

1 Craft -2

1 Awareness -6

1 Investigation -4

Derangements

Fugue

## Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

A well known artist for collectors and historians with a few urban legends of cursed paintings and poems.

Herd

Influence

Mentor

Resources

Wealthy from "old money inheritance" and art sales.

Retainers

Status

Other

## Rights & Possessions

Rights & Possessions

Gear (Carried)

Pen, paper, wallet, keys

Feeding Grounds

Havens

A tightly secured art studio

Equipment (Owned)

Brushes, paint, canvases

Vehicles

1958 Oldsmobile 98 convertible

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

# Description

Description

Age  
184  
Apparent Age  
25  
D.O.B.  
1840  
R.I.P.  
1865  
Hair  
Black  
Eyes  
Red  
Race  
Caucasian

Nationality

British

Height

5'10

Build

Wiry

Gender

Female, last she checked

Face Claim

# History

## History

Beatrix was born in the height of the second wave of the industrial revolution in England to a wealthy industrialist family. Her sickly constitution, however, meant that instead of spending much of her time partying or living up the luxury Beatrix spent most of her life confined to her room in the family home. She spent much of her early years having never left her family estate and instead practicing the arts. She took to painting and poetry very quickly, though picking up this and that on the way. Once she was old enough, and healthy enough, she'd take to traveling to find new inspiration for her art. She bounced across England, Scotland, and Ireland painting the growing horrors of the factory jobs as she investigated her family's businesses. She joined the socialist movement for a time even.

Eventually, though, her passionate activism crumbled as her failing health once more forced her to come crawling back to her family. She fell into a deep depression as her family shuttered her away once more for her health and the illness wracked her body. The family doctor did everything he could to cure her but her illness was far too great and her family had expected her to die, furthering her crumbling mental health. She wrote poems of death and painted images of a hell made of machinery. She was doomed to die much like many painters of her time.

However, Doctor Alan saw her art as a reflection of a truly visionary mind. Maybe if fate had been different she would have been embraced by a toreador. But instead, Doctor Alan offered her a chance to continue on. To see even more of the world and to create works beyond her current understanding. Of course, the dying woman had no real choice. She couldn't suck in enough air to say no, anyway.

After her embrace, Beatrix took her family's wealth and decided she'd have to make a new life for herself somewhere else- far from England. She fled to the United States in 1870 without Doctor Alan

and set up her home in the state of Maryland do to it's closeness to the sea and proximity to the capital. She did continue activism in the background of her work but as time stretched on she grew older, her work becoming more abstract. She had become loyal to the Camarilla do to it's structure and security but found herself in Noddist circles that the Tower typically rejected. Her art had become strange and collectors seemed to scramble for it the longer that she produced it. In modern nights she claims to "discover lost works" and sells them or leaves them in art galleries.

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