Belladonna Farrowgrove

Overview

Overview



"It is the stronger will that persists in the test of time. It is my duty to follow and enact it."

Basics

Basics

Name
Belladonna Farrowgrove
Player
Alexandra
Chronicle
Baltimore After Dark
Nature
Conformist
Demeanor
Fanatic

Concept
Witch Hunter
Clan
Ventrue
Generation
13th
Sire
Theodore Hargrave

Attributes

Attributes

Physical
t
Strength

10000
Dexterity
Lightning Reflexes
11100
Stamina

11000
Social
s
Charisma

11000
Manipulation

11000
Appearance
Unconventional Looks
11100
Mental
p
Perception

11000

Intelligence
Creative
11100
Wits
Changes In Strategy
11111

Abilities

Abilities

Talents
t
Alertness

10000
Athletics

00000
Awareness

11000
Brawl

00000
Empathy

00000
Expression

00000
Intimidation

00000
Leadership

00000
Streetwise

00000

Subterfuge

11000

00000
Skills
s
Animal Ken

00000
Crafts

00000
Drive

00000
Etiquette

10000
Firearms

11100
Larceny

00000
Melee
Swords
11100
Performance

00000
Stealth
Hiding
11110
Survival

10000

00000
Knowledge

p
Academics

11000
Computers

00000
Finance

00000
Investigation
Shadowing
11111
Law

00000
Medicine

11000
Occult
Kindred Lore
11100
Politics

11000
Science

10000
Technology

00000

00000

Advantages

Advantages

Disciplines

Dominate
11100

Fortitude
10000

Presence
11100

00000

00000

00000
Backgrounds

Mentor
11111

Resources
10000

Domain
10000

00000

00000

00000
Virtues
Conscience/Conviction

11110
Self-Control/Instinct

11000
Courage

11110

Humanity/Path
11111 10000
Path
Humanity
Bearing

Willpower
11110 00000
11110 00000
Blood Pool
11111 11111
00000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Early Riser
Physical
1
Blush of Health
Physical
2
Enchanting voice
Physical
2
Eidetic memory
Mental
2

Flaw
Type
Bonus
 Weak-willed
 Mental
3
 Hunted
 Social
4

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
 22
Spent
 22
Notes
 Freebie:
 Early Riser: 1
 Blush of Health: 2
 Enchanting voice: 2
 Eidetic memory: 2

Dominate: 7
Investigation: 4
Mentor: 1
Melee: 2

Exp: 35
Firearms 3rd dot (4)
Presence 2nd and 3rd dot (15)
Dominate 3rd dot (10)
Stealth 4th dot (6)

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor
Theodore Hargrave
Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Books of lore, Letters, and documents of importance, leatherbound notebook
Feeding Grounds
 Domain: The area around the Hargrave Manor
Havens
 The Hargrave Manor
Equipment (Owned)
 Rapier and Crossbow
Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

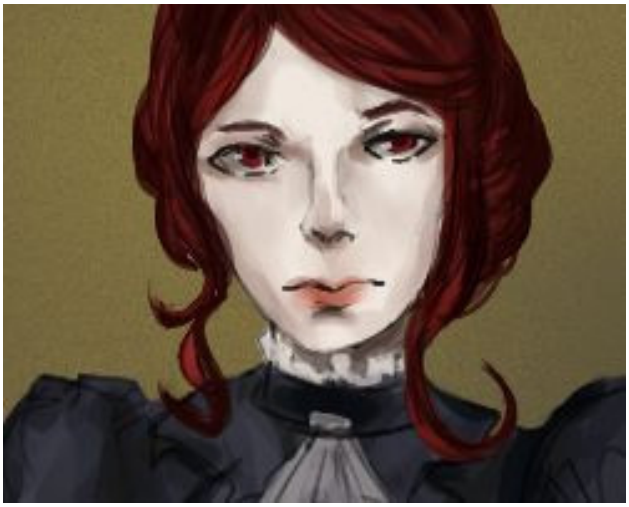
Bound To
Rating

Bound To
Rating

Description

Description

Age
352
Apparent Age
22
D.O.B.
November 1, 1650
R.I.P.
November 1, 1672
Hair
Red
Eyes
Red
Race
British
Nationality
British
Height
5'9
Build
Slender
Gender
Female
Face Claim



History

History

Belladonna was the only child of Edwin and Meredith Farrowgrove. They were part of a group of fanatical witch-hunters obsessed with hunting witches and other creatures. They taught their daughter witch hunting at a very young age. Her lessons comprised lore of the occult and how to handle weapons. She was not as strong as most of the hunters in her group so she relied on her knowledge and cunning. She believed that they were getting rid of monsters and that this was making the world a safer place.

Everything changed when they decided to track a vampire. Her family was split off from the others who were hunting the vampire, they were moving silently in the daytime to try and catch the vampire unaware. This was proved to be futile, they were in its domain. She saw her parents killed in front of her with such swiftness and brutality, that she did not even have time to react. She does not remember what happened after but she woke up under the control of the very vampire they tried to kill.

She now performed acts in accordance with her clan. Her sire served as her mentor watching her every step of the way. She tried to find a sense of normalcy but normal food made her vomit and years under her sire's control have left her easy to control and manipulate. She was used to hunt members of her group and to safeguard against any of their actions. This caught the eye of a powerful witch hunter who believes her to be a massive threat.

She now serves her master in both politics and in hunting anyone he deems his enemy. Her desire to serve is strong as ever but now as a walking irony, her beliefs are not her own, they have been toyed with and twisted as she fights to stay resolute.

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