

# Calla De Carabas

## Overview

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A doctor in an age when mental illness was just starting to be understood. Calla did her best to treat ailments of the mind with a scientific approach that was handed down her by her parents and then refined by her husband. She made the mistake of taking in a particularly troubled young woman as a ward. A mistake that caused her death and new unlife.

## Basics

### Basics

#### Name

Calla De Carabas

#### Player

DrusillaDragonrose

#### Chronicle

Baltimore After Dark

#### Nature

Scientist  
Demeanor  
Caregiver  
Concept  
A "Good" Doctor  
Clan  
Malkavian  
Generation  
10th  
Sire  
Her name was Augusta

# Attributes

## Attributes

Physical

T

Strength

11000

Dexterity

11000

Stamina

11100

Social

S

Charisma

Soothing

11110

Manipulation

Compelling

11110

Appearance

11100

Mental

P

Perception  
Seeing the Unseen  
11110  
Intelligence  
Carpmentilization  
11110  
Wits  
Shrewd  
11110

# Abilities

Abilities

Talents  
s  
Alertness

11100  
Athletics

00000  
Awareness  
Malkavian Time  
11100  
Brawl

00000  
Empathy  
Connection  
11110  
Expression

11000  
Intimidation

00000  
Leadership

00000

Streetwise

00000

Subterfuge

11000

00000

Skills

t

Animal Ken

00000

Crafts

00000

Drive

00000

Etiquette

11000

Firearms

00000

Larceny

00000

Melee

00000

Performance

Masking

11100

Stealth

11000

Survival

00000

00000  
Knowledge  
p  
Academics  
Psychology  
11110  
Computers

11000  
Finance

00000  
Investigation

00000  
Law

00000  
Medicine  
Pharmaceuticals  
11110  
Occult  
Mysticism  
11110  
Politics

00000  
Science  
Chemistry  
11110  
Technology

11000

00000

# Advantages

Advantages

Disciplines

Auspex

11000

Dementation

11110

Obfuscate

00000

Dominate

11100

00000

00000

Backgrounds

Generation

11100

Domain

11000

Heard

11000

Resources

11100

00000

00000

Virtues

Conscience

11100

Self-Control

11100  
Courage

11110

Humanity/Path

11111 10000

Path

Humanity

Bearing

Willpower

11110 00000

00000 00000

Blood Pool

11111 11111

11100 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Prophetic Dreams

Clan

-2

Medium

Supernatural

-2

Blush of Health

Physical

-2

Flaw  
Type  
Bonus  
Phobia {The Number 13}  
Mental  
+2  
Overstimulated  
Clan  
+3  
~~Old Flame~~  
Social  
+2

## Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

Freebies: 22 Ex: 15

Spent

100

Notes

Freebies ~

Xps~

Marits ~ 4

Occult ~ 15

Wits ~5          Empathy ~ 6  
Resources - 3    Manipulation ~ 12  
Specialty ~ 1    Charisma ~ 12  
Alertness ~ 4  
Dementation ~ 15  
Computers ~ 5  
Dominate ~ 10  
Malkavian Time ~ 3  
Do as I say Not as I say ~ 12  
Buying off Old Flame ~ 4  
Dominate Dot 3 ~ 15xp

Derangements

Schizophrenia

## Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

She keeps her 'patients' in the manor house. Those that are not being 'experimented' on she's feeding on when she's hungry. It's no bother if one or two die from blood loss.

Influence

Mentor

Resources

She has an inheritance she hasn't burned through yet and is smart enough to put under other names in her lucid moments. Her ex will sometimes rework the trust and give her money to keep going every

few years.

Retainers

Status

Other

She has a manor house that was left to her by her family. She made enough money during her life time to have money for the upkeep of the house.

## 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

127

Apparent Age

34

D.O.B.

December 15, 1850

R.I.P.

January 20, 1875

Hair

Black

Eyes

Blue

Race

Caucasian

Nationality

British

Height

6"2'

Build

Slender

Gender

Female

Face Claim

A.I



# History

## History

Her parents knew she was different. Her father was a doctor, her mother was his nurse. They both ran their own sanatorium where they took care of those who were mentally ill. Calla grew up around this, their patients were always gentle with her. It was more of a rest home than a hospital. It was what led her to take an interest in psychiatry. Calla wanted to be a doctor though not a nurse. Her father encouraged her even though he knew that her mind worked a bit differently. She would often say that she saw things that were not there or said things people had never told her. It was clear that Calla had her own illness but it didn't matter. Her father would find a way that she could function in normal society. When she grew into what the time was considered maturity, he started to feed her different medicines.

It took a while but finally, they got her visions under control but it opened the door for other things. There were sounds now. She would call these her spirits. The spirits would tell her who needed her. They needed her to heal them, to *fix* them. It took her all she had to try to be able to tell the difference between what was her illness and what was reality. She tried though she really did try. She tried to remember to take the cocktails that her father made for her. Sometimes it got worse, sometimes it got better. With all she had experienced and the schooling to back it, she was able to treat others. give them hope as well, if she could do it, they could too.

The first hit to her already fragile psyche was the death of her father. While he had a healthy mind he never told her or her mother that his body was being eaten away. They could barely look at him when he was already put on the ground. Hardly but Calla still did. She could swear that she saw his spirit hanging around his body and then walking towards her. Now he was her guide in the afterlife. This was when she realized that she collected spirits (not really), her mother was next to go and her spirit joined the now dozen of those that followed her. While they had moved to the States because of some accusations of unauthorized experiments, it got worse while living in a new country.

When her parents became her guides, it was over. The spirits told her who needed her help, she would bring them to her home and *fix* them. The procedures sometimes would take weeks or even months then they would join the cast of Guides now following her. Calla met a girl named Augusta. The spirits told her this was someone who needed Calla to *fix* her. Augusta sat in the home she had been left. She started to talk to her. "You will be well. I promise." "No nothing will ever be well again." Next thing she knew she woke up but her heart had stopped beating.

Calla haunted the alleyways, looking for new souls when a man caught her attention. He too had her particularities and they enjoyed seeing what ways they could bring soundness of mind to those who needed it. She told her he loved her. But then the voices, the voices screamed at her whenever she was near. He was not a good person, he was not really trying to help her. Calla tried, tried to send him away but he comes back every once in a while, and the house screams. The guides are just whispers now so she can go out. Maybe she can find a new project to work on while out and about.

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