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 illments 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
Conpelling
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 Agusta. The spirits told her this was someone who needed Calla to *fix* her. Agusta 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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