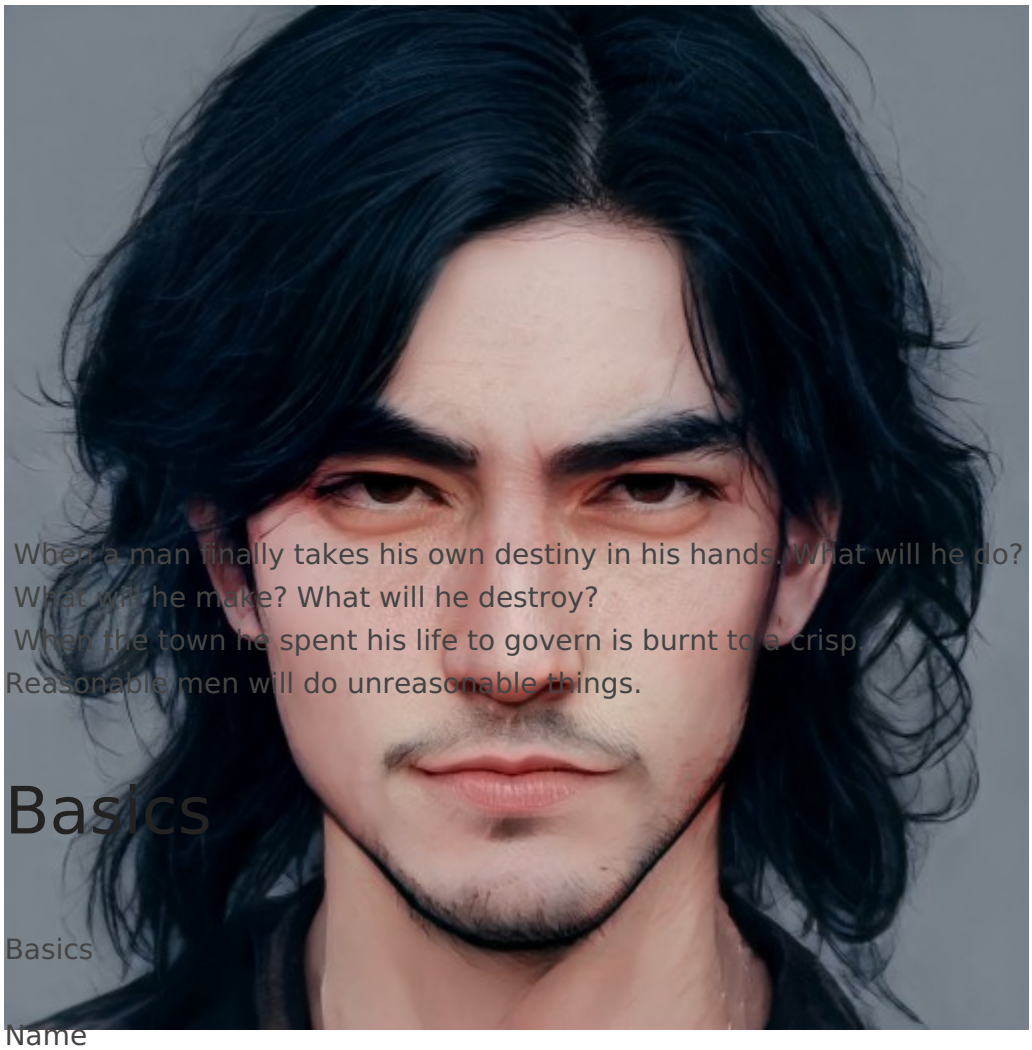
Edwin Mills

Overview

Overview



Basics

Basics

Name
Edwin Mills
Player
Meat
Chronicle
Baltimore After Dark

Nature
Capitalist
Demeanor
Bravo
Concept
Cowboy Vampire
Clan
Ventrue
Generation
9th Generation
Sire
Jim Halloway (Deceased)

Attributes

Attributes

Physical
T
Strength

11000
Dexterity

11110
Stamina

11000
Social
s
Charisma

11100
Manipulation

11100
Appearance

11100
Mental

P
Perception

11100
Intelligence
Specialization
11110
Wits
Specialization
11110

Abilities

Abilities

Talents
T
Alertness

11000
Athletics

00000
Awareness

10000
Brawl

11000
Empathy

00000
Expression

00000
Intimidation

10000
Leadership

11000
Streetwise

00000
Subterfuge

11100

00000
Skills
s
Animal Ken

11000
Crafts

11100
Drive

00000
Etiquette

11000
Firearms
Specialization
11111
Larceny

00000
Melee

00000
Performance

00000
Stealth

11000
Survival

00000

00000
Knowledge
P
Academics
Specialization
11110
Computers

00000
Finance
Specialization
11110
Investigation

10000
Law

11100
Medicine

00000
Occult

00000
Politics

11100
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines
Dominate

10000
Fortitude

10000
Presence

11000

00000

00000

00000
Backgrounds
Generation

11110
Resources

11100
Herd

10000

00000

00000

00000
Virtues
Conscience/Conviction

11100

Self-Control/Instinct

11100
Courage

11110

Humanity/Path
11111 10000
Path

Bearing

Willpower
11111 00000
00000 00000
Blood Pool
11111 11111
11110 00000
Blood/Turn
 2

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Acute Sense
 Physical
1
 Ambidextrous
 Physical
1
 Eat Food
 Physical
1
 Blush of Health
 Physical

2
Crackshot
Physical
3
Concentration
Mental
1
Flaw
Type
Bonus
Deep Sleeper
Mental
1
Impatient
Mental
1
Nightmares
Mental
1
Vengeful
Mental
2
Vulgar
Social
1
Can't Cross Running Water
Supernatural
3

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
110
Spent
34
Notes

16 - Dexterity 12 - Subterfuge 4 - Investigation

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd
A few butlers that take care of his new home
Influence

Mentor

Resources
Owns many furniture stores across the States he can leach money from, but these stores are owned by his ghouls and have to use their profit for the store first before he can call upon it.
Retainers

Status

Other

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
162
Apparent Age
22
D.O.B.
1/1/1860
R.I.P.
6/3/1882
Hair
Black. Down to his shoulders.
Eyes
Brown.
Race
Caucasian.
Nationality
American.
Height
6'0.
Build
Lean muscular.
Gender
Male.
Face Claim
Art Breeder.

He now lives at 1015 Binney St
Baltimore, MD 21224 | Canton Square

History

History

Being raised on a ranch was probably the best thing to happen to a family during the westward expansion. Good income because everyone needed food. Especially all the different towns sprouting

up. And young Edwin Mills aspired to be a mayor and watch his town prosper.
Being apart of the many people who flocked to the town of Ashcroft following its discovery by the founders Charles B. Culver and W. F. Coxhead. Shortly after being bitten by the kindred known as Jim Halloway. It was explained that the town would act as a sort of staging ground for new kindred in the area, and the two of them were going to be at the head, Jim as the Sheriff and Edwin as the Mayor. Of course, the election was rigged, and Edwin won. After the first few months of stabilizing the town and welcoming the new miners who came to dig up the silver veins to get rich quick. Jim Halloway got in contact with other Camarilla towns and began to welcome new Kindred who were more than happy to take part in the feeding on exhausted miners. New Kindred. New Miners. New businesses. Times were amazing.
Until the mines dried up.
Leaving in droves Edwin could only watch as their only source of food left to the next boom town, and everyone looked to him for guidance. Being the mayor had its perks. A dead eye Sheriff to let everyone know who's in charge. And an intellect that could get you out of any situation. And Kindred know to trust in their prince. But hungry Kindred are foolish Kindred.
It didn't take long for Fledgling and Neonate Kindred to ignore their sires and go out into the night, feeding on caravans and taking hostages that would be shackled under the homes of their sires for food. But of course, people disappearing in the middle of the night in the middle of nowhere causes questions to be asked. And the ones asking those questions? Hunters.
It happened early in the morning. One of the Fledglings disappeared. Assumedly run off. At the end of the day a box of ashes was found in front of the mayor's office and Edwin ordered Jim to start getting everyone ready to evacuate for they have been found. But it was too late.
The Fledgling had revealed everything. Every one of the kindred in the town and as the sun set only then could Jim Halloway try and protect his town, ordering Edwin to stay inside and be prepared to get everyone out of there.
Gun fire erupted as Hunters rode into the town on horseback, shooting through windows, specifically targeting key houses, keeping the vampires within suppressed while they barricaded the doors and lit the homes on fire. A coordinated assault on each of the homes of the kindred. The only one able to get outside was Jim Halloway who made his last stand shooting down the street to the approaching hunters while Edwin retreated down into the mines that used to run the town.
And eventually the gunfire ended. The sound of fire crackling and the smell of smoke was all Edwin could sense. He lost everything. Eventually he had to go back up. Slowly walking through the smoldering remains of both wood and kindred alike before finding a set of revolvers in front of where the town hall used to be. His Sire was dead. And those who didn't run from the town were dead too. And soon Edwin would be as well. Picking up the revolvers as well as gathering ammunition to put into a belt he steadily walked after the men who killed his town. Silent. The thudding of his boots was all he could focus on, pushing away thoughts of guilt and sadness for those he had lost. It took a day of traveling until he found the Hunters camped on the side of a wooded path.
He could hear them laughing. Thud thud. Laughing about how easy it was. Thud thud. Laughing about how the only one who put up a fight was lit up before he could get more than two shots in. Edwins's shadow was casted along the trees as he stood before the exhausted men who were settling for a long night's rest. Each one silent as they stared at the one they missed. The one who got away. They thought an angry vampire was a foolish vampire. They were wrong.

Drawing his weapons first Edwin fired two shots into two prone hunters. Aiming up at the other 5 he got two more shots off injuring one of the hunters before feeling a stinging pain in his shoulder that sent him retreating into the dark woods. Ducking behind a tree he shot off the left side and ran from the right. The hunters crowded around the campfire firing blindly at where they thought the vampire was. But he was everywhere they weren't. The night was full of fear, men fighting for their lives while Edwin was fighting for vengeance. Once out of ammo he was quick to reload, following every bit of instruction that his Sire had given to him about guns. Remembering every time, he practiced shooting. Eventually the shots came to a close. One final hunter was slowly bleeding out where he stood. Too weak to pull the hammer back on his revolver. Edwin showed himself and approached him. His many wounds slowly healing in front of the frightened man. "What are you...?" ... "Hungry." And sank his teeth into the dying man. Draining him in his entirety for every pint of blood and plasma he had before taking their money and leaving their bodies out in the open for the animals to devour.
He returned to his town one more time to empty out the money that he had stashed in the smoldering remains of the town hall and left to the city. Founding a business called "Mills Furniture." and making deals with lumber companies to build furniture that helped make homes not so empty. Eventually he had to 'pass away' and leave his business to the new CEO of the company, a ghoul. When war broke out across Europe, Mills made sure those in war-torn Europe had beds to lay on. Publicity never hurt after all. When prohibition took its hold on America, Edwin started smuggling through the fluffy seats of his sofas and loveseats. And took advantage of World War 2 to help spread his company across America and parts of Europe,
Of course, one can only stay in a coffin for so long. Now in Baltimore setting up a new shop he wonders about the Camarilla. Always wanting to get back into politics. If not. It would be nice to at least have some friends his age.

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