

# Erica Lisette Angeline Dubois

## Overview

Overview



Erica Lisette Angeline Dubois, a fiercely determined behavioral psychologist, grew up in the shadow of her older brother in a wealthy Creole family. Her childhood was marked by a traumatic encounter with malevolent spirits in the Louisiana woods, leaving her with a unique gift for Auspex and a lingering fear of dense forests. Driven by a passion to understand the human mind, Erica specializes in phobias, balancing her career with the secrets of her supernatural abilities.

## Basics

Basics

- Name
  - Erica Lisette Angeline Dubois
- Player
  - Harmony
- Chronicle

Baltimore After Dark  
Nature  
Survivor  
Demeanor  
Visionary  
Concept  
Competitive Second Child, Behavioral Psychologist Specializing in Phobias  
Clan  
Ghoul (Tremere)  
Generation  
  
Sire

# Attributes

## Attributes

Physical  
p  
Strength  
Specialization  
11000  
Dexterity

11000  
Stamina

11000  
Social  
s  
Charisma  
Specialization  
11000  
Manipulation

11100  
Appearance

11000

Mental  
t  
Perception  
Specialization  
11000  
Intelligence  
Book Knowledge  
11110  
Wits  
  
11100

# Abilities

Abilities

Talents  
Alertness  
Specialization  
11000  
Athletics

00000  
Awareness

10000  
Brawl

00000  
Empathy  
Insight  
11110  
Expression

00000  
Intimidation

00000  
Leadership

00000

Streetwise

00000

Subterfuge

00000

00000

Skills

Animal Ken

Specialization

00000

Crafts

00000

Drive

00000

Etiquette

11000

Firearms

11000

Larceny

00000

Melee

00000

Performance

00000

Stealth

00000

Survival

00000

00000  
Knowledge  
Academics

11100  
Computers

10000  
Finance

00000  
Investigation

11100  
Law

10000  
Medicine

11000  
Occult  
Dreams  
11110  
Politics

00000  
Science

11000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Auspex  
11000

Potence  
10000

00000

00000

00000

00000  
Backgrounds

Resources (Old Money)  
11110

Contacts  
10000

00000

00000

00000

00000  
Virtues  
Conscience/Conviction

11100  
Self-Control/Instinct

11100  
Courage

11110

Humanity/Path  
11111 10000  
Path

Bearing

Willpower  
11111 11100  
00000 00000  
Blood Pool  
00000 00000  
00000 00000  
Blood/Turn

# Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost  
Iron Will

2  
Medium

2

Flaw  
Type  
Bonus  
Nightmares

1  
Phobia

1

# Rituals & Paths

Rituals & Paths

Ritual  
Level



Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

Spent

Notes

Increase Auspex from 1 to 2: 10 Freebie Points Increase Increase Occult from 3 to 4: 2 Freebies  
Freebie PointsMedium: 2 Freebie PointsIron Will: 3 Freebie PointsIncrease Willpower from 4 to 8: 4  
Freebie Points. Experience Points: Science 0 to 2: 5 exp Computers 0 to 1: 3 exp

Law 0 to 1: 3 exp

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Academic Contact (Psychology Professor or Researcher): Someone in the academic field who can provide insights, access to research materials, and connections within the academic community. Medical Contact (Psychiatrist or Medical Doctor): A professional in the medical field who can offer medical advice, access to medical resources, and information on patients. Supernatural Contact (Tremere Clan Member): A contact within the Tremere clan who can offer assistance with occult knowledge, Tremere politics, and clan resources.

Fame

Herd

Influence

Mentor

Resources

She demanded and was given her Inheritance early

Retainers

Status

Other

# Rights & Possessions

## Rights & Possessions

### Gear (Carried)

Smartphone: For communication, research, and accessing online resources. Notebook and Pen: For taking notes during psychological evaluations and research. Strobing Flashlight: Useful for exploring dark areas, or blinding attacker Pepper Spray: For personal protection. Personal Amulet: A small protective charm given by her grand mother. Lucky Rabbits Foot.

### Feeding Grounds

### Havens

A well-furnished apartment in a high-end neighborhood, equipped with security systems and blackout curtains.

### Equipment (Owned)

### Vehicles

Luxury Sedan: A reliable and discreet car for traveling to and from her appointments and havens.  
Other

# Blood Bonds/Vinculi

## Blood Bonds/Vinculi

### Bound To

### Rating

### Bound To

### Rating

# Description

## Description

Age

28

Apparent Age

25

D.O.B.

October 31 1995

R.I.P.

Hair

Brown

Eyes

Hazel

Race

African American

Nationality

American

Height

5'7, 145 lbs

Build

Curvy

Gender

Female

Face Claim

Nathalie Emmanuel

# History

## History

Erica Lisette Angeline Dubois was born into a wealthy family of old money, the second child overshadowed by her older sibling, Eric. Growing up in Eric's shadow, she developed a fierce determination to prove herself and achieve success on her own terms. Her interests led her away from the traditional paths valued by her family, and she pursued a career in psychology, specializing in phobias. During a family vacation in the remote countryside when she was seven, Erica wandered off into the woods near their summer home. She followed a trail of glittering lights and melodic whispers, leading her deeper into the forest. There, she encountered ethereal beings whose playful demeanor turned sinister as the sky darkened. The spirits, mocking and malevolent, shoved needles into her eyes, telling her it was so she could "see." The experience was so traumatic that Erica's mind suppressed the memory, rationalizing it as a childhood nightmare. This encounter left her with an intense phobia of dense, dark woods and recurring nightmares. She believes that the spirits' actions are why she has a natural talent for Auspex and her Medium abilities. Erica's academic journey in psychology began during her college years. She became fascinated with the human mind and emotions, specializing in behavioral psychology with a focus on phobias. Her interest in fear and its effects on the human psyche led her to study dreams, exploring the intersection of fear and the subconscious. Her life took a dramatic turn when she met Angelique, a Tremere vampire who recognized Erica's potential and began to mentor her. Angelique became the mother figure Erica never had, guiding her into the ways of the Tremere and helping her develop her natural abilities in Auspex. As a ghoul, Erica enjoys the power and knowledge her new life offers, while being wary of the dangers and political intricacies of vampire society. Erica now balances her professional life as a behavioral psychologist with her duties and studies within the Tremere clan. Her primary haven is a well-furnished apartment in a high-end neighborhood, and she also has a secondary haven within the Tremere chantry. Her feeding grounds include a university campus and a medical center, where she can discreetly feed on stressed individuals.

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