

Esther Wright [DEAD]

Overview

Overview



Esther is a Gangrel known in Louisville, Kentucky. She's a strange and jumpy woman, and is probably a little too paranoid for her own good. She is visibly sick and unwell with yellowing eyes and, often, cuts and scrapes on her hands. Unbeknownst to most, she is a Unifier of the Sabbat. She is the student of Bishop Jacob, a recent Camarilla convert who was brought to Baltimore to further the Jihad in a more active warfront. Esther has a temper but could reasonably be described as pleasant or pitiable if she wasn't so damned ugly.

Basics

Basics

Name

Esther Wright

Player

Freak/Alice

Chronicle

Baltimore After Dark
Nature
Survivor
Demeanor
Creep Show
Concept
Convert B
Clan
City Gangrel
Generation
9th
Sire
Paul Stockton

Attributes

Attributes

Physical
p
Strength

11000
Dexterity
Sporadic
11110
Stamina
Tenacity
11111
Social
T
Charisma

11000
Manipulation
Conjurer of "Facts"
11110
Appearance

10000

Mental
S
Perception
Attentive
11110
Intelligence

11000
Wits

11100

Abilities

Abilities

Talents
p
Alertness
Noises
11110
Athletics

11000
Awareness

00000
Brawl
Claws
11110
Empathy

00000
Expression

00000
Intimidation

11000
Leadership

11100
Streetwise

10000
Subterfuge

11100

00000
Skills
T
Animal Ken

00000
Crafts

00000
Drive

00000
Etiquette

10000
Firearms

10000
Larceny

10000
Melee

00000
Performance

00000
Stealth

11100
Survival

00000

00000

Knowledge

S

Academics

U. S. History

10000

Computers

10000

Finance

11000

Investigation

11100

Law

00000

Medicine

00000

Occult

10000

Politics

11100

Science

00000

Technology

00000

00000

Advantages

Advantages

Disciplines

Protean*
11111

Obfuscate*
11100

Celerity*
11100

00000

00000

00000
Backgrounds

Retainers
10000

Generation
11110

Resources
11000

Domain
11100

00000

00000
Virtues
Conscience/Conviction

11000

Self-Control/Instinct

11100

Courage

11100

Humanity/Path

11111 00000

Path

Path of Power and Inner Voice

Bearing

Command

Willpower

11111 11100

00000 00000

Blood Pool

00000 00000

00000 00000

Blood/Turn

Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Totemic Change

Gangrel

5

Flaw
Type
Bonus
Territorial
Mental
2
Rat in a Cage
Gangrel
2

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

85

Spent

85

Notes

Domain (4XP), Protean (35), Celerity (15), Obfuscate (15), Athletics (2), Subterfuge (2), Leadership (6), Subterfuge (6)

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Extortion money

Retainers

Henry Garrison, gangster

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Pistol, phone, cash, knife

Feeding Grounds

Her Domain is settled in a low income housing area with a crime problem.

Havens

Her haven is in the basement of a house that others do not know is abandoned and assume is just vacant.

Equipment (Owned)

Computer, burglary supplies, rope, restraints (cuffs, bars, etc), torture instruments, easily accessible chemicals, easily accessible construction supplies (IE: wood, nails, etc)

Vehicles

1980 Chevy C10 with bed covering, 1977 Dodge Van

Other

Box of various birds to be let loose if she needs to fake her escape or escape under the cover of them. Same with rats.

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Description

Description

Age

164

Apparent Age

35

D.O.B.

April 2nd, 1860

R.I.P.

October 20th, 1895

Hair

Shoulder length, black

Eyes

Brown with yellowing irises

Race

Caucasian

Nationality

American

Height

5'5

Build

Compact with muscle mostly in the arms and back.

Gender

Female

Face Claim

Esther is generally unpleasant to look at, being quite ugly and looking unhealthy.

History

History

Esther Maryanne Wright is a City Gangrel, Unifier of the Sabbat. She was born into the Wright family in 1860, one year before the American Civil War in Appalachian Kentucky.

Her father was known as “Devil John Wright,” a serial killer turned lawman. For information about John, please read “Bad John Wright: The Law of Pine Mountain.” Please know this is a slightly fictionalized version of him.

The Wright Clan was a horrible place to be raised. Her father taught her terrible things: pain, intimidation and suffering. He was absent intermittently for much of her life with an abusive relationship with her mother. Though she couldn’t stand to leave him, she could not let her daughter endure this for any longer than she needed. The Civil War raged horribly and bloody, and her family moved deep into the mountains away from the armies... except John, of course, who was too hateful to stand for sentiments of equality, and would go fight for the Confederacy.

This made Esther a troubled young woman. She was violent with a temper. She was sent away to school in Louisville, Kentucky after her father’s “redemption” as a civilized lawman. She would not be in town when he was hung, having never received the letter. It bothered her little. In Louisville, she learned a good, upstanding profession: accounting, if only after becoming a mistress to a widowed rich man. She helped with his finances, though he would not marry her even after she had his children.

The City Gangrel of Louisville saw an unwillingness to die in her, and a penchant for violence. She was Embraced into the Camarilla, where she would learn many of their ideals.

Though she had merit, Esther was too uncivil and too troubled to ever gain Status in the sect, even into her older years. She worked in the cities of Louisville, Lexington, Chicago and Cincinnati. In Chicago, she found her most success in their underground, laundering money for a strange anonymous Ventrue and doing some of his dirty work. This experience did not bring her the content she hoped it would. Instead, it festered hate in her for the sect around her. They were just like her father, the Elders. Abusive, psychopathic patriarchs in places of power.

When the Sabbat attacked Louisville, where she had returned to, their spies tagged her as the first target.

Esther was not easy to capture, but was easy to break once they did. She told them openly she was hardly a Camarilla advocate. The Ductus allowed her the chance for conversion, after he had gotten what he wanted out of her, which was to sell out the locations of some Camarilla in the city. Creation Rites were not anything she had been told of, but she did complete them, something she regards as

the second greatest task she has ever underwent.

The worst went to learning the teachings of that Lasombra, Jacob. She took to them well enough, but he was less than merciful even in a strange new place.

That was twenty years ago. The dreaded convert of necessity, Esther is not at peace. She knows the Sabbat's ideals and emulates them as she can, but more than this is the thought of power and succeeding. Her new unlife is just starting, and she's doing what she can.

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