"Hilti"

Overview

Overview



Hilti, born Hildegard Mignonette van der Schant-Hohenburg, was a princess of the Schant-Hohenburg family of nobles in late 1800's Germany. She grew up as a young lady in training and tool for the future of her familial dynasty, but growing jaded with the utter uselessness of her family and the entire monarchy, she ran away to America as a young woman to try and make a life free of arranged marriage and etiquette.

Learning the hard lessons of the capitalist system and the inhuman exploitation that was taken for granted, she was discovered by a firebrand Brujah involved in the unionization efforts of the times and was Embraced, soon after engaging on her own crusade for the rights of her former kind everywhere. The Anarchs were a natural fit, and now she exists as one of many who hold the ideals of the Movement to be true and just.

Basics

Basics

Name
Hilti
Player
Tessa/ PSB
Chronicle
Baltimore After Dark
Nature
Architect
Demeanor
Guru
Concept
Union Princess
Clan
Brujah
Generation
12th
Sire
John Lawrence

Attributes

Attributes

Physical t

Strength

11000
Dexterity

11000
Stamina

11000

Social P

Charisma
Sincere
11110
Manipulation

11000
Appearance
Elegant
11110

Mental s

Perception

11100
Intelligence
Organization
11110
Wits

11000

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

00000
Awareness

10000
Brawl

11000
Empathy

11100
Expression

11000

Intimidation

00000
Leadership

11100
Streetwise

10000
Subterfuge

00000

00000
Skills
s
Animal Ken

10000
Crafts
Improvised Gear
11000
Drive

11000
Etiquette

11000
Firearms

00000
Larceny

00000
Melee

11000
Performance

00000
Stealth

00000
Survival

00000

00000
Knowledge
t
Academics
History
11000
Computers

00000
Finance

00000
Investigation

00000
Law

00000
Medicine

00000
Occult

00000
Politics

11100
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

Celerity*
Potence*
11000

11000

Presence*
11100

Auspex
10000

00000

00000
Backgrounds

Generation
10000

Allies
10000

Contacts
10000

Resources
11100

Retainer

10000

00000
Virtues
Conscience/Conviction

11110
Self-Control/Instinct

11100
Courage

11100

Humanity/Path
11111 11000
Path

Bearing

Willpower
11111 10000
00000 00000
Blood Pool
11111 11111
10000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Enchanting Voice
Physical
2

Additional Discipline		
Supernatural		
5		

Flaw	Type	Bonus
Impatient	Social	1
Cast No Reflection	Supernatural	1
Repelled By Crosses	Supernatural	3
Vengeful (Police)	Mental	2

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
35
Spent
35
Notes
Freebies
2 - Enchanting Voice
5 - Additional Discipline
2 - Willpower 4,5
1 - Retainer
7 - Presence 2
5 - Intelligence 4

XP
5 - Celerity 2
5 - Potence 2
5 - Willpower 6
10 - Auspex 1
10 - Presence 3

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
IWW Local Union
Contacts
Community Center Organization
Fame

Herd

Influence

Mentor

Resources
 Former German Princes, remnants of family fortune
Retainers
 Sissy Novak - A student of history who fell in love with the "Missing Princess" in her textbook and met her at the Community Center
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Cell Phone, Pepper Spray, Black Bandana
Feeding Grounds
 Political Fundraisers, Corporate Events
Havens
 Apartment Safehouse
Equipment (Owned)
 Ancestral Sword, Schant-Hohenburg Family Jewels
Vehicles
 Lexus EX
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To
Rating

Description

Description

Age
 138
Apparent Age
 26
D.O.B.
 1886
R.I.P.
 1912
Hair
 Black
Eyes
 Blue
Race
 European
Nationality
 German

Height
5' 4"
Build
Petite
Gender
Woman
Face Claim
Audrey Hepburn
Hilti dresses in loose, comfortable clothing that fits and is surprisingly hardwearing. Jeans, T-Shirts, Boots. Her face and beauty seem incongruous with her wardrobe and usual company. When she's feeding she will dress more elegantly and more resembles the princess she used to be.

History

History

Born into a branch family of the German Monarchy, Hildegarde Mignonette van der Schant-Hohenburg was a precocious young lady 5th in line for the throne, when she married of course. Growing up wanting for nothing did little to prevent her from noticing that while they ate lavish dinners and she dressed in silks and jewels, the common people starved and bled and died. Their lives were entirely removed from what Hilti came to believe was the real world, and when her future spouse was revealed as an older man uncomfortably related to her, she simply left.

Traveling to America with a head full of idealism and what money she was able to take with her, she was confronted with the harsh realities of being a young unmarried woman in the "land of opportunity". Forced to take a menial job in a sweatshop textile mill, she made fast friends with her fellow workers. It hurt just as badly everytime one of them was maimed or killed by the uncaring negligence of the robber barons that exploited their labor for profit. She saw a dark mirror of her family's existence in them, parasites sucking the lifeblood from honest people only trying to survive and feed their families.

When the union organizers began their struggle to organize and fight for their rights, she was drawn to the cause. If she could do nothing as a royal and nothing as a struggling seamstress, then she would throw herself into the cause of worker's rights. A young woman was always appreciated in the striker's offices or after a particularly violent clash with the strikebreakers, and soon her zeal and skill at oratory drew the attention of a notable union man.

John Lawrence, a member of Clan Brujah and the Anarchs involved in the labor movement Embraced the young princess one night. Embolded by her new state and powers, she felt untouchable and full of

the zeal she'd always had inside her. However, shortly afterwards the fledgeling lost her Sire to an attack prompted by a Pinkerton spy, as well as a handful of the friends she had come to love like family. Fire and metal beat John to the Final Death, and she only managed to escape with her life by mounting a successful distraction.

The Great War was only headlines in newspapers, and she was far too overcome with vengeance, anger, and righteous cause against the disgusting greed of the capitalist class. However, childe almost followed sire in yet another violent confrontation, this time during the Battle of Blair Mountain. Torpor claimed her waking unlife for almost four decades, Hilti awakening in the ruined basement of her Anarch coterie's old Haven only to learn of the Second Great War and the utter decline of her family's fortunes.

The last remnants of the Schant-Hohenburgs were reduced to slowly fading into obscurity in the ruins of their old summer palace, and Hilti reclaimed her birthright for a more noble cause. Going to France to "find herself", she had a few encounters with the high society movers and shakers which led to a turn as a corporate spy. She would redirect funds, seduce businessmen, and ruin investments with the aim of benefitting the poor forced to labor for them. This continued into the 70's and 80's, until the newest battleground proved to be back in America, fighting to preserve the Unions against Ronnie Ray Gun's disastrous trickle-down economics. She reconnected with the American Anarchs, and has been a staunch and reliable member of the Movement since then. Now, the Anarch Regent ruled Domain of Baltimore is ripe for evolution into the newest american Free State.

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