Lilith “Lily” Marrow

Overview

Overview

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A street poet in a city that had long since forgotten how to listen, Lily wandered the abandoned places of Baltimore, scribbling dreams into broken notebooks. Born with a mind too fragile to withstand the weight of what it glimpsed, she lived a half-life among the lost and the dreaming. She made the mistake of stepping into the ruins of an old theater on a night when the stars whispered wrong. A mistake that cost her breath, her future, and her name — remade into something that dreams for others now, but never for herself.

Basics

Basics

Name
Lilith “Lily” Marrow
Player
Ophi2.0
Chronicle
Baltimore After Dark
Nature
Visionary: Lily’s true self is a dreamer bound to patterns she barely understands — she seeks meaning through beauty, sorrow and fragmented prophecy
Demeanor
Waif: To others Lily appears to be a lost soul — gentle, vulnerable and draped in the fragile weight of unseen sadness
Concept
Prophetic Street Poet: A barefoot dreamer haunted by visions, sketching futures she cannot change in forgotten corners of Baltimore

Clan
Malkavian
Generation
12th Generation
Sire
???

Attributes

Attributes

Physical
p
Strength

10000
Dexterity

11100
Stamina

11000
Social
s
Charisma

11100
Manipulation

11000
Appearance

11100
Mental
t
Perception
Noticing the unseen
11110
Intelligence

11100
Wits
Quick interpretation of signs
11110

Abilities

Abilities

Talents
p
Alertness
Detecting Subtle disturbances
11100
Athletics

00000
Awareness
Premonitions
11110
Brawl

00000
Empathy

11000
Expression

11100
Intimidation

00000
Leadership

00000
Streetwise

00000
Subterfuge
Speaking in half-truths

11110

00000
Skills
s
Animal Ken

00000
Crafts

00000
Drive

00000
Etiquette

11000
Firearms

00000
Larceny

00000
Melee

00000
Performance

11000
Stealth
Move Silently
11110
Survival

11000

00000
Knowledge
t
Academics

00000
Computers

00000
Finance

00000
Investigation

11000
Law

00000
Medicine

00000
Occult

11100
Politics

00000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

Auspex (Heightned Senses, premonitions, Mind reading
11000

Dominate (Mind Control, Memory Alteration)
10000

00000

00000

00000

00000
Backgrounds

Haven
11000

Herd
11000

Mentor
11000

00000

00000

00000
Virtues
Conscience/Conviction

11110
Self-Control/Instinct

11100
Courage

11100

Humanity/Path
11111 11000
Path

Bearing

Willpower
11111 11100
00000 00000
Blood Pool
11111 11111
10000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Procognitive Dreams
Supernatural
3
Medium
Supernatural
2
Enchanting voice
Physical/Social
2

Flaw
Type
Bonus
Haunted
Supernatural
3
Phobia (Loud Noises)
Mental/Behavioural
2
Deep Sleeper
Physical
1
Short Fuse
Mental/Emotional
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

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Experience & Derangements

Experience

Total
35
Spent
Intelligence (2 –> 3) 8xp
Survival (0 –> 2) 5xp
Notes
Freebie Points: Base 15 + 7 (flaws) = 22.
Freebie Spending:
+1 Stealth (Cost 2), +1 Subterfuge (Cost 2), +1 Expression (Cost 2), +1 Awareness (Cost 2), +1 Alertness (Cost 2)
+5 Willpower (Cost 5)

Derangements

Schizoaffective Symptoms
Temporal Disorientation
Obsessive-Compulsive RitualsDepersonalization/Derealization
Mild PTSD-Linked Phobia (Loud Noises)
Haunted Syndrome (unique to her connection with the Cobweb)

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

- Lily’s Herd consists of a loosely connected group of vulnerable, sleeping mortals:
  - The homeless in abandoned townhouses.
  - Forgotten addicts sleeping rough near the Inner Harbor.
  - Lonely figures in broken motels on Baltimore’s edges.

- Notes:
  She feeds lightly and reverently, always leaving small offerings: a blanket, a whispered dream, a pressed flower tucked into an old wallet.
  They never remember her clearly — only a vague sense of strange dreams.

Influence

Mentor

- Lily’s Mentor is Verity Marrow, her elusive, possibly post-mortal Sire.
  Though Verity no longer appears physically, she still influences Lily through:
  - Whispered riddles bleeding through the Malkavian Cobweb.
  - Shattered dreams offering cryptic guidance.
  - Strange coincidences — a key left on a windowsill, a name scrawled on a crumbling wall.

- Notes:
  Verity’s help is rarely straightforward, often double-edged: sometimes a warning, sometimes an unwanted truth.

Resources

- Lily has minimal material wealth:
  - She scavenges what she needs from abandoned places.
  - She has a small stash of old coins, pawned jewelry, and dusty books hidden at her haven — just enough for basic needs (candle oil, paper, charcoal, batteries for string lights).

- Notes:
  She lives like a ghost: poor but self-sufficient in the ruins of Baltimore.

Retainers

Status

Other

- Lily carries a cracked silver locket (left behind by Verity) that seems to hum softly when death or betrayal is near.
  It’s not a formal magical artifact — but among Malkavians, it’s whispered that such tokens carry subtle ties to the Cobweb.

Rights & Possessions

Rights & Possessions

Gear (Carried)

(Things Lily usually carries on her person)

- Small leather-bound sketchbook filled with visions, riddles, and symbols.
- Old, tarnished iron key on a chain around her neck (a token from her Sire).
- Broken pocket watch stuck at 11:11 (keeps it in her coat for comfort).
- Charcoal pencils and stubby old pens for sketching dreams.
- Crumbled poetry book (dog-eared and water-damaged).
- Thin, layered scarves (often used to hide her face when needed).
- Locket with a cracked mirror inside (reflects “future selves,” according to her).

- Small glass vial of sea water from Baltimore Harbor (“To remember the flow of time,” she says).

Feeding Grounds

(Where Lily typically feeds — her ‘turf’)

- The old Inner Harbor district — abandoned warehouses, sleeping homeless, forgotten corners where few venture at night.
- Charles Village and Pigtown backstreets — faded townhouses, flophouses, forgotten shelters.
- Crumbled motels along the industrial edges of Baltimore — she feeds gently on sleeping dreamers, leaving them unharmed but subtly haunted by her presence.

(Her feeding is always soft, discreet, and almost reverent — she never gorges, always slips away like a phantom.)

Havens

(Where Lily sleeps and hides)

- Primary Haven:
  - The Wren Basement:
    A collapsed maintenance room beneath the Senator Theatre — layered with forgotten theater props, broken velvet chairs, water-stained murals, and string lights powered by scavenged generators.
    Lily has hidden it expertly; few know the tunnels still exist. It feels more like a dream than a home — filled with scraps of visions, paintings, pressed flowers, and chalk sigils on the walls.
-

Equipment (Owned)

(Things Lily has access to, even if not always carried)

- Battery-powered string lights to light her hidden rooms softly.
- Old, scavenged Victrola record player (still works, barely — plays warped classical records).
- Stacks of filled sketchbooks detailing hundreds of dreams, warnings, and riddles.
- A battered, creaking mattress salvaged from a motel, covered in patchwork quilts.

- Filing cabinet filled with trinkets: rusty keys, broken jewelry, childhood toys, bottle caps — “anchors to lost dreams,” she calls them.
- A heavily worn, navy-blue peacoat lined with hidden pockets for small items.
- Ancient candle collection — in case the lights fail and she needs “firelight to remember the right path.”

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
62 years old
Apparent Age
Mid to late 20s
D.O.B.
June 19, 1940
R.I.P.
1963 (The year of her Embrace)
Hair
Thick, Dark, wavy bob
Eyes
Deep-set dark brown
Race
Caucasian
Nationality
American (Baltimore native)
Height
5’5”
Build
Slim but sturdy; wiry, delicate-looking strength
Gender
Female
Face Claim

History

History

Lilith Marrow was born on June 19, 1940 in Baltimore, Maryland, into a crumbling city already haunted by poverty and the echoes of old American dreams.

Her early life was marked by drifting loneliness — a gifted child abandoned to foster homes and forgotten neighborhoods, often dismissed for her unsettling way of speaking about things that had not yet happened. Even as a human, Lily dreamed true, though no one believed her.

By her twenties, she was scraping by in the shadows of the city — a street poet, a busker, a soft-voiced girl who spoke riddles to a world too loud to listen.

It was in the abandoned ruins of the Wren Theater that her true life ended.

One summer night in 1963, Lily wandered into the collapsing shell of the old Wren, drawn by a feeling she could not name. There, standing amid the dust and broken velvet, was Verity Marrow — a Malkavian elder whose mind had unraveled into pure vision.

Verity saw in Lily a “dream-heavy soul,” one whose mind already floated along the edges of the Cobweb, even before death.

Without warning or consent, Verity Embraced Lily, weaving her into the madness of Kindred existence.

When Lily awoke to her new cursed life, Verity was gone — leaving behind only cryptic words and a shattered, permanent connection to the Malkavian Cobweb.

From that night forward, Lily’s visions sharpened, her dreams tore open, and the boundaries of time collapsed around her. She became a Seer — but a broken one, her insights drifting like leaves on a flood.

For decades afterward, Lily faded into Baltimore’s forgotten places.

She made her haven in the drowned basements and abandoned theaters of the city, surviving by feeding lightly upon the dreaming homeless, the addicts, and the lost — treating each as sacred, never taking more than necessary.

The Cobweb is never silent for Lily.

It whispers half-remembered memories of others, trembles with future tragedies yet to unfold, and weeps with lost dreams.

Through it, Lily sometimes catches fragments of Verity — guiding, warning, or simply singing lullabies no living voice could carry.

Today, Lily is a ghost in a city of ghosts:

- Dreaming truths no one wants to hear.
- Sketching futures she cannot change.
- Drifting softly through Baltimore’s dead streets, barefoot between sorrow and prophecy.

She is not powerful. She is not respected.

But she sees.

And sometimes, that is enough to change everything.

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