Mara Vox

Overview

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A resourceful and bright spirited Nosferatu, she's an expert in repairing and modifying a wide range of technologies and equipment, mainly of antiquated nature. She uses said skillset for covert communications when the need to bypass the digital world becomes necessary.

Basics

Basics

Name
 Mara Vox
Player
 PSU
Chronicle
Baltimore After Dark
Nature
 Architect

Demeanor
Caregiver
Concept
Vintage Tech Expert
Clan
Nosferatu
Generation
12th
Sire
Gregor Vetch

Attributes

Attributes

Physical
T
Strength
Specialization
11000
Dexterity

11100
Stamina

11100
Social
s
Charisma
Specialization
11100
Manipulation

11000
Appearance

00000
Mental
P
Perception

Specialization
11100
Intelligence

11110
Wits

11100

Abilities

Abilities

Talents
S
Alertness
Specialization
11000
Athletics

00000
Awareness

00000
Brawl

00000
Empathy

11100
Expression

11100
Intimidation

00000
Leadership

00000
Streetwise

00000
Subterfuge

10000

00000
Skills
T
Animal Ken

00000
Crafts
Vintage Technology
11110
Drive

00000
Etiquette

00000
Firearms

11100
Larceny

00000
Melee

00000
Performance

00000
Stealth

11100
Survival

00000

00000
Knowledge
P
Academics
Specialization
10000
Computers

11100
Finance

00000
Investigation

11100
Law

00000
Medicine

00000
Occult

00000
Politics

00000
Science

11100
Technology
Vintage Technology
11111

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Advantages

Advantages

Disciplines

Obfuscate
11100

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Backgrounds

Herd
11000

Resources
11000

Generation
10000

Domain
10000

00000

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Virtues
Conscience/Conviction

11100
Self-Control/Instinct

11110
Courage

11100

Humanity/Path
11111 11000
Path
Humanity
Bearing

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

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Computer Aptitude
Mental
2
Long Fingers
Clan Specific
1
Crackshot
Physical
3
Eidetic Memory
Mental
0

Flaw	Type	Bonus
Can't Cross Running Water	Supernatural	3
Bad Sight	Physical	1

Rituals & Paths

Rituals & Paths

Ritual	Level

Path

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Experience & Derangements

Experience

Total
15
Spent

Notes
3 Freebie Points for Willpower
2 Freebie Points for Crafts
2 Freebie Points for Technology

2 Freebie Points for Firearms
4 Freebie Points for Stealth
4 XP For Stealth
8 XP for Technology

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd
Seven Blissed-out, Alley-Dwelling Freaks
Influence

Mentor

Resources
Online Vintage Tech Repair Business
Retainers

Status

Other
Runs an online only business where she fixes various odds and ends, though mostly desirable or sought after vintage technologies. If you can think of it, she fixes it.

Business is run in an extremely rundown tiny office building in East Downtown Baltimore. The office

building blends in with the rest of the urban decay. (Might expand on this later, was thinking of naming the shop SignalWorks)

Rights & Possessions

Rights & Possessions

Gear (Carried)
Beretta M9 Semi-Automatic Handgun, Multitool, Disposable Flip Phone, Handheld Transceiver, Fanny Pack to carry tools, equipment, and messages as needed.
Feeding Grounds

Havens

Equipment (Owned)
Various hoarded technologies of all kinds and calibers (just about anything you can think off). Various tools from heavy duty to fine precision for any project she may work on. Modified Reel to Reel and Cassette recorder and extensively modified Polaroid SX-70 camera with custom lenses is a main part of her arsenal for physical communications.
Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
29
Apparent Age
22
D.O.B.
February 2, 1996
R.I.P.
June 30, 2018
Hair
Black
Eyes
Green
Race
Latin American
Nationality
American
Height
5'3"
Build
Petite
Gender
Female
Face Claim
N/A

She wears a short-sleeved Polo short, Cargo Pants, steel toe boots, and a large, oversized Carhartt Utility Jacket with a big hoodie when going out. May use a silicon or welding mask to cover her face if necessary and wears glasses and sometimes contacts depending on the circumstances. Her arms, legs, and torso has peeling, rotting skin and her spine has minor deformities causing a permanent subtle hunch. Her nose and eyes are sunken inwards is if they never properly developed from birth. Her fingers have elongated as well, though grotesque as they are, she has found them useful in her daily activities.

She retains her medium flowing black hair and green eyes and can be generally described as short and petite aside from the deformities.

History

History

Mara was born in 1996 and raised in a household filled with old, antiquated machines and electronics. Her grandfather, a dedicated tinkerer, has spent years experimenting with analog devices, from film camera's to radios and tape machines. Mara curiously listened and learned, gaining an expertise with a broad variety of these devices. This led to an early curiosity that would eventually lead her to pursue engineering in college, though she much preferred hands-on-work compared to sitting in formal lectures.

At 22, Mara was embraced by a Nosferatu named Gregor Vetch. The Embrace left her physically disfigured like all Nosferatu, and though the change was harsh, Mara adapted well under Gregor's mentorship. With that mentorship, Mara realized that her knowledge of analog technologies could be a unique advantage in a world dominated by digital surveillance. Though she never expected her skills to be used for covert purposes, she became a valuable asset to the Anarchs, using her expertise for under the radar communications.

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