

# Mara Vox

## Overview

### Overview



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

00000

# Advantages

Advantages

Disciplines

Obfuscate

11100

00000

00000

00000

00000

00000

Backgrounds

Herd

11000

Resources

11000

Generation

10000

Domain

10000

00000

00000

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

00000

00000

00000

00000

00000

00000

00000

00000

# 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 shirt, 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 as 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.

---

Revision #18

Created 4 May 2025 22:15:14 by PSU

Updated 20 July 2025 13:11:07 by PSU