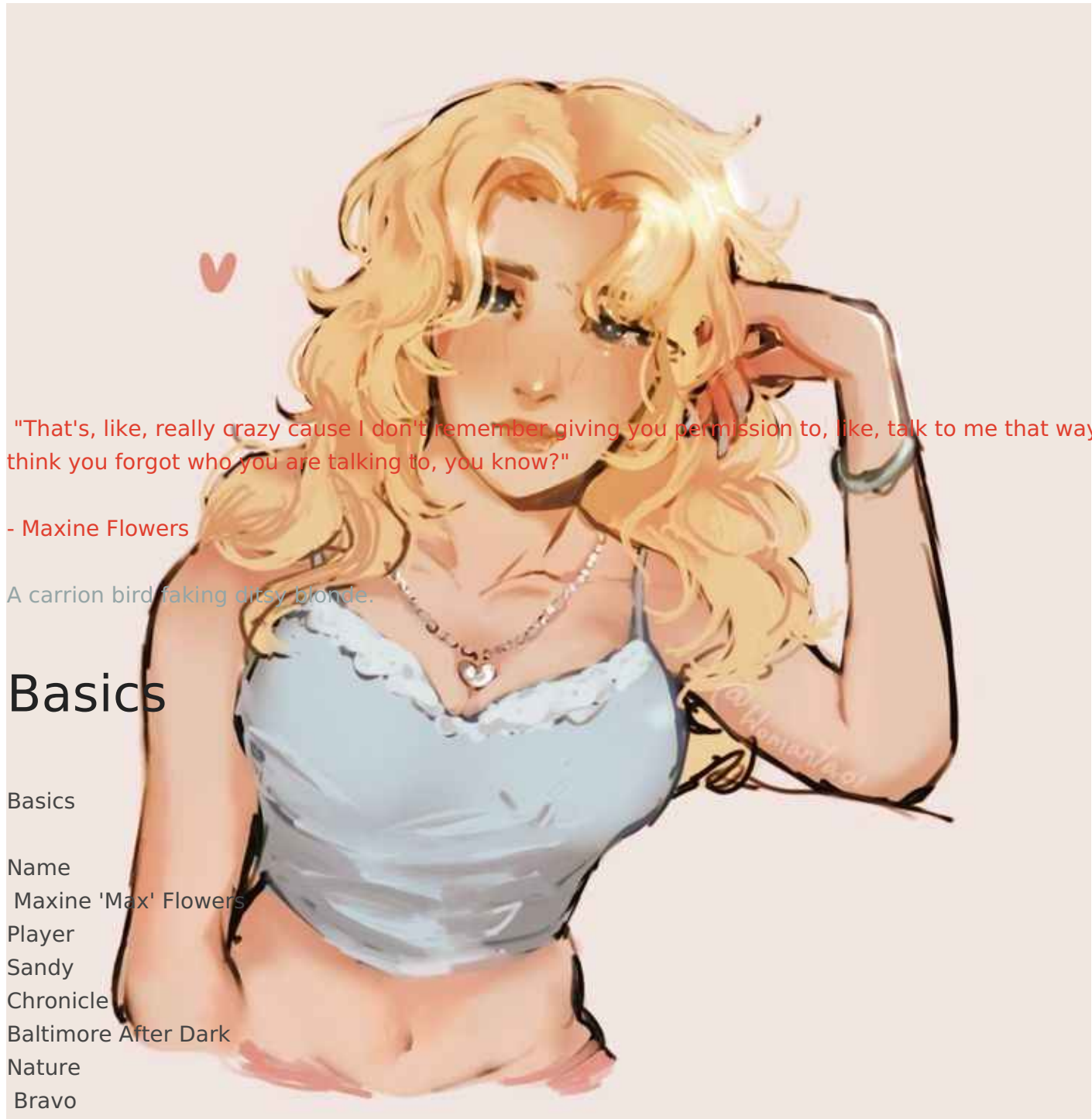


# Maxine Flowers

## Overview

Overview



"That's, like, really crazy cause I don't remember giving you permission to, like, talk to me that way? I think you forgot who you are talking to, you know?"

- Maxine Flowers

A carrion bird faking ditsy blonde.

# Basics

Basics

- Name
  - Maxine 'Max' Flowers
- Player
  - Sandy
- Chronicle
  - Baltimore After Dark
- Nature
  - Bravo
- Demeanor
  - Gallant
- Concept
  - Feral Valley Girl
- Clan
  - Gangrel
- Generation
  - 10th
- Sire

Long dead

# Attributes

## Attributes

Physical

p

Strength

Surprising Strength

11111

Dexterity

Agile Predator

11110

Stamina

Unbreakable

11110

Social

s

Charisma

Specialization

11000

Manipulation

11100

Appearance

Pretty face

11110

Mental

t

Perception

Specialization

11100

Intelligence

11000

Wits

11100

# Abilities

Abilities

Talents

p

Alertness

Subtle Details

11111

Athletics

10000

Awareness

11000

Brawl

Street Brawl

11111

Empathy

11000

Expression

00000

Intimidation

10000

Leadership

00000

Streetwise

11000

Subterfuge

Faking humanity

11110

00000

Skills

s  
Animal Ken  
Specialization  
10000  
Crafts

00000  
Drive

10000  
Etiquette

00000  
Firearms

00000  
Larceny

11000  
Melee

10000  
Performance

11000  
Stealth

11100  
Survival

00000

00000  
Knowledge  
t  
Academics  
Specialization  
10000  
Computers

00000

Finance

00000  
Investigation

10000  
Law

00000  
Medicine

00000  
Occult

11100  
Politics

00000  
Science

00000  
Technology

10000

00000

# Advantages

Advantages

Disciplines

Protean  
11110

Fortitude  
11000

00000

00000

00000

00000  
Backgrounds

Generation  
11100

Resources  
10000

Black Hand  
11100

Ritual  
11000

Contacts  
10000

Status Sabbat  
Title

11100  
10000  
Virtues  
Conscience/Conviction

1100  
Self-Control/Instinct

11100  
Courage

11110

Humanity/Path

11111 00000

Path

Feral Heart

Bearing

Menace

Willpower

11111 10000

00000 00000

Blood Pool

11111 11111

11100 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Eat Food

Physical

1

Language (German, Spanish)

Acute Senses (Sight)

Physical

1



Flaw  
Type  
Bonus  
Rat In A Cage  
Clan  
2  
Conspicuous Consumption  
Mental  
4  
Prey Exclusion (Activist)  
Mental  
1

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

85

Spent

78

Notes

- 1 Free for Eat Food
- 7 Free for Protean 4
- 4 Free for 2 Brawl
- 5 Free for 1 Strength
- 1 Free for 1 Black hand Membership
- 1 Free for 1Ritual
- 1 Free for Acute Senses
- 2 Free for 2 WP

6 xp for 1 Subterfuge  
3 xp for Empathy  
16 xp for 1 Strength  
2 xp for 1 Empathy  
3 xp for Intimidate  
5 xp for 1 Fort  
2 xp for ritual  
3 xp for Contacts  
12 xp for Stamina  
8 xp for 1 Wits  
14 for 2 Awareness  
4 xp for Instinct

Derangements

## Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Major contact in the local morgue

Fame

Herd

Influence

Mentor

Resources

A wage as a bartender and scratched up wealth from victims. Living in a family home she bought back in the 60s.

Retainers

Status

Other

Rituals: Creation Rites, Vaulderie, Monomancy, Acceptance Ritual, Contrition Ritual

## Rights & Possessions

Rights & Possessions

Gear (Carried)

A phone she barely uses, Expired driver's license, wallet, headphones, spare clothes in a backpack,  
Overpriced clothes  
Feeding Grounds

Havens

Equipment (Owned)

A basement full of books she won't touch, a GED, too many clothes for her budget

Vehicles

Takes the bus.

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Hilti

1

Bound To  
Rating

## Description

Description

Age

127

Apparent Age

23

D.O.B.

June 6th, 1897

R.I.P.

November 19th, 1920

Hair

Blonde

Eyes

Blue

Race

White (German)

Nationality

American (2nd Generation Immigrant)

Height

5'1

Build

Lean

Gender

Female She/They

Face Claim

Hailey (Stardew Valley)

# History

## History

Born and raised in the nation's capital city, Maxine was born to a German immigrant mother and an American father at the tail end of the 19th century. Her father was not in her life for long as a year after her birth he was shipped off to fight in the American-Spanish war and died a month into his deployment, leaving her mother to try to support the baby he left behind. Maxine lived a hard life of poverty in a one income home. She became rebellious at a young age and fell in with the party scenes that exploded in with the growing popularity of jazz. She had been active, even if quite young for it, in the local feminist movement. The new prohibition may have been bad but for her, she knew the right people and the right scenes. It was that partying that led her to the night that altered everything.

She'd been out at a local speakeasy drinking with some friends when it happened. Max had gone out into the alley to get some air when something had attacked her. A man had tackled her to the ground, bitten her neck, and begun to drain her of her life. The pleasure gave way to horror as her body began to get weaker and she felt the darkness creep into her vision. She panicked, she kicked, she punched. She had grabbed a brick from the alley and smashed it into the man's head, stunning him. That was just enough time to shrug him off and scramble. Max got barely a foot away before she was on the ground again. Despite everything, despite how hard she fought, Maxine died in that alleyway.

Max woke the next night in the backroom of the speakeasy she'd just died outside of. She'd been hungry, she'd been confused, and she'd been angry. Maxine killed the owner in the storage room. Max decided that survival is the most important thing in this world. She changed her German last name to avoid attention and abandoned her old life. Her old self. She decided she'd not be a victim to anyone again.

The Sabbat found her and she more than willingly swallowed their ideology down. Mortals were weak. They were prey to be played with and then consumed. Vampires were the mighty and only the strongest survived. She chose to prove herself to them by finding her sire and letting the sun take him. That turned out to be a good foundation to her relationship with the Sect. She showed them, and would continue to show them, that she was a loyal soldier of Caine.

She chose to blend in with mortal society and be a predator living amongst her prey, acting as the eyes of the Black Hand and a diplomatic mouthpiece for the Sabbat's ideology. She rather enjoyed the game of pretending to be human and chose to even embrace the trends of humans. Before moving to Baltimore in the 90s, she did decide to take a little tour through Europe also. Embraced along the way,

too. Max avoided the crackdown in 2012 by keeping her head down and keeping her mouth shut about the Sabbat. She's settled in now, though, and the Camarilla is gone.

---

Revision #19

Created 4 August 2024 17:44:33 by Sandy

Updated 16 September 2024 04:13:20 by Sandy