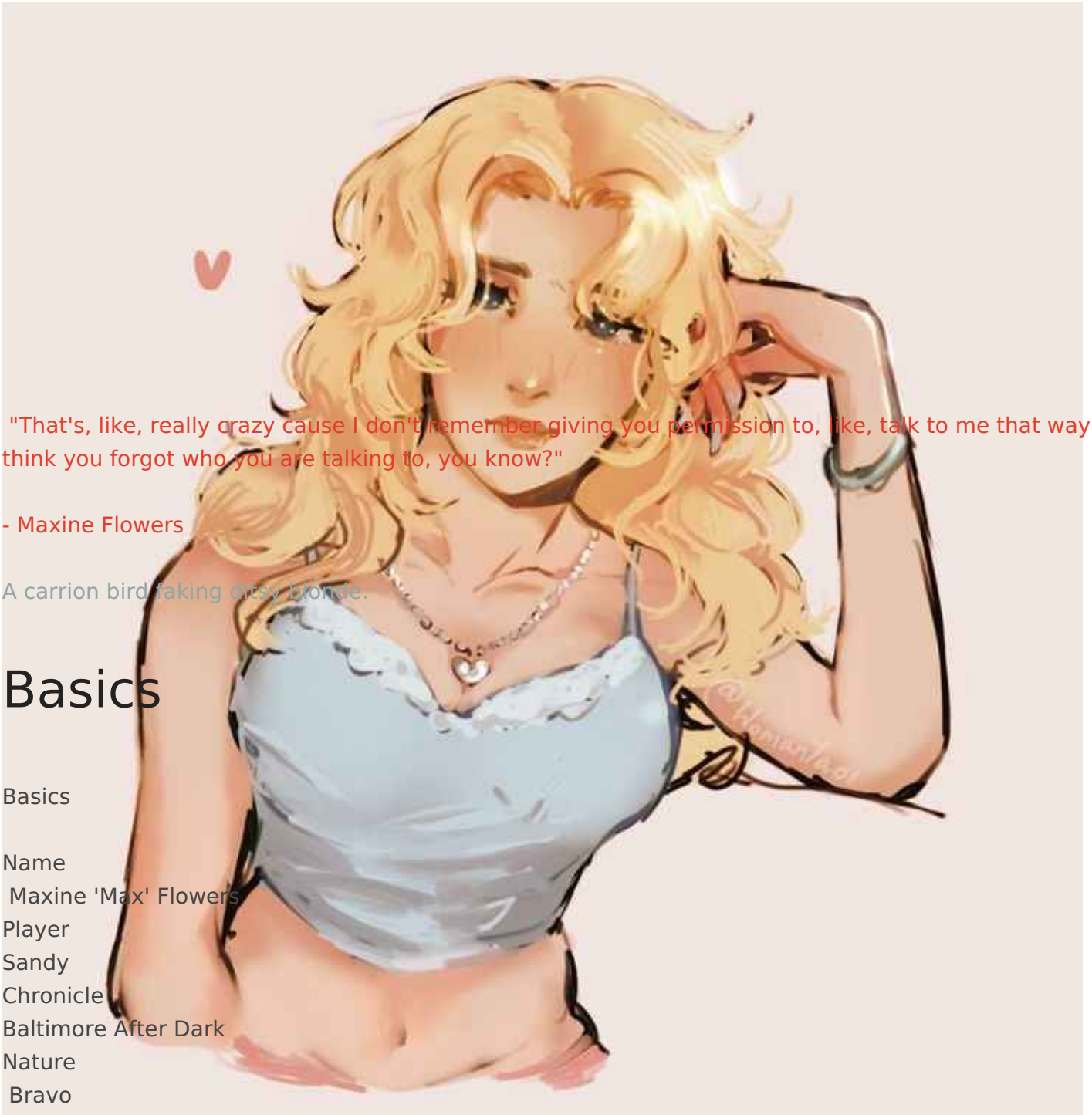
Maxine Flowers

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

Potence

10000

Celerity
10000

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
98
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.

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