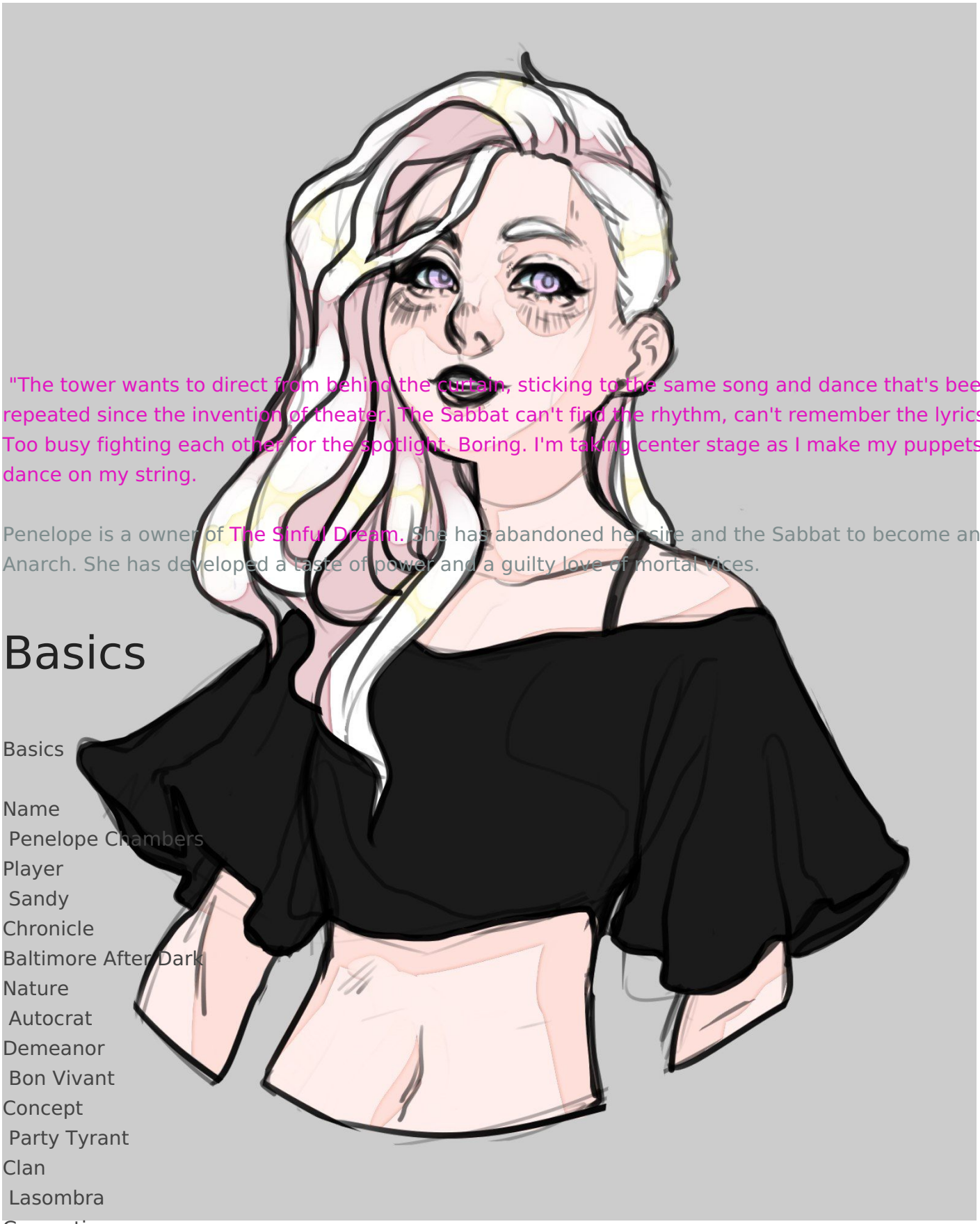
Penelope Chambers

Overview



"The tower wants to direct from behind the curtain, sticking to the same song and dance that's been repeated since the invention of theater. The Sabbat can't find the rhythm, can't remember the lyrics. Too busy fighting each other for the spotlight. Boring. I'm taking center stage as I make my puppets dance on my string.

Penelope is a owner of The Sinful Dream. She has abandoned her sire and the Sabbat to become an Anarch. She has developed a taste of power and a guilty love of mortal vices.

Basics

Basics

Name
Penelope Chambers
Player
Sandy
Chronicle
Baltimore After Dark
Nature
Autocrat
Demeanor
Bon Vivant
Concept
Party Tyrant
Clan
Lasombra
Generation
11th

Sire
Ophelia Chambers

Attributes

Attributes

Physical
S
Strength

11100
Dexterity

11100
Stamina

11100
Social
P
Charisma
Flattering
11110
Manipulation

11100
Appearance

11100
Mental
t
Perception
Specialization
11000
Intelligence

11000
Wits

11000

Abilities

Abilities

Talents
P
Alertness
Specialization
00000
Athletics

00000
Awareness

00000
Brawl

11000
Empathy

11100
Expression

00000
Intimidation

11000
Leadership

11000
Streetwise

11100
Subterfuge
Lying
11111

00000
Skills

S
Animal Ken
Specialization
00000
Crafts

00000
Drive

10000
Etiquette
Party Goers
11110
Firearms

00000
Larceny

10000
Melee

00000
Performance

11100
Stealth

10000
Survival

00000

00000
Knowledge
t
Academics
Specialization
00000
Computers

10000

Finance

00000
Investigation

00000
Law

00000
Medicine

00000
Occult

11000
Politics

11100
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

Dominate
11100

Potence
11000

Obtenebration

11000

00000

00000

00000
Backgrounds

Resources
11110

Domain
11000

Retainer
11000

Fame
11100

Generation
11000

Herd
11100
Virtues
Conviction

11000
Instinct

11110
Courage

1100

Humanity/Path
11111 10000

Path
Power And The Inner Voice
Bearing
Command
Willpower
1111 00000
00000 00000
Blood Pool
11111 11111
11000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Blush of Health
Physical
2
Enchanting Voice
Physical
2
Rising Star
Social
3

Flaw
Type

Bonus
Prey Exclusion (Religious)
Mental
1
Addiction (Tobacco)
Physical
3
Disgrace to The Blood
Social
3

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
40
Spent
39
Notes
3 freebies for three dots in Herd
2 freebies for 2 dots in Fame
2 freebies for 2 dots in Generation
2 freebies for blush of health
2 freebies for enchanting voice
1 Freebie for 1 dot Resources
2 Freebies for 1 dots in Performance
3 Freebies for Rising Star
5 Freebies for 1 dot in Strength
5 xp for Potence 1
10 xp for Potence 2

2 xp for WP +1
10 xp for Obten
5 xp for Obten 2
Occult +1

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame
Booming club, Popular on Instagram
Herd
about 15 devoted regulars at her club
Influence
 Powerful deals with the city's criminal circles
Mentor

Resources
 Expensive clothes, designer drugs, and flashy jewelry. A nice apartment above her club.
Retainers
 A stylist ghouled to make up for her Clan Curse
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Wallet, Purse, Mace
Feeding Grounds
 The Sinful Dream, Her Haven
Havens
 The Sinful Dream
Equipment (Owned)
 Phone (On Ghoul)
Vehicles
 Limo service
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
32
Apparent Age
21
D.O.B.
1992
R.I.P.
July 2nd 2013
Hair
Platinum Blonde
Eyes
Pinkish
Race
White (Greek Ancestry)
Nationality
American
Height
5'3
Build
Slight
Gender
Female
Face Claim

History

History

Born the daughter of Ophelia Chambers, a lineage Lasombra in the Sabbat, Penelope grew up surrounded by the culture of cruelty and Catholicism of her Clan that shaped her. Her mother tried to mold her into a true monster but her rebellious streak and mortal vices made Penelope too deep in her

mortality. Even upon Embrace, Penelope failed to meet the standards her mother set. As her mother plotted and planned on what to do, the newly embraced Lasombra built a domain for herself outside of the Sabbat territory. She leeched off of her mother's assets, quietly picking them apart, before jumping ship with the Anarchs. She reinvented her reputation, cut off all ties with her former family, and became the new rising club owner in Baltimore.

Revision #23
Created 1 July 2024 02:06:41 by Sandy
Updated 20 July 2025 13:11:07 by Sandy