Rayne Darkholme

Overview

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Born in Bethesda Maryland. She has no idea who who father is(The Vampire Parentage). Her mother died when Rayne was just barely 18. She knew there was something different about her. But it wouldn't be a few years until she figured out exactly what these difference entailed. A friend of her mothers named Liam(Ally) is the one that helped her understand her situation more thoroughly. He is a retired Vampire Hunter. Rayne dedicated her self to sorting out the good from the bad and eliminating the bad. She moved to Baltimore when she was 20. Her mother Owned a well to do multimillion dollar fortune 500 software development company. Technically Rayne is now in charge but she lets the Manager run the day to day activities so she can focus on what she considers her real destiny. Was raised as a devout Catholic. She lost her faith after her mother passed however.
Basics

Name
 Rayne Darkholme
Player
 Reaper
Chronicle
Baltimore After Dark
Nature

Visionary
Demeanor
Enigma
Concept
Protector of Mortals
Clan
Toreador
Generation
N/A
Sire
Unknown

Attributes

Attributes

Physical
p
Strength
Specialization
11000
Dexterity

11000
Stamina

11100
Social
s
Charisma

11000
Manipulation

11000
Appearance
Seduction
11110
Mental
t

Perception

11000
Intelligence
Creative
11110
Wits

11100

Abilities

Abilities

Talents
T
Alertness

00000
Athletics

11000
Awareness

00000
Brawl

10000
Empathy

00000
Expression

00000
Intimidation

00000
Leadership

00000

Streetwise

10000
Subterfuge

00000

00000
Skills
s
Animal Ken

00000
Crafts

00000
Drive

00000
Etiquette

10000
Firearms

10000
Larceny

00000
Melee

10000
Performance

11000
Stealth

10000
Survival

10000

00000
Knowledge
P
Academics
Science
11100
Computers

10000
Finance

11000
Investigation

11000
Law

00000
Medicine

00000
Occult
Parapsychology
11000
Politics

00000
Science

10000
Technology

11000

00000

Advantages

Advantages

Disciplines

Potence
10000

Dominate
10000

00000

00000

00000

00000
Backgrounds

Resources
11111

Allies
11000

Contacts
11100

00000

00000

00000
Virtues
Conscience/Conviction

11100
Self-Control/Instinct

11110
Courage

11100

Humanity/Path
11111 11000
Path

Bearing

Willpower
11100 00000
00000 00000
Blood Pool
11111 11111
00000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Natural Leader
Social
1
Magic Resistance
Supernatural
2
Acute Sense(smell)
Physical
1
Acute Sense(touch)
Physical
1

Flaw
Type
Bonus
Haunted
Supernatural
3
Short Fuse
Mental
2
Vengeful
Mental
2

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

Spent

Notes

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
 Liam Nelson(Engineer)
Leslie Davis(Personal Trainer)
Contacts
 John Jones(Professor in Occultism)
Michelle Smith(Local Congress person)
India Ellis(Medical Doctor)
Fame

Herd

Influence

Mentor

Resources
 You are a multimillionaire. If liquidated, you would have $5,000,000 to play with. Allowance of $30,000 a month.
Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
4.5" Lipstick Knife
Fake Cellphone Taser
Feeding Grounds

Havens

Equipment (Owned)
Silver Katana
2 Retractable Silver Stakes
2 Snake Eye Tactical 27.5 Inches Large Fore arm Swords
Vehicles
Marchi Mobile eleMMent Palazzo Superior RV(2022)
Camaro SS(2021)
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
 26
Apparent Age
 18-19(Stop showing signs of aging once turning 18)
D.O.B.
 October 13th 1996
R.I.P.
 N/A
Hair
 Light brown with pink streaks
Eyes
 Hazel
Race
 Caucasian
Nationality
 American
Height
 5'
Build
 Slim Athletic 115 lbs
Gender
 Female
Face Claim
 Unknown Influencer

History

History

Rayne was born on Sunday, October 13th 1996 in Bethesda Maryland at the Holy Cross Hospital, to a single mother and an unknown father who was not in the picture. Part of the reason of the absentee rather which was Unbeknownst to her or her mother, Her biological father was a vampire. A quite younger vampire of the fifteenth generation, making it a little harder tot ell there was something off about him. Her mother just wrote it off, the one-night stand was a little awkward and on the odd side. Her mother, Allison Marie Darkholme, was well known nationwide for her state of the art and leading edge computer software and R&D department. Rayne had a perfectly normal childhood for the most part. Though, she was a loner. She was bullied a lot by the cheerleaders and jocks because she didn't act or dress like they thought she should. The only thing outside of her education she dedicated her time to as a child was the school's track ad field team in junior high and high school. She got decent grades. She maintained a 3.0 GPA, so she could remain on the track team. Furthermore, she drank occasionally, but after all, what teenagers didn't drink a little from time to time? During her four years of high school, Rayne's mother enlisted a personal trainer for her to help with her training and practicing at home to keep her up to par for her school's track and field team. The winter following her graduation from high school, Rayne's mom had become extremely ill. Doctors couldn't explain why or what was the cause of the sudden illness. She died just before Christmas. Rayne's mom left her home, her company and everything she owned to Rayne. Rayne opted out of going to college and try to at least hold up the appearance of being a CEO regardless of not knowing what she was doing. She faked it for a few years until she managed to pick up the basics. She then later enrolled in online college courses, where she earned her degree in business management. Furthermore, she even picked up a PhD in Parapsychology because she wanted a contingency in case the business angle flopped. Her online Professor for her occultism course and her eventually became close friends. And later became a trusted confidant after she found out about her rare condition. He vowed to find a "Cure" or solution for her situation if there was one to be found. Until them swore to secrecy and to offer his aid when ever he could in her endeavors to protect the mortals of Baltimore and her path to eradicating the evil she encountered.

Notes

Notes

Blood pool: 10. The Dhampir regenerates 1 blood point per day. She can drink vitae to replenish more quickly, with some of the usual effects (such as becoming blood bound). The Dhampir can spend all 10 points normally on Healing (1 blood point per bashing or lethal damage — being closer to a mortal

than a vampire, she does not suffer aggravated damage), Disciplines, and raising Physical Attributes.

A Dhampir does not need to spend blood to remain active.

A Dhampir uses Stamina to soak bashing and lethal damage.

The Dhampir can regenerate lost body parts with a successful Willpower roll (difficulty 8). The cost for this varies from 1 blood point for a finger to 3 blood points for a limb. If the roll fails, it cannot be reattempted and the body part is lost.

The Dhampir suffers from Frenzy at -2 difficulty. She is not subject to Rötschrek.

A Dhampir is ultimately mortal rather than vampire. She has no Clan weakness, may not gain vampire-specific Merits or Flaws, and cannot create new Disciplines. Nor can she create blood bonds, ghouls, or childer. She can, however, conceive mortal children, eat food, and walk in sunlight.

The Dhampir’s vampiric heritage makes it impossible for her to become a changeling, demon, mage, mummy, werewolf, or their related kin. She can be blood bound to a vampire, though she does not become a ghoul. A Dhampir can become Imbued, but does not lose their Dhampir template.

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