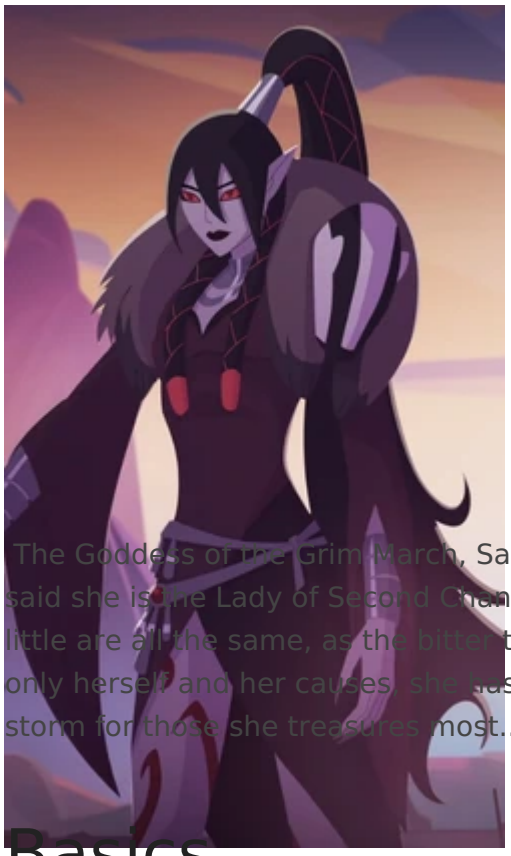
Sandraudiga, the Maiden of Defeat

Overview

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The Goddess of the Grim March, Sandraudiga seeks out the bested, the broken, and the defeated. It is said she is the Lady of Second Chances, of Loss and Retribution. Those who have lost all or lost very little are all the same, as the bitter tang of defeat fuels her power and words. An enigma who serves only herself and her causes, she has wandered to Baltimore to set up shop and watch the coming storm for those she treasures most...the losers.

Basics

Basics

Name
Sandraudiga

Player
Tessa
Chronicle
Baltimore After Dark
Nature
Idealist
Demeanor
Deviant
Concept
Loser's Goddess
Clan
Tzimisce
Generation
10th
Sire
Perchta

Attributes

Attributes

Physical S

Strength

10000
Dexterity

11100
Stamina
Tireless
11110

Social T

Charisma

11100
Manipulation

11000
Appearance

10000

Mental P

Perception

11100
Intelligence
Discerning
11110
Wits

11100

Abilities

Abilities

Talents S

Alertness

11000
Athletics

11000
Awareness

00000
Brawl

00000
Empathy

11000
Expression

11100
Intimidation

00000
Leadership

00000
Streetwise

00000
Subterfuge

11000

00000

Skills P

Animal Ken

11000
Crafts

11000
Drive

00000
Etiquette

11100
Firearms

10000
Larceny

00000
Melee

11100
Performance

00000
Stealth

00000
Survival

11000

00000
Knowledge
t
Academics

00000
Computers

00000
Finance

00000
Investigation

00000
Law

00000
Medicine
Body Crafts
11110
Occult

00000
Politics

10000
Science

10000
Technology

00000

00000

Advantages

Advantages

Disciplines

*Animalism
00000

*Auspex
11100

*Vicissitude
11100

00000

00000
Backgrounds

Generation
11100

Haven
11100

00000

00000

00000

00000
Virtues
Conscience/Conviction

10000
Self-Control/Instinct

11110
Courage

11111

Humanity/Path
11111 00000
Path

Bearing

Willpower
11111 10000
00000 00000
Blood Pool
11111 11111
11100 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Psychic Leech
 Supernatural
 5

Flaw
Type
Bonus
Privacy Obsession
Clan
3
Unblinking
Clan
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
35 XP
Spent
31
Notes
+3 Freebies for Privacy Obsession Flaw
+1 Freebies for Unblinking Flaw
+3 Freebies for Unholy Stain

22 Freebies

-2 Medicine 4
-1 Willpower 6
-7 Vicc 2
-7 Vicc 3
-5 Psychic Leech

XP
-10 Auspex 3
-15 Auspex 4
-2 Subterfuge 1
-4 Subterfuge 2

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens
 Underneath Nevermore Haunt (Haunted Attraction)
Equipment (Owned)
 Surgical tools
Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
93
Apparent Age
35
D.O.B.
1930
R.I.P.
1965
Hair
Black
Eyes
Red, Slitted
Race
Caucasian
Nationality
American
Height
6'8'
Build
Slender
Gender
Female
Face Claim
Twilight of the Gods (Netflix)

Tall and willowy, her skin gray and pale. Red eyes and pointed ears prevent her from blending in with most mortals, as she has altered her visage with vicissitude to better resemble her self-proclaimed divinity. Her fingers end in black claws, and she wears furs and heavy iron rings. Her bare skin is marked with intricate swirling patterns of blood, and she eschews footwear. When she is tracking one of the Defeated, her footsteps leave bloody tracks in her wake.

History

History

Katherine Weiss was born into an upper class family of German immigrants fleeing the aftermath of WWI. Raised in relative comfort and instilled with an analytical and accurate sensibility, it was only natural that she would enter medical school after displaying interest in understanding the human body after witnessing the aftermath of a car accident as a teenager.

Easily taking to the hard and competitive work of a medical student, she saw many of her fellows either drop out or give up more than once. Farewell parties were a semi-common occurrence for their washout friends. Still, Katherine saw that even when all seemed lost, such as after a failed test or exam, there was always an opportunity to take the lessons that losing taught and use them to succeed.

Graduating salutatorian from her medical school after several years of intense training and study, she was soon approached by more than one impeccably dressed gentlemen with clipboards. Answering their questions truthfully, she was more than shocked one day receiving a phone call with instructions to report to her new job in Langley, Virginia as a surgical consultant for the CIA. The early 60's was a time period of great turmoil for Uncle Sam, and it required a long hand to guard against any future threats. She accepted out of a dutiful sense of repayment for the country sheltering her family during her youth.

After the requisite civilian bootcamp, Dr Weiss was attached to an operations unit in Brazil during the lead up to the American coup of 1964. What seemed to be a tropical vacation quickly turned into the grim realities of global politics as she discovered her purpose was to maintain the physical and mental health of the CIA operatives running missions...as well as make sure any high value captives survived enhanced interrogation long enough to divulge their secrets.

Distasteful work was still work, and justification after justification turned into scientific fascination. She became much more versed in the multitude of ways a body could be maimed, healed, weakened, or strengthened through certain treatments. The dispassion of her purpose gave her a wealth of practical knowledge.

As the months went on, her workplaces went from city centers to surrounding houses to remote settlements to a black site deep in the jungle. Here, the CIA was hunting rebel leaders that were rumored to be working with one of the deep jungle indigenous tribes. Rumored to be cannibals, the bodies that began to show up were only dismissed as scare tactics. It was only when the camp began to slowly degrade, their communications breaking, their vehicles sabotaged, their equipment destroyed that they began to truly understand how fucked they were.

Dr Weiss was sitting in her surgical lab awaiting a death by predator or soldier when the monsters hit the camp. Foul and terrifying creatures shredded what remained of the guards, but didn't touch her. Instead, they pushed and led her deep into the jungle to an abandoned ruin, where the goddess Perchta waited.

A displaced German of similar ancestry, but much older, Perchta was a Tzimisce elder that had journeyed to the dark corners of the wild world to establish a small domain far from the machinations of the Camarilla and the Sabbat. Her philosophy and quest for perfection manifested as a focus on creating beasts from men and pitting them against each other. She had been watching Dr Weiss for some time, and saw potential in her. Tasking her with repairing and healing both her former comrades before they were transmogrified, as well as the tribespeople offered to Perchta as sacrifices, Katherine once again found herself caring for those that had lost, in battle and in life. She began to soak in the despair, the defeat, the echoing gloom and sour taste that either crushed to dust or empowered for victory.

When Perchta finally decided she had earned her apotheosis, Katherine Weiss had been no more for some time. Who remained was Sandraudiga, the Maiden of Defeat. Soul-Shrouded, Bloody Trail. Companion of the broken and bested. Eventually she left her sire, as their clan was wont to do, and traveled back to her homeland. Through old connections, she discovered that officially she had never existed. She was beyond such things as family, and began to travel through the territories of Sabbat and Camarilla alike plying her craft and trade to all who would pay in favors, blood or service to the Goddess.

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