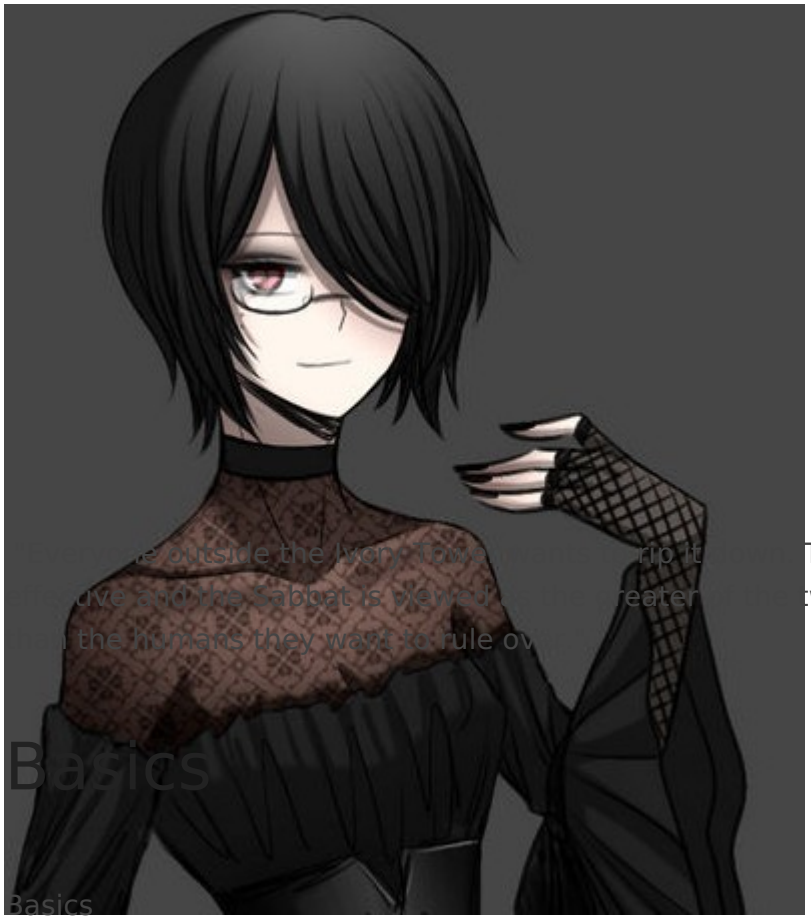
Sera Blackwood

Overview

Overview



Basics

Name
Sera Blackwood
Player
Quietcat
Chronicle

Baltimore After Dark
Nature
Director
Demeanor
Chameleon
Concept
stray cat? [I am horrible at this]
Clan
Lasombra
Generation
9th
Sire
Katherine Cadamon

Attributes

Attributes

Physical
p
Strength
Specialization
11000
Dexterity

11100
Stamina

11000
Social
s
Charisma
Specialization
11100
Manipulation
Persausive
11111
Appearance

11000

Mental
t
Perception
Specialization
11000
Intelligence

11100
Wits

11000

Abilities

Abilities

Talents
p
Alertness
Specialization
10000
Athletics

11000
Awareness

10000
Brawl

00000
Empathy

10000
Expression

00000
Intimidation

10000
Leadership

00000
Streetwise

00000
Subterfuge

11100

00000
Skills
s
Animal Ken
Specialization
00000
Crafts

00000
Drive

11000
Etiquette

11000
Firearms

11000
Larceny

00000
Melee

11000
Performance

11100
Stealth

11100
Survival

00000

00000
Knowledge
t
Academics
Specialization
00000
Computers

00000
Finance

11000
Investigation

00000
Law

00000
Medicine

00000
Occult

11100
Politics

00000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

Dominate*
10000

Obtenebration*
11100

Potence*
11000

00000

00000

00000
Backgrounds
Generations
11110

Resources
11110

Retainer
11000

00000

00000

00000
Virtues
Conscience/Conviction

11110

Self-Control/Instinct

11100
Courage

11100

Humanity/Path
11111 11000
Path
 Humanity
Bearing

Willpower
11111 00000
11111 00000
Blood Pool
11111 11111
11110 00000
Blood/Turn
 2

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Controllable Night Sight
 Clan
 2
 Blush of Health
 Physical
2
  Queen of Shadow
 Clan
4
 Eat Food
 Physical

1
Crackshot
Physical
1

Flaw
Type
Bonus
Dark Secret (Former Sabbat)
Social
1
Recruitment Target (Sabbat)
Social
1
Demon Hounded
Supernatural
3
Kiss of Death
Supernatural
2

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
35
Spent
31
Notes

Freebie:
Controllable Night Sight: 2
Blush of Health: 2
Queen of Shadow: 4
Eat Food: 1
Obtenebration: 7
Resources: 1
Retainer: 1
Crackshot: 3

XP
Obtenebration: 10 (third Dot)
Potence: 5 (Seoncd Dot)
Retainer : 2(Second Dot)
Dexterity: 8 (Third Dot)
Resources : 6 (Fourth Dot)
Willpower: 4 5th dot
Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
N/A
Contacts
N/A
Fame
N/A
Herd
N/A
Influence
N/A
Mentor

N/A
Resources
Stocks and Bonds.
Mansion/Haven
Retainers
Albert Laurence, a remnant of Sera's past.
Albert once served Sera's family and kept the estate in shape after her main family's disappearance. He turned into a Ghoul to serve even longer and protect her. His first way of doing this in modern times is by making it appear like he is more of a vampire than she is.

Skills: (Alertness, Drive, Etiquette)
Potence 1
Status
???
Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
.44 Magnum
Knife
Feeding Grounds
The Rack
Havens
Victorian-style mansion in Central District
Equipment (Owned)
Hunting Rifle
Vehicles
Honda Shadow Spirit (Black Motorcycle)
Honda Accord 2020 (Black Car)
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
90
Apparent Age
25
D.O.B.
December 22 1,932
R.I.P.
December 22 1,957
Hair
Black
Eyes
Brown
Race
Caucasian

Nationality
Candana
Height
5'8
Build
Slim
Gender
Female
Face Claim

History

History

She was born under a total eclipse on the darkest day in Montreal, Canada. One specific Lasombra noticed this and decided it would be interesting to embrace someone born on this day. Years later, Sera's life as a human was going until things just slowly started going downhill constantly. First, it was her pet going missing, her friends have died in various ways. Then any close family she had were slaughtered and she nearly died herself. She didn't understand what she did to deserve such a horrible turn in her life. But she just closed herself off from anyone else and continued on with her life trying to run her family business mostly by herself.

It was on her 25th birthday, December 22 1,957 the one behind everything going wrong embraced Sera since she passed the test of continuing forward even after everything she loved was lost. Sera did not take well to the embrace mentally but she was able to keep that to herself. The monster that turned her could likely just as easily get rid of her. There were very few good memories and many horrific ones. It was a struggle not to let the beast out and keep her humanity. While not drawing attention to herself.

Like any vampire who has been around for a while her hands were stained with blood. The Sabbat's goals just didn't match Sera's wants for her new undead life. A life of her own and not to devolve into a monster. For some reason, she clings to her humanity, it could be cause she could still pass as human for the most part until she stares into a mirror.

In 1,967 an ambush set by the Society of Leopold managed to kill most of Sera's pack she was working with slain she saw this happening and decided to toss some of her belongings into the flaming corpse of a vampire and planned on fleeing Canada. The human part of her made her make one final

stop by her estate where she grew up. She wasn't expecting anyone to be there, but the old family bulter was still there. Albert always had a keen eye even in his old age he spotted her. She knew she would need a ghoul, but one who could be trusted and he won't let her leave with him. So she took him with her and fled to the United States roaming from coastal city to coastal city keeping a low near nonexistent profile. However ever since she left Canada, a demon has been popping up wherever she goes bothering her. As if the Abyss is chasing her for leaving her clan and trying to get her to do things for it now and then.

She arrived in Baltimore after the Camarilla moved in. She saw something brewing something would happen within a few years to the city possibly. She tapped into some of the wealth she stored up and sold some stock to buy property there. As she thought about the event that happened in 1967. If hunters got even stronger since her encounter with them, she would eventually need to pick a side at some point. The Camarilla might stake her because of her clan. The Saabat might leave her out in the sun or torture her if they find out she has just been avoiding them for years. There is no way the anarchs would consider trusting her. So she waits and plans for her chance to make a change that would benefit her. For the right time to step out of the shadows.

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