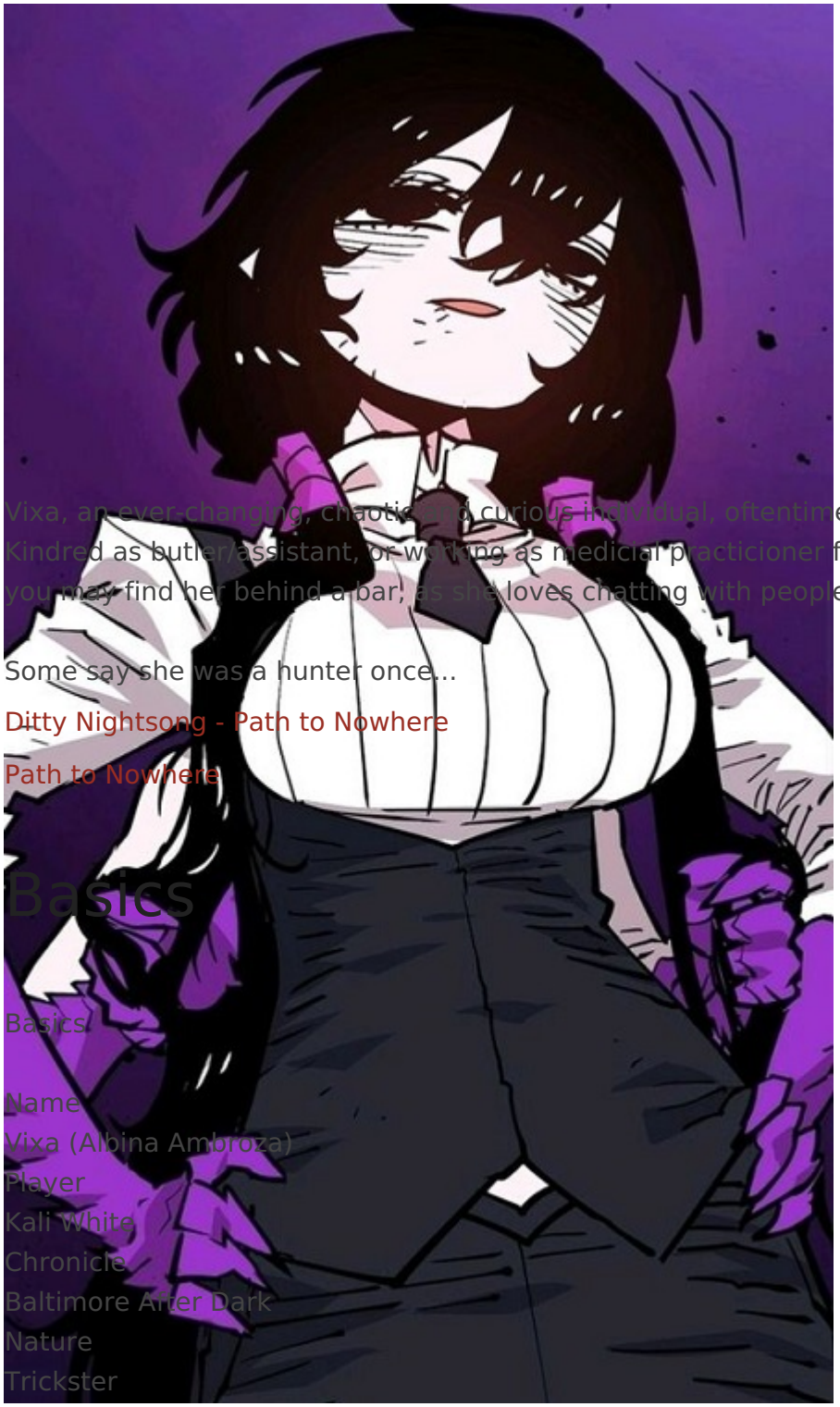
Vixa

Overview

Overview



Vixa, an ever-changing, chaotic and curious individual, oftentimes found in the employment of another Kindred as butler/assistant, or working as medical practicioner for a crime syndicate (the other times you may find her behind a bar, as she loves chatting with people and bartending allows just that).

Some say she was a hunter once...

Ditty Nightsong - Path to Nowhere

Path to Nowhere

Basics

Basics!

Name
Vixa (Albina Ambroza)
Player
Kali White
Chronicle
Baltimore After Dark
Nature
Trickster
Demeanor
Bon Vivant
Concept
Oddity - the chaotic bundle of happiness XD
Clan
Tzimisce
Generation

8th
Sire
Unknown

Attributes

Attributes

Physical
p
Strength
Specialization
11000
Dexterity
Lightning Reflexes
11110
Stamina
Tough as Nails
11111
Social
s
Charisma
Smooth Talker
11110
Manipulation

11000
Appearance

11000
Mental
t
Perception

11100
Intelligence

11100
Wits

11100

Abilities

Abilities

Talents
p
Alertness
11000
Athletics

11000
Awareness

11000
Brawl

11000
Empathy

11000
Expression

11100
Intimidation

00000
Leadership

00000
Streetwise
Gangs
11100
Subterfuge
11000

00000
Skills

s
Animal Ken
Specialization
00000
Crafts
Woodworking
11000
Drive

11000
Etiquette

11000
Firearms

11000
Larceny

00000
Melee

00000
Performance

00000
Stealth

11000
Survival
Tracking
10000

00000
Knowledge
t
Academics
Linguistics
10000
Computers

10000

Finance

00000
Investigation

11000
Law

00000
Medicine

11100
Occult
Garou Lore
11110
Politics

00000
Science
Biology
10000
Technology

10000

00000

Advantages

Advantages

Disciplines

Animalism (Clan)
00000

Auspex (Clan)
11000

Vicistude (Clan)

11000

Potence
10000

00000

00000
Backgrounds

Generation
11111

Resources
11000

Haven
11000

Allies
10000

00000

00000
Virtues
Conscience/Conviction

11000
Self-Control/Instinct

11111
Courage

11100

Humanity/Path
11111 11000

Path

Bearing

Willpower
11111111111
00000 00000
Blood Pool
11111 11111
11111 00000
Blood/Turn
3

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Eat Food
Physical
1
Blasphemous Pact (no frenzy)
Supernatural
6
Languages (English, Latin, Polish)

0

Flaw
Type

Bonus
Curiosity
 Mental
1
Tic/Twitch (finger drumming)
 Physical
1
Phobia (snakes)
 Mental
 2
Cursed (secret)
 Supernatural
1
Impatient
 Mental
1
Offensive to animals
 Supernatural
1

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
 Freebie: 15, Initial XP - 35, Earned XP: 52
Spent
 Freebie: 15, Initial XP - 35 XP, Earned XP:45
Notes
Freeebie:
7 freebie - willpower
3 freebie - backgrounds, resources, haven, allies
5 freebie - charisma 4
Initial XP:
4 xp - Int 2
4 xp - 2 dot in resources, and haven
8 xp - 3 in int
4 xp - Str 2
12 xp - 2 dot in awareness, alertness, etiquette, firearms, stealth, investigation

3 xp - specialty in streetwise, Gangs
Earned XP:
2 - occult 2
4 - occult 3
6 - occult 4, garou lore
2 - Brawl 2
2 - Drive 2
10 - Potence
5 - Crafts 2, that I forgot about for ages
5 - Auspex 2, she's been actively focused on her senses, and it would most likely be affected in the scene with Big Owl, when she picked up Potence
4 - Manipulation 2, secrets, and pretty much the interactions with Kain and Isaac warrant raising it
5 - Subterfudge 2, as above and other interactions align with raising it (as much as I forgot about it)
Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
Brock - need muscle, and firepower? Brock from Blackwood Inc. is here to help. He's a good guy. Great friend! Most days... just don't hire him a few hours after he had a fight with his wife. If you're wondering what kind of a guy he is, then think of a tough, usually silent type, who when flying off a handle, turns into a berseker (totally not a reference char xD)
Contacts
-
Fame
-
Herd
-
Influence
-
Mentor
-

Resources
She saved a bit of money to live semi-comfortably, and owe an apartment in the city, with lots of stuffed, surprisingly heavy animal toys/plushies.
Retainers
-
Status
-
Other
-

Rights & Possessions

Rights & Possessions

Gear (Carried)
Stun baton
Ruger Security 9
Multi-tool
Pepper Spray (Big oof for humans, surprisingly useful against Kindred if you manage to blind them with it)
Flashlight
Wallet, phone, pocket watch, essentials like that
Hip Flask (Sett's old trick was to spit fire to spook Kindred), Zippo lighter
Feeding Grounds

Havens
Apartment building owned by a friend
Equipment (Owned)
First Aid Kit

Vehicles
2023 Royal Enfield Hunter 350
Other
Tarot Cards

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
55
Apparent Age
late 20s
D.O.B.
1969
R.I.P.
-
Hair
Long black hair combed into twin tails
Eyes
Black as coal
Race
-
Nationality

Polish
Height
5'6
Build
Hourglass
Gender
female
Face Claim
Bibian - Player
A woman dressed in a neat custom made vest, white shirt with a black tie and black trousers that hug her form. She has long black hair combed into twin tails. Her complexion is pale, and eyes black as coal. Her face is marked by sharp features, a petite nose, and small lips. There's a glint of curiosity in her eyes, and she constantly shifts her weight, evidently struggling to remain still.
(Her back is marked with quite a collection of scars. Couple of scars dance on arms, and abdomen.)

History

History

There was this saying amongst her friends once, a bit grim one, some might add. It was "You live long enough to become their meal, or you become one of them.", and it was coined by the pessimist of their hunting party - Jackie everyone called him. Poor Jackie. She reallly liked him.

So yeah, the rumors about her being an ex-hunter are true. She was one of them once, and still has a fond spot for mortals, who risk their lives to hunt the supernatural.

Vixa, or rather Albina Ambroza, was born in 1969 in Poland to a small family of three: Bianka, Hubert, and Jacek. Her father, Hubert, was known as "Bright Heart" among the hunters due to his kind-hearted nature and inability to give up on people. Strangely, this often worked out in his favor. When it didn't, Bianka usually stepped up as she was a much more capable fighter.
Albina was a quiet baby, a lively kid with a big smile, and a daring hunter when the time came. Oftentimes, she was the one who needed to spend the most time on the bench due to being too wounded to continue to hunt. Still she somehow managed to survive through sheer luck or perhaps willpower.
Everything began to fall apart during one particular hunt for a vampire, a Tzimisce that managed to bring one of her companions to a critical state, all while taking a sip from her - kiss. Deathly. Yet bringing immeasurable pleasure. That's how it should be, but back then it was far from pleasant, and she was sucked dry stabbing the bastard till the strength left her body. She died, or rather should've died. It certainly wasn't intentional, but she ended up becoming one of the kin.
Right, so that's the moment where you expect a sad story about how in a blood crazed frenzy she went and drank whoever remained of her merry group. That cliche did not happen. She did chase after

that Tzimisce bastard though.
It turned out they weren't the only ones who were on the hunt that night. Unbeknownst to Albina and her group, the Tzimisce they were hunting for was bloodhunted, and a particular Gentleman was looking for him too. They formed a... shaky alliance of sorts, and he helped with her little blood thirst problem.
Finding the Tzimisce wasn't as hard as the second round of a fight - even with an ally who had a small retinue, the fight lasted hours, and ended in casualties. In the end, the Tzimisce was beaten and the Gentleman diablerized him as was his right through the blood hunt. The ecstasy... became a problem though, and after further casualties, the remaining servant with Albina managed to "calm down" the Gentleman.
Albina took her time exploring Tzimisce's hideout, while the servant tended to his master, and that's when she stumbled upon a sealed being of great power. Amused, and intrigued, it offered a deal, and she'd love to have gotten rid of the blasted curse right then, but it was too much to ask. Apparently. Instead it removed one of the nuisances that come with it. Leaving her with mixed feelings. It was pricey even after a bit of haggling. And she may never speak of it.
Nonetheless, that Gentleman ended up becoming her surrogate sire of sorts - introducing her into the life of a kindred, even though she wasn't too keen on it, this was her only choice at that point. Although, she refused to fully cut off her ties with the friends or the family. A mistake perhaps... time will tell.
Putting aside the following "fun" ordeal regarding the masquerade, and the surprising amount of work her new friend had to do to keep her out of a heap of trouble, they didn't stay for long in Poland. Moving to Baltimore wasn't easy, but the place isn't that bad, and what? It's been about 30 years now since she lost her normal-ish life? There's got to be a way to get it back... but she might as well have fun while looking for it!

Extra fluff

Quirks and Mannerisms:

- Fidgeting with hair
- Finger Tapping/drumming
- Whistling/humming
- Superstitious
- Head tilts
- Left handed, but purposely relies on her right most of the time
-

Likes:

- Stuffed animals/plushies
- Fighting
- Stories/Legends
- Video Games (e.g. Doom)
- Tabletop Games (e.g. D&D)

- Card tricks
- Tarrot reading (mainly as entertainment)
- Art of War - Sun Tzu
- Fortune Tellers
- Sea
- Jormungand
- Century of the Detective - Jürgen Thorwald
- The Prince - Niccolò Machiavelli
- Hunters
- well-thought out lies
- Isaac ("Such a sweet little pup")
- Her Dummy (he set himself up!)
- Shiny things

Dislikes:

- Snakes
- Overly complicated plans
- Bureaucracy
- The Kiss
- Wheel of Fortune Tarot Card (she just had a bad luck with it)
- being manipulated
- ***that*** discipline

Some of her dumbest choices:

- Charged at a vampire barehanded, while still human.
- fleshcrafted her home soil into her body (truly the land is you xD)
- "I wonder, what if I combine hydrogen peroxide with..."
- "Oh! Big Guy! HIT ME!" *Vixa gets thrown out the window*

Rp's so far:

- *Tonight's Main Event (Open) - making new friends, and a Flyer for a Friend.*
- *The Spiders are Always Watching - a normal night, a bartending time, with a bit of drama as it usually comes. Who would've thought that night Isaac and Vixa would meet by pure happenstance. His attention caught by her silly dance moves, and the offish aura. The silly pup stood out so much, clearly not used to people. She ended up inviting him for a chat, which turned into a learning experience - a social game soon leading to Isaac's breakdown. Then came a tarot game, reading the past, a glance at Vixa's past. And that of her friends. What a wonder, what fun it was, when another shift came - an intimate fun between the two. A cute little fiend, a succubus seducing Isaac, and finally when the goodbye's came, Vixa broke down - overwhelmed by the past. Worried for Isaac who, in some ways, reminded her of Matas, whom she lost. A pleasant meeting ending on a sad note for at least one of them.*

- *Owl Stretching Time - Many coincidences lead to kindred meeting in the rain. Much conversation is held in a park bathroom.*
- *A New Customer! - Kokoro decided to visit a bar, unwind after recently settling in the city. In turn meeting Vixa behind the counter. A chat about what drink to order ensued, then some stories were mentioned, and finally the drink was served with a tarot card. The latter terrified Kokoro, who immediately thought Vixa was no normal mortal. It was a trick. A threat! And with that in mind, she swiftly, paying for the drink, fled the scene*
- *A Lonely Ride, Until We Meet Again - A special day. A day of mourning. Vixa takes her motorcycle for a ride to a secluded cemetery on the outskirts of town to honor a lost friend. Reflecting on her past, the wandering, and the pain, she kneels by a tree and lights a vigil. She allows herself a moment to cry and let it all out, reminiscing and pondering past mistakes and regrets. Sharing with her long-gone friend what has changed since then, she finally bids a heartfelt farewell. Until they meet again.*
- *A Flyer for a Friend - Vixa visits her friend, gets spooked a little, but delivers a flyer for a gym she got specifically for Brock. A gentle jab at him, although he misunderstood her intentions at first. Sad news were mentioned (a story for another time). In the end they had a drink, and a couple rounds of Mortal Combat on PlayStation. Most of them ending in her loss.*
- *The Meeting - Vixa and Isaac meet and chat. Vixa leads Isaac to her place, where they play a game that falls apart as Isaac begins to crumble. With Spidey's help, Vixa manages to pull him out of the messy situation. In the end, Isaac asks to stay for the night, and Vixa agrees. What follows is a bit of fun, and finally, sleep.*
- *Riots in the Park - Riot squad puts on an impromptu show in the park, stuff happens man, do I really need to? okay, fine. Sera meets up with Enzo, they have a chat and head off | Tora explores and ends up talking to (struggling to understand Darrus, Vixa joins them. Something Comes up and Tora has to leave. | Tomasz gets to meet Cindy, the weird eyes in the sky nossy. He says something that he would say, Thomas who is listening gets pissed and pushes for a fight. Cindy, Thomas, Tomasz, and Julien exit scene for side scene | Jason checks out the show, side steps scene to enter secondary (tertiary) scene with Julien and Tomasz. | Zazuka sets up shop to sell drug blood, drood. blug.*
- *An Old Tree, A Familiar Presence, A Familiar Face - Two kindred meet under a tree. They talk. They decide to have a training session. Favors will be owed.*
- *A Quick Sip - TBD, maybe*
- *Next Evening, What Comes After -* The next evening, Vixa wakes up first to the sound of her alarm, which she forgot about. Shortly after, Isaac wakes up, staggering out of bed and hitting a bookshelf before curling up beneath it, screaming. Suffering. No matter what Vixa tries to do, she can't help him. After a moment, he calms down and they talk. He reveals that he relives his Embrace every night upon waking. Their conversation shifts to his gift (the only sane Malkavian, or so he believes) and the cobweb as Isaac pulls her back into bed with obvious intentions that she doesn't mind. Curious, Vixa poses a question, spurring Isaac to set a goal for himself: to find a way to add her to the web someday. After their fun, Vixa becomes clingy and moody, confusing Isaac, but he tries to be kind and caring, despite wondering why he allows himself to become entwined with her. Questioning why he needs her. In the end Vixa sees him off to the bus.

- Drama Recovery - a complicated matter. A secret revealed. A loved one's support. Both ways.
- The Ritual, The Wolf, and a Fuck Ton of Pizza - a long wait for a friend that didn't come. Perhaps for the better. Sucks the pizza might go to waste, but at least she can spend some more time with Isaac without the drama...

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