

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 practitioner 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](#)

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

10000
Appearance

11000
Mental
t
Perception

11100
Intelligence

11100
Wits

11100

Abilities

Abilities

Talents
p
Alertness
11000
Athletics

10000
Awareness

11000
Brawl

10000

Empathy

11000

Expression

11100

Intimidation

00000

Leadership

00000

Streetwise

Gangs

11100

Subterfuge

00000

Dodge

10000

Skills

s

Animal Ken

Specialization

00000

Crafts

00000

Drive

10000

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

10000
Politics

00000
Science
Biology
10000

Technology

10000

00000

Advantages

Advantages

Disciplines

Animalism (Clan)
00000

Auspex (Clan)
10000

Vicistude (Clan)
11000

00000

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: 10

Spent

Freebie: 15, Initial XP - 35 XP, Earned XP:0

Notes

Freebie:

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:

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

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 really 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 cliché 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
- Tarot 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!)

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 - IP*
- *A Lonely Ride, Honoring a Friend - TBD, open maybe*
- *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.*

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