

# Baniti (NPC)

## Overview

Overview



### *The Eternal Serpent of Baltimore*

Baniti, a former Egyptian scribe turned eternal vampire, traded papyrus for immortality, building a shadowy empire beneath a Baltimore nightclub. After centuries of manipulating mortals and turning a scholar, merchant, and soldier into his loyal undead followers, Baniti took a short nap (torpor). Now, his blood cult, hidden under the flashy club Scandal run by his grand-child Simon, eagerly awaits his stirring return, ready to welcome back their ancient leader who just might wake up cranky from his century-long slumber.

## Basics

### Basics

Name

Baniti

Player

Pooka (NPC)

Chronicle

Baltimore After Dark

Nature

Fanatic

Demeanor

Celebrant

Concept

The coiled serpent

Clan

Follower of Set

Generation

9th  
Sire  
Sepa

# Attributes

Attributes

Physical

p  
Strength

11100  
Dexterity

11100  
Stamina  
Enduring, **Tireless**

11111  
Social  
s  
Charisma  
Natural Leader, Confident

11111  
Manipulation  
**Seductive**

11110  
Appearance  
Exotic

11110  
Mental

t  
Perception

11100  
Intelligence  
Analytical

11110  
Wits

11100

# Abilities

Abilities

Talents

p

Alertness

11000

Athletics

10000

Awareness

11000

Brawl

10000

Empathy

11100

Expression

11000

Intimidation

11100

Leadership

11000

Streetwise

00000

Subterfuge

11100

00000

Skills

s

Animal Ken

Snakes

11110

Crafts

Ritual Items

10000

Drive

00000

Etiquette

00000

Firearms

00000

Larceny

00000

Melee

11100

Performance

Ceremony

11110

Stealth

10000

Survival

00000

00000

Knowledge

t

Academics

10000

Computers

00000  
Finance

00000  
Investigation

11000  
Law

00000  
Medicine

10000  
Occult

11100  
Politics

00000  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines  
Serpentis\*

11111  
Presence\*

11111

Fortitude

11100

Animalism

10000

00000

Akhu\*

Setite Sorcery

11110

Backgrounds

Generation

9th

11110

Resources

11110

Domain

11100

Cult

11110

00000

00000

Virtues

Conscience

11000

Self-Control

11111

Courage

11111

Path  
11111 11000  
Path  
Path of Ecstasy  
Bearing  
Rapture  
Willpower  
11111 11100  
11111 00000  
Blood Pool  
11111 11111  
11110 00000  
Blood/Turn  
2

# Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost  
Unbondable  
Supernatural  
5pt

Flaw  
Type  
Bonus  
Forked Tongue  
Supernatural  
2pt  
Scales (along spine and left arm)  
Supernatural  
2pt

## Rituals & Paths

Rituals & Paths

Ritual

Level

Typhon's Brew

1

Inscribe the Book of Set

1

Seal the Gates of Blood

1

Opening the Mouth

2

Milk of Set

2

Prepare Canopic Jars

3

Path

Immanence of Set

11110

The Snake Inside

10000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

Spent

Notes

**Freebies (19/19)**

7 - Presence 0→1

7 - Fortitude 0→1

2 - Self Control 4→5

2 - Courage 4→5

1 - Willpower 5→6

**Experience**

50 - Presence 1→5  
21 - Fortitude 1→3  
16 - Stamina 4→5  
15 - Cult 0→4  
13 - Willpower - 6→8  
12 - Manipulation 3→4  
10 - Animalism 0→1  
9 - Domain 0→3  
8 - Strength 2→3  
8 - Dexterity 2→3  
6 - Animal Ken 3→4  
6 - Performance 3→4  
5 - Expression 0→2  
2 - Leadership 1→2  
2 - Awareness 1→2

## Magic Hand

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Cult = Allies 3 (with increased fervor)

Contacts

Cult = Contacts 3 (with increased fervor)

Fame

Herd

Cult = Herd 3 (with increased fervor)

Influence

Mentor

Resources

Baniti has accumulated substantial wealth over his many years of undeath leaving him with few material wants.

Retainers

Status

Other

CULT 4: Hidden beneath the popular nightclub named Scandal, run by Baniti's grand-child Simon, lies the true heart of his enduring legacy: a temple dedicated to Set, the god of chaos and change. This temple, concealed from the mundane world, serves as the sanctum for Baniti's blood cult, a clandestine society that thrives on secrecy, seduction, and subversion.

## Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

The 400 Block

Havens

Baniti's inner sanctum is located underneath the nightclub Scandal somewhere within the Setite temple.

Equipment (Owned)

Vehicles

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To  
Rating

## Description

Description

Age

???

Apparent Age

Early 30s

D.O.B.

???

R.I.P.

???

Hair

Black

Eyes

Brown

Race

Middle Eastern / North African

Nationality

Egyptian

Height  
5'11"  
Build  
Lithe  
Gender  
Male  
Face Claim  
AI





# History

History

## **THE INTERNAL SERPENT OF BALTIMORE**

### **Chapter I: Birth Amid the Sands**

In the waning days of the New Kingdom, under the merciless sun of Egypt, a child was born in the shadow of the great pyramids. His name was Baniti, a name that whispered of hidden meanings and concealed truths. Born to a family of scribes, his early years were steeped in the arcane knowledge of ancient texts and sacred scrolls. His lineage traced back to the priests of Set, the god of chaos and change, whose cult lingered in the dark corners of the land.

Baniti's striking appearance was matched only by his sharp intellect and insatiable curiosity. The temples and tombs of Egypt held no secrets from his keen eyes. He delved into forbidden lore, drawn to the power and mystery of Set. It was during one such clandestine exploration that Baniti's fate took a dark turn.

### **Chapter II: Embrace of the Serpent**

One night, under the cold light of a full moon, Baniti encountered a figure cloaked in shadow. This stranger, an ancient vampire of the Setite clan, saw in Baniti a worthy successor. With a hypnotic gaze and a voice like the rustle of ancient papyrus, the vampire spoke of immortality and power beyond mortal comprehension. In that moment, Baniti's mortal life ended, and he was reborn as one of the undead, an initiate into the mysteries of Set.

Baniti embraced his new existence with fervor, quickly rising through the ranks of the Setites. He mastered the disciplines of Serpentis, learning to bend his form and will to the dark desires of his clan. The once-curious scribe became a formidable predator, a manipulator of shadows and secrets.

### **Chapter III: Journey to the New World**

Centuries passed, and Baniti's hunger for power and knowledge grew. The New World beckoned, a land ripe with opportunities for the ambitious and the cunning. In the late 17th century, Baniti embarked on a perilous journey across the seas, leaving behind the ancient sands of his homeland for the bustling shores of the American colonies.

Baniti found himself drawn to the burgeoning city of Baltimore, a place of commerce and intrigue. Here, he established a temple dedicated to Set, hidden beneath the veneer of a respectable merchant's establishment. The temple became a sanctuary for those who sought the dark gifts of the Setites, a place where forbidden rituals were conducted and secrets were bartered.

### **Chapter IV: The Three Embraces**

Baniti's influence spread through the city, and with it, the need for loyal followers. On three separate occasions, he selected mortals who displayed unique qualities deserving of the Embrace.

The first was a scholar named Matthias, whose quest for forbidden knowledge rivaled Baniti's own. Baniti found him in a dusty library, poring over ancient tomes. Recognizing a kindred spirit, Baniti bestowed upon him the gift of immortality, and Matthias became a devoted acolyte.

The second was a merchant named Atiq, whose cunning and ruthlessness in the world of trade caught Baniti's eye. He was seduced by the promise of eternal life and power, and Baniti embraced him, transforming him into a master manipulator.

The third was a soldier named Selene, a woman of strength and discipline. Baniti saw in her the potential for a formidable enforcer. After witnessing Selene's prowess in battle, Baniti offered her the dark gift, and Selene became his loyal protector for a time.

### **Chapter V: The Eternal Sleep**

For decades, Baniti ruled his domain with a blend of fear and fascination. His influence extended into the highest echelons of Baltimore society, and his temple thrived in the shadows. Yet, even the most powerful vampire cannot escape the inexorable pull of time. As the years turned to centuries, Baniti felt the weight of his immortality bearing down upon him.

In the year 1901, Baniti fell into torpor, a deep, death-like slumber that would preserve his essence for the future. He entrusted his temple to his most loyal followers, instructing them to guard his resting place until the time was right for his return.

### **Epilogue: The Serpent Stirs**

Now, beneath the streets of modern Baltimore, in a crypt hidden from prying eyes, Baniti lies in torpor. His temple, though diminished, still stands as a testament to his enduring legacy. Whispers of his return circulate among the Setites, who await the day when their dark priest will awaken to lead them once more.

In recent nights, a stirring has been felt within the crypt. Baniti's ancient body, long still, shows signs of movement. His dreams, filled with visions of chaos and change, grow more vivid. The time of his awakening approaches, and when Baniti rises again, he will reclaim his throne in the shadows, bringing with him the darkness of ages past.

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