Mr. Bad

Overview

Overview



A voice in the night guiding the neonates into the movement through his underground radio show. He has a proclivity to riding the wave which after catching the ire of a Gangrel druid was cursed with their clan's weakness on top of his clan, the Nosferatu's own weakness, turning into an ape like creature frenzy after frenzy.

Basics

Basics

Name
Mr. Bad
Player
Lemon
Chronicle
Baltimore After Dark

Nature
Pedagogue
Demeanor
Rebel
Concept
North American Cave Ape
Clan
Nosferatu
Generation
13th
Sire
Anut

Attributes

Attributes

Physical
s
Strength

11100
Dexterity

11100
Stamina

11100
Social
p
Charisma
Dominant & Eloquent
11111
Manipulation
Persuasion & Subtle
11111
Appearance

00000
Mental

t
Perception

11100
Intelligence

11000
Wits

11000

Abilities

Abilities

Talents
S
Alertness

11000
Athletics

11000
Awareness

00000
Brawl

11100
Empathy

00000
Expression

00000
Intimidation

11100
Leadership

00000
Streetwise

00000
Subterfuge

00000

00000
Skills
p
Animal Ken

11100
Crafts

00000
Drive

10000
Etiquette

00000
Firearms

00000
Larceny

00000
Melee

11000
Performance
Acting
11100
Stealth

11100
Survival

11100

00000
Knowledge
T
Academics

00000
Computers

00000
Finance

00000
Investigation

11000
Law

00000
Medicine

00000
Occult

00000
Politics

11000
Science

00000
Technology
Communications
11000

00000

Advantages

Advantages

Disciplines

Animalism *
11111

Obfuscate *
11100

Potence *
11100

Fortitude
11100

00000

00000
Backgrounds
Haven
Communal
11000
Anarch Information Exchange

11111

00000

00000

00000

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Virtues
Conscience/Conviction

11100

Self-Control/Instinct

11110
Courage

11100

Humanity/Path
11111 11000
Path

Bearing

Willpower
11111 11100
00000 00000
Blood Pool
11111 11111
00000 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Long Fingers
Clan
1pt
Tough Hide
Clan
2pts
Ambidextrous
Physical
1pt
Tunnel Rat
Clan

5pts
Mute Devotion
Clan
1pt
Monstrous Maw
Clan
1pt
Enchanting Voice
Physical
2pts
Spawning Pool
Clan
3pts

Flaw
Type
Bonus
Bestial
Clan
3pts
Short
Physical
1pt
Parasitic Infestation
Clan
2pts

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

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Experience & Derangements

Experience

Total
160
Spent
160
Notes
Freebie (15): WP+5 (5), Spawning Pool (3), Tunnel Rat (5), & Mute Devotion (1)
Experience (160): Drive 1 (3), Animalism 4 + 5 (35), Obfuscate 2 + 3 (15), Potence 1 + 2 + 3 (25), Fortitude 1 + 2 + 3 (31), Carriage Horses (15), King of the Beasts (18) & Bestial Presence (18)

Derangements

Nosferatu Weakness: APP at 0 and may never be improved.
Gangrel Weakness: Gain animal feature when frenzy.

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor
The Professor is the call-sign of the operator behind the radio Mr. Bad uses to make contact with the Anarch Information Exchange. They have never met but there is very little the Professor does not know and the kindred has been instrumental in helping Mr. Bad settle into Baltimore.
Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
riding leather, 2 wooden stakes
Feeding Grounds
Baltimore, Maryland
Havens
Communal Haven (Abandoned Metro Station): Luxury 0, Size 1, Security 1
Equipment (Owned)
long range radio with encryption.
Vehicles
 big hoss motorcycle
Other
Carriage Horses (combo discipline), Bestial Presence (18), & King of the Beasts (18).

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
250
Apparent Age
Adult Ape
D.O.B.
March 31st, 1772
R.I.P.
May 27th, 1805
Hair
Brown with hidden streaks of gray.
Eyes
Hazel and yellow
Race
Native American
Nationality
American
Height
4'11"
Build
Muscular
Gender
Male
Face Claim
Pogo from Umbrella Academy

Addicted to Riding the Wave, Mr. Bad pushed boundaries with their beast few dared. The consequences of playing with this fire was that he was now somehow affected by the Gangrel curse. This did not stop him and he continue to taunt the beast, when he failed he became less human and more bestial. His arms and fingers became long and his height shorten. Thick hair built a layer of protective coat around him, and his skin became leathery. Mr. Bad looked more like a chimp than he did a human being and if he weren't for his human eyes, he would have been put in a zoo. Death still surrounds this creature, evident by the paleness of his face and the grayness of his fur.

History

History

Mr. Bad is an old vampire; first arriving on the scene in the early 1800s with his sire, Anut. Before his embrace, he was a tracker of the Piscataway people until he was hired by Rev. Daniel Coker to help him and his congregation (ex-slaves like the Reverend himself) travel to Baltimore, Maryland. Upon arriving in Baltimore, the group caught the attention of a Nosferatu called Anut, a kindred from Egypt, who disguised herself as a beautiful and exotic Egyptian queen and seduced men, luring them into a traps where she would reveal herself monstrous-self before consuming her prey. Mr. Bad was actually first destined to be another one of those men but when she revealed herself, apart from shock, he did not back-away, accepting her for who she was. Moved by this and desperate for company, she chose to instead embrace Mr. Bad, turning him into a Nosferatu. His motivations were less romantic. When she revealed herself, Mr. Bad did not see a monster, he saw an opportunity for power and chose to play her games. Though, when Mr. Bad was embraced his bones cracked; arms elongating while his legs shrunk. He became a hunchback and his face was deformed into the shape of an animal. He looked like a hairless bear or ape. His sire, Anut became more interested in the group Mr. Bad came with, going as far as joining the black Methodists and converting them into her herd. The Reverend becoming a prized ghoul of Anut. Her ghoul's words drew in more people into the church, growing Anut's herd and in turn, her influence. All the while, Mr. Bad retreated into the wilderness and found a cave where he made his haven and lived in relative peace and quiet. Before he left, his sire had taught him the basics. Primarily, obfuscate, a discipline she was well versed in; fortitude and potence which he continued to developed as he kept other kindreds and supernaturals away from his territory and regularly engaged them in combat.
It was in one of these encounters where Mr. Bad ambushed a pack of Gangrels posing as highway robbers as they fed on one of their most recent victims. Unbeknownst to them, that one, Mr. Bad was lurking nearby and second, a Ravnos had caught a ride with these merchants the Gangrels had attacked and failing to protect them, the Ravnos felt he had to strike from his hiding spot and he did. Like tooth and nail, the Ravnos cut through the first Gangrel, before being nicked himself and turning to run away. Mr. Bad had subsumed the spirit of a swarm of beetles and something about the beetles caught the Ravnos's attention, who took it as a sign of a spirit of the forest and called for help, drawing Mr. Bad out when the rest of the Gangrels caught up to the Ravnos. With one dead already, the Gangrel only stayed long enough for the threat of the two to become more than worth the loot and

they retreated into the darkness. A traditionalist, the Ravnos introduced himself as Robert Smith and for saving his life, promised a boon. From the beginning, Mr. Bad knew Robert wasn't like any other vampire he knew and brought him to his caves for shelter. From Robert, Mr. Bad learned about the Anarchs and their movement. He taught Mr. Bad about the Ravnos and how he was a courier for the Anarchs, in the middle of an important delivery to Baltimore. Drawing on his skills from his past life, Mr. Bad left the caves the next night and guided Robert to Baltimore as he did the Methodists a few years back. This time he stayed in the city under the mentorship of Robert as his sire had no interest in politics and raising the childe once he had lost his allure. Mr. Bad refined his wild side with philosophy, politics, and science. He continued with the experiments he had begun in the caves, trying to understand his Beast and ultimately controlling it. The discipline of animalism could only go so far. In the caves, before he met Robert and had come back to civilization, he tested the boundaries of his control over his Beast. In the city, he was introduced to the concept of Riding the Wave and the second he learned about it, he knew it was the missing piece for his understanding of the Beast. At the beginning he got away with doing his experiments in the city but one night, Anut ambushed him and warned him that the city wanted his head for a frenzy gone wrong among him and a group of other addicts resulting in the death of a childe of a prominent Gangrel. A druid of great power who used her magic to curse Mr. Bad with her clan's weakness as he ran back into the caves.

Unaware of the curse, Mr. Bad continued with his experiments in self discovery only to learn that every time he frenzied, he gain an aspect of an animal that for some reason when it began to show on Mr. Bad, it made him look more and more like an ape. Like a North American Ape. Hair grew over his body, giving him a thick hide that carried an unforgettable stench. His fingers became longer and ambidextrous. His teeth grew into a ravenous maw made to rip through raw muscle. Parasites found their way on to his hide, sucking on his blood and leaving him with a constant itch that he couldn't shake. As time went by and Mr. Bad hid in his cave, he found that his animalism allowed him to speak with the parasites on his body. This obsession with himself cut him off the world outside and as they kept on moving, he remained unaware of time inside his cave until a group of alcohol smugglers excavated a tunnel from Baltimore that cut right through one of Mr. Bad's chambers. Coming upon the mortals, ghouls by their ability to fight back, Mr. Bad disposed of them and brought them back to the city, following the tunnels. He was an expert on the many natural tunnels in the cave that connected to mines through Maryland and other artificial tunnels like the one he was traveling back on. Upon arriving in Baltimore, he quickly saw that time had passed and the small town had progressed into a industrial city with towers, cars, and electricity. The death of the ghouls did not go unnoticed and Mr. Bad was promptly ambushed upon arriving in Baltimore by the childe of the ghouls' master. Ravnos, Mr. Bad was able to persuade them to not attack and to communicate between whatever misunderstanding this created. The description of Mr. Bad reached the sire of these childe, Robert Smith, an old friend of Mr. Bad, who upon hearing that his childe had captured the old Nosferatu arrived to free him. Robert also convinced Mr. Bad that he had to pay for the ghouls and so he put him to work with his childe on running their illegal smuggling operation. Mr. Bad knew the tunnels and Robert's crew appreciated them. The Nosferatu was also full of information, a mystery how he got it but they came to depend on him for scouting out routes.

He had a bad reputation with the Gangrels due to his history with, at the time, the current packs' progeny and Robert Smith required that he squashed whatever beef he had with the local clan of Gangrels. The crew was made up of Gangrels and Ravnos, Mr. Bad being the only Nosferatu, but all familiar with animalism. It became a staple on how they moved their alcohol between State lines and

into their clients. The Ravnos taught him an old trick called Carriage Horses which also was a stable on how they did things. While Mr. Bad's type of animalism focused more on the Beast, keeping the company of Ravnos and Gangrel, more specific, connected him to that natural side of the discipline and he developed it with them. They taught him their views about the spirit and techniques like King of the Beasts and Bestial Presence which all supplemented the animal companion Mr. Bad and company could summon. The Gangrels had forgotten the curse of the Druid and instead saw this weakness as a sign that in some twisted way, Mr. Bad was like them. Anut was completely unaware of the shenanigans her childe was involved with. Her interested had lied in manipulating the churches of ex slaves from the shadows, her herself vanishing from the public view. With everyone happy, Robert Smith could not continue to deny the contributions Mr. Bad had made to their efforts and made him his second in command in a business that made them rich and influential even after prohibition ended. Mr. Bad used his wealth and influence to learn about the telegram and then the radio. He became obsessed with it and invested as much as he could into the technology, becoming a hobbyist himself. When the Sabbat came to Baltimore, they did not expect it and were caught off guard, Robert Smith left for dead. His body never recovered. Mr. Bad, in turn, was torpored and shoved into his cave which was then sealed and the path to it hidden. When Mr. Bad woke up from his torpor, it wasn't in his cave. He woke up in Baltimore to the Camarilla raiding the city. Hiding deep in the tunnels under the city that connected to abandoned metro stations, Mr. Bad laid his spawning pool, working on it for a year. This kept him from the business on the surface until a radio mysteriously appeared in his haven from which he made contact with The Professor, a Brujah and his mentor in all things Baltimore and Vampire like the Camarilla, the Sabbat, and the Anarchs. The Professor called his collection of information, the AIEN, also known as, Anarch Information Exchange Network and provided it to Mr. Bad for his efforts in growing the Anarch Movement in Baltimore.

The mission required that he made his presence known but of course, he was going to play it his way and do it carefully. So with the Anarch Information Exchange online, he reached sent his first broadcast; "Hello monsters in the night, this is your favorite radio voice Mr. Bad here to give it to you exactly how it is. You don't need to listen to the foreign invaders, Baltimore is a free city. No longer do you have to hide in the shadows like cockroaches. The time is now."

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