

# Vandal Voss

## Overview

Overview



A man of no consequence.

Voss entered into the night with no memory of who, or what, he once was. Alone in the darkness with no one to guide him, existence was a struggle from the start. He has survived by skulking, watching, and making as few waves as possible. He is rarely of interest to anyone, generally left to watch the night in solitude.

Ever the observer, he has seen more than he cares to share. Perhaps more than even he knows.

## Basics

Basics

Name

Vandal Voss  
Player  
Mutt  
Chronicle  
Baltimore After Dark  
Nature  
Survivor  
Demeanor  
Loner  
Concept  
Useful Nobody  
Clan  
Caitiff  
Generation  
10th  
Sire  
Unknown

# Attributes

Attributes

Physical  
t  
Strength

10000  
Dexterity

11100  
Stamina

11000  
Social  
s  
Charisma

11100  
Manipulation

11100  
Appearance

11000  
Mental  
p  
Perception  
Attentive

11110  
Intelligence

11100  
Wits

11100

# Abilities

Abilities

Talents  
S  
Alertness

11100  
Athletics

10000  
Awareness

11100  
Brawl

00000  
Empathy

00000  
Expression

00000

Intimidation

00000

Leadership

00000

Streetwise

11000

Subterfuge

00000

00000

Skills

P

Animal Ken

11100

Crafts

00000

Drive

00000

Etiquette

10000

Firearms

00000

Larceny

11000

Melee

00000

Performance

10000

Stealth

11100  
Survival

11100

00000  
Knowledge  
t  
Academics

00000  
Computers

00000  
Finance

00000  
Investigation

11100  
Law

00000  
Medicine

11000  
Occult

00000  
Politics

00000  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Obfuscate

11110

Auspex

11000

Animalism

10000

00000

00000

00000

Backgrounds

Generation

11100

Herd

11000

Domain

10000

00000

00000

00000  
Virtues  
Conscience

11100  
Self-Control

11110  
Courage

11100

Humanity/Path  
1111111000  
Path  
Humanity  
Bearing

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

## Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost  
Acute Sense (Hearing)  
Physical  
1  
Concentration

Mental

1

Eidetic Memory

Mental

2

Harmless

Social

1

Deceptive Aura

Supernatural

1

Friend of the Underground

Social

3

Open Road

Social

2

Sanctity

Social

2

Flaw

Type

Bonus

Tic/Twitch (Tapping in Threes)

Physical

1

Amnesia

Mental

2

Dulled Bite

Physical

2

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

## Experience

### Total

Freebies: 20 Exp: 35

### Spent

Freebies: 20 Exp: 34

### Notes

Freebies:

Merits: 13

Obfuscate: 7

### Exp:

Obfuscate: 18

Auspex: 6

Animalism: 10

## Derangements

# Expanded Backgrounds

## Expanded Backgrounds

### Allies

### Contacts

### Fame

### Herd

A handful of local bums

Influence

Mentor

Resources

Retainers

Status

Other

## Rights & Possessions

Rights & Possessions

Gear (Carried)

A folding lawn chair

A pocket knife

A crazy straw

Feeding Grounds

Havens

Small, Unnamed Soup Kitchen

Equipment (Owned)

Vehicles

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To  
Rating

## Description

Description

Age

Unknown (50+???)

Apparent Age

Somewhat indeterminate

D.O.B.

Unknown

R.I.P.

Unknown

Hair

Silver-Gray

Eyes

Rust Brown

Race

Caucasoid

Nationality

Unknown

Height

5'10"

Build

Slim

Gender

Male

Face Claim

commissioned from my dear friend, Abbi

With smooth skin and an active body in spite of his steely hair, Voss appears almost timeless (in a very mundane way).

An average man of average height, down on his luck. Neither handsome enough nor ugly enough to be paid a second glance to. He dresses the same way, walks the same path, and sits in the same chair, every night.

He is polite enough not to offend. He is distant enough not to intrude.

Rare is the one that sees him. Rarer still is the one that remembers him.

When it comes to fight or flight, he is a flightless bird. Confronted with violence, he flees into the shadows every time, even skulking into the sewers with the rest of Baltimore's rats.

Another weakling. Another insignificant coward. Not even worth hunting.

## History

History

Voss couldn't tell you when he first became.... himself.

The first decade or so was a blur; frantic hiding and scrambling, gleaning what information he could by eavesdropping on other denizens of the night. But by the turn of the second, he'd become fairly adept at navigating the darkness of the city, building amicable relations with those in the underground and establishing himself as a non-threat to the community at large.

Voss built up a positive reputation with the local homeless, using them both as a source of food and camouflage. He has maintained a symbiotic relationship, providing those in his circle with food, blankets, and other necessities he swipes.

He has since wandered freely, keeping out of the way while watching the goings-on. Little has been accomplished in decades, beyond the honing of his senses and skills. Rarely does he involve himself in

anything, unless requested or pressured by those he cannot refuse.

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