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

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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 fightless 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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