

[Victorien Pellé]

Overview

Overview



Victorien Pellé is the typical Frenchman in America. Prententious, stuffy, and fashionable. He's aware that he looks good, and his position within the hierarchy of both clan and society. Smart, and well-learned, there's scant little that Victorien doesn't know. Or... he makes it seem as such. He's in Baltimore, as that's where his Sire directed him to be. Only having been recently Embraced, Victorien is freshly out of his Accounting... and he seems to be enjoying the freedom.

Basics

Basics

Name

Victorien Pellé

Player

LannisterGold

Chronicle

Baltimore After Dark

Nature
Architect
Demeanor
Capitalist
Concept
Cunty Setite Sorc.
Clan
Follower of Set
Generation
10th
Sire
Matthias

Attributes

Attributes

Physical
T
Strength
Specialization
10000
Dexterity

11000
Stamina

11100
Social
s
Charisma

11100
Manipulation

11100
Appearance
Attractive
11110
Mental

P
Perception
Specialization
11100
Intelligence
Analytical
11110
Wits

11100

Abilities

Abilities

Talents
S
Alertness
Specialization
10000
Athletics

10000
Awareness

00000
Brawl

00000
Empathy

11000
Expression

00000
Intimidation

11100
Leadership

00000

Streetwise

11000

Subterfuge

00000

00000

Skills

T

Animal Ken

Specialization

00000

Crafts

00000

Drive

10000

Etiquette

10000

Firearms

10000

Larceny

00000

Melee

11000

Performance

00000

Stealth

00000

Survival

00000

00000

Knowledge

P

Academics

Specialization

11100

Computers

00000

Finance

00000

Investigation

11000

Law

00000

Medicine

10000

Occult

11100

Politics

10000

Science

11000

Technology

10000

00000

Advantages

Advantages

Disciplines

Serpentis

10000

Presence

10000

Obfuscate

10000

Setite Sorcery

00000

00000

00000

Backgrounds

Generation

11100

Blasphemous Shrine

10000

Resources

11000

00000

00000

00000

Virtues

Conscience/Conviction

10000

Self-Control/Instinct

10000

Courage

10000

Humanity/Path

00000 00000

Path

Bearing

Willpower

00000 00000

00000 00000

Blood Pool

00000 00000

00000 00000

Blood/Turn

Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Flaw
Type
Bonus

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

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Experience & Derangements

Experience

Total

Spent

Notes

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age

Apparent Age

D.O.B.

R.I.P.

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

History

History

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