

# Viviana Rossellini

## Overview

Overview



Just when you thought that a family of incestuous necromantic vampires couldn't get any more messed up, in comes the Rossellini. Viv has been nearly hand-crafted from the twisted lineage of a family so entwined in death magic that it's in her blood - literally. As a revenant, she never knew what a normal human life was like. Everyone she's seen looked to be a pale mockery of what they were. Although she lived in a dreary and macabre world, she is a bright and cheery girl. Always inquisitive, always looking on the bright side, if everything looks dreary, who's to say what cheery even looks like? Almost every skull she sees seems to have a smile on their face!

## Basics

Basics

Name

Viviana Rossellini

Personality

Ratio Prosperous

Chronicle

Baltimore After Dark

Nature

Celebrant

Demeanor

Child

Concept

All My Friends Are Dead

Clan

Giovanni

Generation

11th

Sire

Andrew Milliner

# Attributes

Attributes

Physical

T

Strength

11000

Dexterity

11000

Stamina

11100

Social

s

Charisma

11000

Manipulation

11100

Appearance

Unconventional Looks

11110

Mental

P

Perception

Discerning

11111

Intelligence

11100

Wits

11000

# Abilities

Abilities

Talents

S

Alertness

11000

Athletics

10000

Awareness

11000

Brawl

00000

Empathy

10000

Expression

Acting

10000

Intimidation

10000

Leadership

00000

Streetwise

00000

Subterfuge

10000

00000

Skills

T

Animal Ken

00000

Crafts

Sewing

10000

Drive

00000

Etiquette

00000

Firearms

10000

Larceny

10000

Melee

10000

Performance

00000

Stealth

10000

Survival

00000

00000

Knowledge 

Academics

Linguistics

11000

Computers

00000

Finance

10000  
Investigation

11100  
Law

00000  
Medicine

11100  
Occult  
Ghosts

11110  
Politics

00000  
Science  
Biology  
10000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Necromancy  
11100

00000

00000

00000

00000

00000

Backgrounds

Domain

10000

Generation

11000

Memento de Morte

11111

Resources

10000

Retainers

10000

Spirit Slaves

11111

Virtues

Conscience/Conviction

1100

Self-Control/Instinct

11100

Courage

11111

Humanity/Path

11111 00000

Path

Humanity  
Bearing

Willpower  
11111 11100  
00000 00000  
Blood Pool  
11111 11111  
11000 00000  
Blood/Turn  
1

## Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost  
Concentration  
Mental  
1  
Harmless  
Social  
1  
Language (Italian, Latin, English)  
Mental  
0  
Medium  
Supernatural  
2  
Precocious (Stealth)  
Mental  
3

Flaw  
Type  
Bonus

Infectious Bite

Physical

2

Inpatient

Mental

1

New Kid

Social

1

# Rituals & Paths

Rituals & Paths

Ritual

Level

Death's Communion

1

Path

The Sepulchre Path

11100

The Ash Path

11100

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00000

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## Experience & Derangements

Experience

Total

35

Spent

33

Notes

Freebies (19/19):

9 Backgrounds

3

Willpower

7 Merits

Experience:

4 Strength 2

4 Charisma 2

6 Occult 4

7 New Path (The Ash Path)

4 Path (The Ash Path) 2

8 Path (The Ash Path) 3

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Family Allowance

Retainers

Ghouled Crow

Status

Other

Memento de Morte: Necklace of Elizabeth Bathory  
Family!

Spirit Slaves: Siring Gifts from the

# Rights & Possessions

Rights & Possessions

Gear (Carried)

Ritual Dagger, Necromancy Ingredients, Mortician's Tools, Fetters, Cell Phone, Purse

Feeding Grounds

Graveyards

Havens  
TBD  
Equipment (Owned)

Vehicles  
2009 Honda Civic  
Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating  
Missy Milliner  
1

Bound To  
Rating

## Description

Description

Age  
89  
Apparent Age  
Mid Twenties  
D.O.B.  
1923  
R.I.P.  
2012  
Hair  
Black  
Eyes  
Brown  
Race  
White  
Nationality  
Italian  
Height  
5'5  
Build  
Spindly  
Gender  
Female  
Face Claim  
???

She's gorgeous if you're into anorexia and heavy eye shadow. She's often wearing elaborate make-up, the only thing that put some personality to all of the dead faces she's seen. Despite looking like a corpse, she often has a bright and cherry smile ready for everyone she meets. The ones on this side of the Veil, at any rate...

## History

### History

It takes a special sort of person to always see the glass as half full. It takes a *very* special revenant to be all smiles in a room full of rictus scowls. Although everyone in her life looked like Night of the Living Dead, she still felt the warmth of their old bones and enjoyed talking with all of her invisible friends. Once the nature of her blood and aptitude were apparent, she was given so many fun books and play things from her extended family, eagerly pouring into studies on existence and the greater world around her. But the Rossellini aren't particularly known for their kindness, and her isolation from the

broader world developed her into a....*peculiar* sort of person. She seemingly lacks all concept of social norms and proprieties.

She became an adept necromancer in time, learning all of the little intricacies of the veil, the meaning and power behind rituals and blasphemy. She became fluent in Latin and English, learning the power of words and what they hold. Over time, however, she came *too* familiar with the land of the dead. Of course, mama and papa did not have kind things to say of spirits. Wicked resentful things, they told her. Only trust your family. Do not suffer a wraith to scorn you, lest he come to scorn you in this life and the next. But she thought she could be friends with the ghosts. She learned against this all too quickly. Ghosts were like dogs who needed to be broken in. Then you can walk with them by your side without a leash! But only after making sure they are housebroken.

It was a debate, amongst the Giovanni, as to what to do with this prodigal child. The more political minded are always wary of their ancient rivals gaining the upper hand in their long game of Succession. The more book-minded ones, however, had no desire to let such an interesting creature languish away in the land of the living. In the end, the Anziani struck an accord: she would be sired, but it would be by a nobody within the Milliner branch of the Family. All of the trappings of death but without the potency to present much of a risk. And so she was shuffled off, chaperoned by the family goons to Baltimore, so that the arrangement could take place. But as to where she lands in the grander machinations of the Jyhad, no one can say for sure.....

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