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 mattic 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!

Bas

Basics

Name:
Viviana Rossellini
Player:
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 P

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
Impatient
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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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 Spirit Slaves: Siring Gifts from the Family!

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 intracules 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 warry 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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