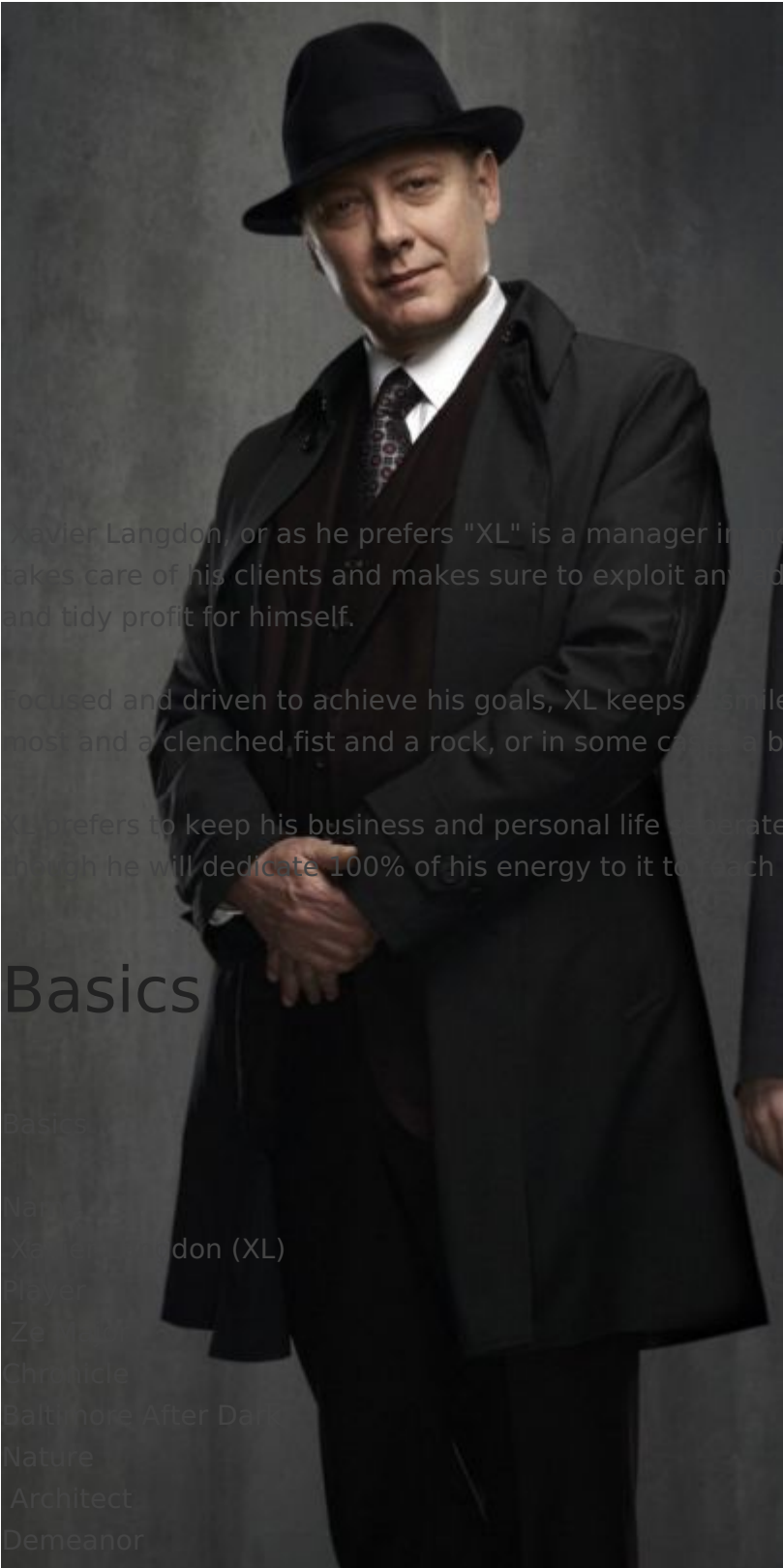


# Xavier Langdon

## Overview

Overview



Xavier Langdon, or as he prefers "XL" is a manager in most respects, he watches for opportunity, takes care of his clients and makes sure to exploit any advantage he can get, all while making a neat and tidy profit for himself.

Focused and driven to achieve his goals, XL keeps a smile on his face and a witty remark in reserve for most and a clenched fist and a rock, or in some cases a bullet for others.

XL prefers to keep his business and personal life separate as many kindred do, his work is not his life though he will dedicate 100% of his energy to it to reach his goal.

## Basics

Basics

Name

Xavier Langdon (XL)

Player

Zeke

Chronicle

Baltimore After Dark

Nature

Architect

Demeanor

Competitor

Concept

Shadow Manager

Clan

Tzimisce

Generation

13th

Sire

Quinlan Toretta

# Attributes

Attributes

Physical

P

Strength

Vicious

11110

Dexterity

Lightning Reflexes

11111

Stamina

10000

Social

S

Charisma

11100

Manipulation

11100

Appearance

11000

Mental

t

Perception

11000

Intelligence

11000

Wits

11000

# Abilities

Abilities

Talents

p

Alertness

11000

Athletics

11000

Awareness

11000

Brawl

Claws

11111

Empathy

00000

Expression

00000

Intimidation

11000

Leadership

00000

Streetwise

Illegal Weapons

11000

Subterfuge

11000

00000

Skills

s

Animal Ken

00000

Crafts

00000

Drive

10000

Etiquette

00000

Firearms

Pistols, Rifles

11110

Larceny

11100

Melee

00000

Performance

00000

Stealth

Silent Movement

11100

Survival

00000

00000

Knowledge

t

Academics

00000

Computers

00000

Finance

10000

Investigation

10000

Law

00000

Medicine

11100

Occult

00000

Politics

00000

Science

00000

Technology

00000

00000

# Advantages

Advantages

Disciplines

Vicissitude

11110

00000

00000

00000

00000

00000  
Backgrounds

00000

00000  
Contacts

11100  
Haven

11000  
Resources

11000  
Retainers

11110  
Virtues  
Conscience/Conviction

11100  
Self-Control/Instinct

11100  
Courage

11110

Humanity/Path

11111 10000

Path

Humanity

Bearing

Willpower

11111 10000

00000 00000

Blood Pool

11111 11111

00000 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Promethean Clay

Clan Specific

5

Berserker

Mental

3

Flaw  
Type  
Bonus  
Kiss of Death  
Supernatural  
2  
Probationary Sect Member  
Social  
4  
Tic/Twitch (Finger Cracking)  
Physical  
1

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

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# Experience & Derangements

Experience

Total

Spent

Notes

Freebie Points: Retainers 2, Contacts 3, Vicissitude 7, Willpower 2, Promethean Clay 5, Berserker 3

XP Abilities: Brawl 14 xp, Firearms 10 xp, Intimidation 5 xp

XP Speciality: Illegal Weapons 3 xp, Rifles 3 xp

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Aaron Asher (Black Market Dealer), Captain Orwell (Police Captain), XENO (Expert Hacker)

Fame

Herd

Influence

Mentor

Resources

Source: Betting on fighting matches, Fee + Cut as Fighter Manager, cut as Fighter, Hit Jobs

Retainers

Bjorn "Tank" Creel: Ghoul Retainer, Vicissitude 2 (UFC Fighter built like a brick house, uses Vicissitude to keep himself bulked up, think the Mountain from Game of Thrones. Specializes in UFC fighting and often leaves his opponents bloody smears. Aside from Physical Combat and Athletics he doubles as Xavier's Bodyguard making him adept at threat recognition and prevention)

Status

Other

# Rights & Possessions

Rights & Possessions

#### Gear (Carried)

Cellphone, Keys to car and Haven, Burner Phone, UFC and Boxing Association/League ID's, Drivers licence, Springfield XDM (Pistol), Spare Magazine, Lockpick Kit

Feeding Grounds

#### Havens

XL Fighters main office (Located in South Baltimore), acts as both HQ for Xavier's business as a Fight Manager but also as his Haven. 6 Story building with a large basement, the top two act as Xavier's main compound and home with the basement acting as a training Gym and also secret exit out into the city.

#### Equipment (Owned)

Springfield XDM (Pistol), Cell Phone, Savage 10FP (Rifle)

#### Vehicles

Chevrolet Impala

Other

## Blood Bonds/Vinculi

#### Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

# Description

## Description

### Age

72

### Apparent Age

Late 40's

### D.O.B.

1950, January 4th

### R.I.P.

1994, March 8th

### Hair

Greying Black

### Eyes

Brown

### Race

Caucasian

### Nationality

American

### Height

6"1

### Build

Endomorph

### Gender

Male

### Face Claim

James Spader

Xavier dresses in more formal clothes similar to a Ventrue or a Toreador than the rest of his clan normally do. preferring to maintain a mortal visage for the most part and wearing dark colours as most of his fellow kindred do.

He often wears hats and coats to most functions, his various layers let him keep most of his equipment hidden.

He has a pale and slightly sunken expression as a result of age before his embrace.

# History

## History

Xavier was initially embraced into the Sabbat sect by his sire, he took to his new unlife with zeal realizing he had a whole new potential for his fighting and fighters whom he was already involved with before the embrace being a well known fight manager in the mid eighties.

However around 2015 Xavier started to question things, the methodologies of the Sabbat had become more savage, more depraved. The blood feasts started to become more morbid than anything and he was becoming more and more unsettled by his brethern. Knowing what the Sabbat did to "Doubters" Xavier decided to run for it before they could, leaving his pack and sect, taking his ghoul with him.

He ran for a little while before landing in Baltimore, putting himself at the mercy of the Kindred of the Camarilla and swearing he wished to abandon his Sabbat ways he was allowed to stay and try to prove himself as a newly made Camarilla member. Since then he's been operating out of South Baltimore building up his new business "XL Fighters" and now is eager to prove just how useful he can be.

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