

PLAYRENEGADE

A STORY FOR VAMPIRE: THE MASQUERADE

LAST DANCE AT RENAULD'S

VAMPIRE

THE MASQUERADE



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THE MASQUERADE

Last Night at Renault's

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LAST DANCE AT RENAULD'S

“All it comes down to is this: I feel like shit but look great.”

—BRET EASTON ELLIS, *American Psycho*

Last Dance at Renauld's is a story for **Vampire: The Masquerade** that starts with the players' characters preparing for a party at their mentor's haven and anxiously awaiting the arrival of some very important and powerful guests. Unfortunately for the players' characters, their mentor was destroyed the night before. They must maintain the ruse that he's still running the party if they want to clear their debts and survive the night.

Will they be able to maintain the charade and collect their reward? Or will they meet the same fate as poor Renauld?

This story is written for an Anarch coterie. It makes use of flashbacks and secret agendas. The Storyteller should adjust the opponents and narrative as needed for your troupe.

This **Vampire: The Masquerade** story examines the pull of obligation and how much young Kindred might risk for a chance at an easier unlife. The players' characters

are Anarchs, but entry into the gilded halls of the Camarilla is one of the potential rewards for pulling off a *Last Dance at Renauld's*.

What's Going On

The well-connected Toreador vampire and popular Camarilla socialite Renauld has met his final death. The players' characters belong to a young coterie in Renauld's service. They are on the verge of acquiring the promised reward for their loyalty and dirty work. But with their mentor destroyed they risk not only losing all they've gained but becoming convenient patsies for the crime. Instead, the players' characters have agreed on a risky but potentially very lucrative gamble. Hide all evidence of Renauld's final death and carry on with his most

CONTENT WARNING

Vampire: The Masquerade is a game of personal and political horror where you portray a blood-sucking monster in a world that resembles the real world. You should tailor this story to your group's preferences to bring about that good discomfort that people enjoy from the horror genre. In addition to themes inherent in **Vampire** such as blood, bodily fluids and deception, you might need to consider elements such as claustrophobia, torture, burning and death.

Please take time to discuss these topics with your group and adjust the story as appropriate using the Advice for Considerate Play section in **Vampire**, p. 421.

extravagant salon yet as if he was still running the show from behind the scenes. If they pull it off they could not only gain entry into the higher echelons of the local Camarilla, but position themselves as Renault's successors when his "disappearance" becomes public knowledge.

At the start of the story, the players' characters have already found Renault's remains. How things got to that point is detailed in flashbacks. This means that the exact nature and cause of Renault's final death can be explored and fitted to the needs of the story you're telling. It is assumed that independent hunters or a squad from a Second Inquisition agency destroyed him, but the exact identity of the culprit and their accomplices can be changed as the Storyteller sees fit.

The players' characters may also find it convenient to try and pin the blame for his murder on a rival (see *Who Did It?* p. 7). Other than the players' characters, only Renault's longtime ghoul and confidant Simon al-Masri knows of his destruction and he has agreed to keep the secret in exchange for protection and continued service as a ghoul (see *Simon Says* p. 11).

The players' characters have decided on this dangerous course of action because they have a great deal to gain if the ruse succeeds. Access to the local Camarilla's halls of power and perhaps claim to Renault's assets. The players' characters may also have personal objectives and individual agendas for agreeing to this plan (see *Secret Agendas* p. 21).

Renault's party itself has been planned for months and the players' characters were instrumental in arranging it. They are well aware of the guest list and entertainment. Still, Renault has a few surprises for them even from beyond the grave. The players' characters have to keep their secret while seeing to their guests' needs and perhaps figuring if any of them were involved with Renault's final death. As should be no surprise, their guests have secrets as well and more than one may have had a hand in their mentor's demise.

In the final act the coterie's actions result in either triumph or disgrace. If they pull off the ruse, the path of least resistance likely takes them into the cold grasp of the Camarilla. Especially so if they do not dig too deep into Renault's final death. Discretion and deference to your elders is greatly prized in the Ivory Tower after all.

If the plan falls apart, the players' characters likely have to make a quick escape or come up with a fall guy to take the blame. They'll likely never be welcome in the Camarilla again, but the Anarchs might find their antics impressive.

FLASHBACKS

In Act I the players' characters start the story making the final preparations for the party as they await their guests to arrive. As this Act unfolds, it is revealed to them in flashbacks that Renault is destroyed and how they discovered his remains. These flashbacks are best played openly at the table even if only one or two of the players' characters were present for the flashback.

For the story's sake, all the players' characters should know they are in on the secret of Renault's final death and covering it up is their safest course of action. The flashbacks can be spread around the story for the best pacing but here we do our best to link the flashbacks with the scenes that pair well thematically. If the Storyteller has decided to implicate a particular villain for Renault's destruction, these flashbacks are a great place to foreshadow their involvement. The information in *Storyteller Characters* (p. 6) can also be used to drop clues as to who is to blame.

EXTENDING PLAYTIME

This story has been designed for a playtime of approximately four hours. If you wish to extend playtime for another hour, the best way to do it is by adding complications during Act II, scene 4 as guests stir up trouble that may or may not be connected to the main themes of the story.

Each supporting character has something they want from the players' characters. (See p. 6.) You can use these demands to create more situations for the characters to resolve.

Setting Up the Coterie

The players' characters know that Renault has been destroyed at the start of the story, but since the details are revealed through flashbacks it's best for the Storyteller to be cagey about the specifics at first. The important thing is to have the coterie understand that Renault was a mentor to them all and that regardless of their feelings towards him this party is the culmination of their dedicated service to his agenda. This is why they've all agreed to cover up his destruction and try to pull the wool over the eyes of some very dangerous Kindred. The story's success requires the players to buy into the conceit of this plot, but the Storyteller should emphasize that the potential rewards are very great while coming forward with the truth will likely see the players' characters destroyed and cast as the murderers. The coterie's debts to Renault are well known and they would

be the obvious ones to blame for his destruction. If your troupe is using the *Secret Agendas* option (see p. 21), these also can be used to reinforce why the players' characters have chosen this dangerous course of action.

You can find the prewritten players' characters for this story on p. 20.

Storyteller Characters

The Storyteller can allow a players' character to make an Intelligence + Politics roll against Difficulty 2. If they succeed, present them with relevant tidbits from the following gossip. These descriptions also contain suggestions for what the characters could want from the coterie during the party.

Renauld: A Toreador vampire with an interesting pedigree, though not quite old enough to be considered a proper elder. Renauld is a charming host and fluent in a wide variety of ancient and modern languages. He claims to be the grand childe of a famous Syrian Prince, with associates in both the Ashirra and Banu Haqim. Guests at his salons tend to be more interested in politics than entertainment.

Renauld has been destroyed so he can't aggravate the characters with more demands. Or so it would seem. However, he can still surprise from beyond the grave if one of the guests conveys his wishes: "Renauld was telling me you could make for a good assistant to the Sheriff. What do you think about the challenges of upholding the Masquerade?"

One might wonder why Renauld preferred Anarchs such as the coterie as his servants instead of fellow Camarilla Kindred. A possible answer is that Anarch vampires are less likely to be involved in Camarilla power games.

Shireen Kadi: A loyal Camarilla Brujah, so hard to find these nights. Shireen served as an Archon to the Tremere Justicar for a time, but never seemed to find another master afterwards. Shireen is a brutal combatant and a thrill-seeker. Her long rumored polyamorous personal relationship with Renauld and Hannan Meer is likely the only thing keeping her from joining the Anarchs or seeking her end in the Gehenna War.

The relationship with Renauld and Hannan is important to Shireen so she can try to involve the coterie in a plan to acquire a very specific type of blood doll he was known to appreciate as a romantic gift. If you want to make things awkward, she may even confess details of the relationship on the assumption that she'll see Renauld soon.

Diana Dechasse: Embraced by an unusually generous Banu Haqim, Diana spent several years as a ghoulish and was allowed several years to train her mind, transition to her true gender, and wrap up her mortal affairs before becoming

Kindred. She has become a close confidant of the local Prince and many whisper she could be the next Seneschal.

She may wish to try to use the coterie to suss out Renauld's position on her bid to become the Seneschal, possibly even asking a player's character to be a go-between in the trading of Boons. Due to the honorable way she has been treated among the Kindred, she has a somewhat rosy view of the integrity of the vampires around her.

Farid az-Raq: An austere, old Malkavian originally from Yaffa who has lost all interest in romance or other worldly pursuits to an even greater degree than others of his age. His premonitions and cold eye for detail makes him a favorite adviser of the Primogen, although sometimes he has a tendency to ramble about Noddist lore that makes little sense to the fledglings and neonates around him.

He can test the characters by asking questions such as: "What were Caine's major lessons from his experience in the First City?"

"Some seek to elevate Lilith on par with Caine. Do you believe that's justified?"

"How do you feel the parables from the Book of Nod relate to the Gehenna War?"

It's unlikely the characters will be able to answer in an informed manner and Farid has a talent for answering every question except the one asked. He is delighted by creative and original replies, even if the character is just bluffing. If someone questions how this is relevant to them, Farid becomes greatly insulted.

Hannan Meer: While Tremere rarely impress at parties, Hannan is a notable exception. Stylish and quick witted, it's easy to see why Shireen and Renauld kept their hearts open to her even after she mysteriously left for parts unknown a few years ago. She resigned her post in the Primogen and claimed the Beckoning had caught hold of her, something not everyone was convinced was true. Now she's back and looking to reclaim all of her abandoned toys.

Her absence has left her somewhat insecure in her position as many of her old allies resent the way she left. She feels the need to buttress her position. If there are Tremere among the players' characters, she may try to attach them to House Goratrix.

Primogen Robert Desalle: As a consequence of the Beckoning, many Primogen in tonight's domains are surprisingly young. Desalle is Renauld's undeclared progeny and possibly the reason he didn't want to serve in the Primogen. Rumored to have failed at securing an alliance with the former Primogen, the Tremere Hannan.

If Renauld's destruction becomes known, Desalle may attempt to pin it on Hannan as an act of petty revenge.

WHO DID IT?

If the hunters weren't solely responsible for Renault's destruction, then anyone at the party could be a potential conspirator. Pick a culprit and plant the seeds and evidence of their involvement in the initial flashbacks if you can. Foreshadowing the killer's identity makes revealing them or cutting a deal in the final Act more rewarding for the coterie.

Alexi the Scourge: The Nosferatu Scourge has a deep hatred for Tremere and thin-bloods. Alexi has long blamed Renault's meddling for the influence of the warlocks in the court and also believes that he has been protecting thin-bloods and using them as his errand boys. Alexi has many contacts in the police and stumbled upon the hunters weeks ago but kept it a secret. Alexi's personal ghoul, Michael Hall, is a police detective and put a GPS tracker on Renault's porsche and handed the tracking device to the hunters. The Scourge assumed the amateur hunters would only frighten Renault and that Alexi would be able to claim favors from him and the court for eliminating the mortals. The coterie could find the police issued GPS tracker on Renault's porsche in Act I, Scene 2 and question Alexi's ghoul in Act III, Scene 1.

Primogen Robert Desalle: Though it's a bit of a cliché, Renault's progeny is also a promising candidate for the story's main villain. Desalle is Primogen, but has long envied Renault's personal clout within the Court and his relationship with the former Primogen Hannan Meer. Desalle would have encountered the hunters after they attempted to eliminate him in his haven a few weeks ago. He was able to give them the slip without being harmed but instead of alerting the Court to their presence, Desalle kept tabs on them through his nightclub contacts. He reached out to them through one of his mortal pawns posing as a victim of a vampire attack. This not only allowed Desalle to frame his sire as the perpetrator, but pass along information about Renault's weaknesses and capabilities to them. The coterie could find a cocktail napkin or coat check number from Desalle's club (The Ivy Lounge) in Act I, Scene 2 and suss out Desalle's connection to the club in Act III, Scene 1 by confronting him with the evidence.

Farid az-Raq: The Malkavian is a Noddist scholar and believes that the end of the world, also known as Gehenna, is very near. While Farid considered Renault a friend, he also found him to be an obstacle to his long term plans. The Malkavian seer has been trying to get the Prince and Primogen to act on the signs of Gehenna for years, but Renault and other modernists kept them from taking immediate action. Farid saw the final death of Renault as a double blessing, as not only would an opponent of his plans be removed, but his very destruction could be staged as an omen of the coming end times. Farid's well-known prophetic powers are real and he was able to identify the vampire hunters soon after they arrived in the city. Paranoid and cautious, Farid kept his distance from the hunters but was able to pass cryptic clues and passages from the Book of Nod to them through his contacts in the occult community. The coterie could find a cryptic parable or poem scrawled in Renault's ashes, perhaps even a passage from the Book of Nod. In Act II, Farid's Noddism could be teased out through his cryptic dialogue and fear of Gehenna, while in Act III he could be goaded into revealing his actions if his esoteric beliefs are validated.

Other: Simon the ghoul or a disgruntled blood doll from Renault's herd could make for an interesting if unlikely villain. Foreshadowing their betrayal would require the Storyteller to flesh out these characters and their motivations in Act I.

The way this is done is by talking to the coterie about supposed love spats between Hannan and Renault. A successful Wits + Insight (Difficulty 3) roll reveals that something is amiss.

Desalle is annoyingly snooty with the players' characters, viewing them as little more than his sire's servants.

Alexi the Scourge: A strange individual even for a Nosferatu, Alexi relishes the job of keeping the city "clean" of thin-bloods and other undesirable Kindred that might threaten the Masquerade. They're known to hold off-beat ideas about the origins of the Tremere and the quality of their vitae.

If you want to put pressure on the players' characters, you can have Alexi suddenly decide that one of them is a thin-blood and demand that they prove they're not. Other guests may go along with it more to amuse themselves than out of real conviction.

Seneschal Marquis de Vinter: Seneschal de Vinter is Prince Kline's right hand. Her bitter rivalry with Diana

Dechasse is considered both unseemly and the most interesting game in town. The two are locking horns over who has the better claim to the Prince's ear and the title of Seneschal.

If the Seneschal feels particularly threatened, she may start demanding the characters produce Renault immediately or kick Dechasse out of the party over some imagined (or real) slight.

Prince Malcolm Kline: A young Prince with no accolades or scandals of note, of uncertain lineage but understood to be a Ventrué. Generally held to be a weak, untested Prince who many expect to soon fall.

The Prince can go either way regarding the coterie, depending on the needs of the story. If the coterie gets caught with their deception, he'll surely need to act tough and hit them with serious consequences. On the other hand, he may also succumb to flattery and shows of subservience because he feels insecure in his position. For the stats of these characters, see p. 19.

ACT I:

A NIGHT TO REMEMBER

“Guilt is never to be doubted.”

–FRANZ KAFKA, *In the Penal Colony*

The coterie is making the last preparations for Renauld’s big party and social salon. A series of flashbacks in Scene 2 tell the story of Renauld’s destruction and can be tailored for the story’s needs (see *Who Did It?* p. 7). The Act ends with the arrival of Renauld’s herd and their protector, the former Archon Shireen Kadi. Any Social Combat that takes place at this point of the party has an audience that grants +1 extra Willpower damage (see *Vampire* p. 304).

Scene 1 – Dead Roses

The coterie is gathered at the suburban mansion of their deceased mentor, the Camarilla Toreador socialite Renauld. In just a few hours, the party of the season is scheduled to begin in this very house. This isn’t just any party, but a salon. A gathering of important local Camarilla Kindred that promises the best conversation, entertainment, and the free-flowing blood of mortal victims. Although these parties are usually held in Elysiums, smaller private salons are something many famed Toreador are known for.

The exclusive guest list is a particular draw for those wishing to make a name for themselves in the city’s

Ivory Tower. A well-received salon can make a Kindred’s reputation for a generation or more.

The coterie has been working with each other and Renauld for months if not years, and this party is the culmination of their efforts. As you start the scene, have the players describe their characters and talk about what Renauld meant to them as a mentor or an associate. The characters are making the final preparations before their Kindred guests arrive and only a few decisions are left for them to make.

While the coterie is arranging flowers, directing decorators, moving a damaged statue, or patrolling the grounds one last time the Storyteller should intersperse their discussions and roleplay with a few of the flashbacks collected under Scene 2 (p. 9).

Renauld’s personal ghoul assistant Simon al-Masri is also on call to help the coterie. During this scene, it should also be made clear that Simon is still injured from earlier events (see *Simon Says* p. 11) and the coterie must make a decision about his fate and if they should allow him to be present for the party.

Once Simon’s fate has been decided or the Storyteller is satisfied with the outcomes of the flashbacks detailed in Scene 2, the coterie should make a group decision about the evening’s main entertainment. This not only

decides the tenor and focus of the salon, but could dramatically change the course of the evening in other unexpected ways. Although the party has been months in the planning, Renauld was a notorious procrastinator and often left such vital decisions to the last moment. Partly this was to prevent anyone from spoiling the festivities, but the cunning Toreador also knew that by keeping several contenders on the hook he could extract the best bargain for his favor.

While the coterie can choose any entertainment they wish with Renauld gone, or even choose to entertain the crowd themselves, Simon al-Masri advises them that the following are the top three contenders:

The Blood Troupe: A group of Kindred acrobats and contortionists able to mold their own flesh and blood into startling shapes and poses. These three young Tzimisce siblings have performed at some of the most prestigious Camarilla salons in Eastern Europe and the Middle East. If the Blood Troupe is present at the party, they come to the coterie's aid if any violence breaks out (see *Extras* p. 18).

As a downside, the presence of the Troupe opens the characters up to accusations of suspicious occult connections. Renauld could risk his reputation like this but can the characters make the Troupe seem exciting and mysterious instead of worrying and scary?

Lady Divine: A larger than unlife singer able to bring bloody tears of joy or sorrow to dead eyes. It's unclear if their incredible voice is the product of decades of mastery or the result of subtle Disciplines that even the most astute Keepers of the Elysium seem unable to detect. Rumors persist that Lady Divine is a member of the rare Salubri clan and that their voice can open a Kindred's third eye. If Lady Divine is present and singing, the first three levels of Social Combat damage the coterie inflicts in a scene is Aggravated (see *Vampire* p. 304).

The downside of having Lady Divine as the entertainment is that their songs may be of such beauty that they inspire especially older and more powerful vampires into ill-considered acts of high emotion for which they blame the coterie.

Farid az-Raq: Using his impressive oratory and deep understanding of Noddist lore, Farid weaves a tale of

the first vampire's journey through the Land of Nod. If the coterie chooses Farid as the entertainment for the salon, all of the coterie's social tests against him have their Difficulty reduced by one for the rest of the story.

If Farid gets to use his skills at oratory, he'll assume everyone present to be interested in esoteric Noddist topics. If someone implies they're not, he's enraged.

Although Renauld always preferred to have a singular entertainer, a player's character could try to convince multiple artists to perform at the party. This would require a Manipulation + Persuasion roll (Difficulty 4). The one exception is Lady Divine, who never agrees to perform with others and must be convinced to show up with a Charisma + Subterfuge roll

(Difficulty 3) if initially insulted with such a proposal. This Difficulty is increased by two if the coterie includes a Tremere vampire among their number.

*Clasped
in Renauld's
desiccated hands
is a custom Book
of Nod of his
own design.*

Scene 2 – Too Many Goodbyes

These flashback vignettes can be individually interlaced throughout the story, but make most sense when paired with events in Act I, Scene 1 or Act II, Scene 4 (see the Flashbacks sidebar p. 5). These vignettes consist of an initiating event, a briefly described setting and a prompt for a player's character to interact with a moment in the past. The Storyteller should make notes of the player's character's decisions and how they mold the rest of the story.

The Remains

This flashback is best used after something or someone reminds a player's character of Renauld's generosity or love of parties, but should be played out before the end of Act I. This scene starts soon after sunset in the mansion's upstairs master bedroom. The room is a ransacked mess with overturned drawers, scattered jewelry cases, and overturned wardrobes. Large glass shards are scattered on

THE MANSION

The salon takes place inside a modern mansion roughly designed in the style of a Victorian manor house. It's a modern building, commissioned by someone with a deep nostalgia for times past.

Surrounded by a sprawling suburban estate outside town, Renault's mansion is secluded but the grounds are well maintained. An award winning and very well-lit walkable rose garden stretches out into the distance from the south portico in the rear of the house. While there is an underground parking garage that can be accessed by internal elevator or staircase, guest vehicles are left with their drivers on the wide circular driveway that connects with the wide steps before the mansion's covered porte cochere.

The mansion's main floor can only be accessed from the outside via the reinforced main entryway that leads into the vestibule, the underground garage's steel gate or by scaling the high wall of the east porch and breaching the heavy fire door that leads into the east room. The salon itself mostly takes place in the massive east room, but guests are welcome to chat privately and enjoy the object d'art in the connected lounges known as the "green room" and the circular "blue room" in the mansion's heart. Feeding is only allowed on mortals located in the "dining rooms" located in the western portion of the house that connect to the master staircase and the house's private internal elevator. The mansion is protected by a modern fire suppression system that is not dependent on electricity nor can it be accessed remotely.

As an added touch all of the legacy fireplaces have been shut in with concrete and their hearths lit with high definition displays of crackling flames. The mansion's windows are also made of impact resistant glass that can absorb multiple gun shots and require a Feat of Strength of 6 to break through (*Vampire* p. 411).

The servants' quarters are located below the main floor and were mostly converted into the aforementioned parking garage. Only Renault's ghoul Simon al-Masri keeps a small room here and is currently the only person with the correct biometrics to use the internal elevator. While trusted mortals regularly guard and serve at the mansion, for the salon all security is provided by the court though they number only a handful of ghouls and fledgling vampires. The second floor of the mansion only contains a few bedrooms, including Renault's richly appointed and windowless resting area which can only be accessed through a hidden door in the master bedroom Renault only used as a dressing room. Renault's wardrobe, jewelry, and accessories in this area would likely fetch three temporary dots of Resources if they were undamaged and sold to a scrupulous collector.

Here are some environmental features for the rooms most likely to be used in this story:

East Room: A massive stateroom with chandeliers, heavy drapes and antique chairs. A showcase for a sensibility that could be described as "timeless" or possibly "old fashioned." For a temperamental vampire, there are many objects that can be shattered: vases, statuettes and light fixtures. If this happens, the characters may be obliged to move the party to another room while someone cleans up the mess.

Green Room and Blue Room: Two connected lounges featuring art pieces at least 100 years old. Some of the pieces here are extremely valuable, making their destruction all the more heartrending for anyone with aspirations to Renault's legacy.

Dining Rooms: This is where the mortal blood dolls brought in for the party hang out. Those who have already been fed from are weak and dazed, some in need of medical attention. Others are desperate to experience the Kiss. A few might even have secret designs on becoming vampires themselves, if they have figured out the nature of their predicament. For the rest, Renault's parties are exciting, clandestine society events which tend to leave them feeling hungover and yearning for the next one, memories fragmented but full of desire.

Red Room: A secure, fortified safe room that's hard to break into if it's locked from the inside. The paintings here feature subjects from the Book of Nod. They represent a threat to the Masquerade to someone with the knowledge to grasp their meaning. Otherwise, they're just old pictures of vampires.

the richly adorned Afghan carpet, debris from one of the room's bulletproof windows that has been explosively blown into the room from the outside. An Intelligence + Investigation roll (Difficulty 2) confirms a large pipe bomb was placed on the window from the balcony and likely allowed several people to gain access to the haven during the day.

There is mortal blood on the balcony floor, still wet, and the shredded remains of a nylon rope tied to the outer banister. Next to the unused king sized bed, a portion of the room's wall has been chopped apart with an ax, revealing a narrow passage that leads into a hidden chamber. This is Renault's resting chamber. Its walls are draped in black and red curtains, and three custom designed coffins rest on the plush Persian carpet. A withered corpse in an expensive but now badly damaged suit lies in the slightly scorched central coffin. These are the remains of Renault and he was clearly subjected to all manner of abuse before he succumbed to final death. He was shot, stabbed, chopped up, staked and burned.

Clasped in Renault's desiccated hands is a custom Book of Nod of his own design, cribbed together from hand scrawled notes and pages snipped out of black market tomes. A successful Intelligence + Occult roll (Difficulty 5) identifies this bootleg text as an illegitimate, inauthentic, and arguably heretical Book of Nod.

The Storyteller may also include other clues in this room depending on who was behind Renault's destruction (see *Who Did It?* p. 7). If Farid az-Raq (see Storyteller Characters p. 6) hears about this heretical Book of Nod, he insists on destroying it. He goes out of his way to hinder the coterie until the book is in his possession or he sees it burnt. While Farid becomes increasingly suspicious of them as long as the book is in the coterie's hands, it could be used as a bargaining chip for his favor if they agree to allow him to destroy it without too much haggling.

Tragedy

This flashback is best used after inspecting an art object or cleaning up a damaged statue, and should be played out before the end of Act II. It takes place in the upstairs hallway near the top of the master staircase.

A toppled marble statue lies in several pieces on the floor, its torso riddled with bullet holes. The haven's

internal elevator is nearby and the digital display flickers as if the elevator car is stuck between two floors. If the coterie forces the elevator doors open they find a wounded Simon el-Masri trapped in the elevator car. He's armed with a pistol but too weak from blood loss to even threaten the players' characters with it.

The gut shot ghoul croaks for a taste of Kindred Blood and motions to his own mouth when the players' characters pull him free of the elevator. An Intelligence + Medicine roll (Difficulty 2) is all that is needed to understand that Simon will not survive unless he's fed Kindred Blood and if denied vitae he likely expires before the party even begins.

Simon Says

This flashback is best used after Simon complains of being injured or laments Renault's destruction, but should be played out before the end of Act I. This scene takes place in the basement car park garage where Renault keeps several vehicles, including his favorite cherry red Porsche 911. A wounded Simon al-Masri sits before the players' characters, tied to a chair with a length of nylon rope while his blood pools on the garage's cement floor. While he suffers from a painful gut shot, the usually composed Simon is still conscious and answers the players' characters questions through gritted teeth and half lidded eyes.

According to Simon, he was preparing the house for the party when several motion sensor alarms were tripped in the rose garden shortly after three in the afternoon. He immediately called for the private security officers on duty to investigate and rushed to Renault's bedchamber upstairs.

Just before he entered the room, Simon was knocked off-balance by an explosion and several masked men rushed into the master bedroom from a hole in the wall, firing automatic weapons almost randomly about the place. Simon was wounded and at least one hunter chased him down the hallway before he was able to lock himself in the haven's internal elevator, where he passed out before he could call for more help. He doesn't know what happened to Renault's other guards, but assumes the hunters must have killed them.

A successful Wits + Insight roll (Difficulty 3) can ascertain that Simon is hiding something but only a successful Charisma + Intimidation (Difficulty 4) gets him to reveal that he shot himself after he was locked

inside the haven's internal elevator so that he wouldn't be suspected in his master's murder.

As a ghoul who requires a constant supply of Cainite Blood, Simon al-Masri knows that his fate is now tied to the players' characters. He'd likely be destroyed or cruelly enslaved if he was released by the coterie, while in the service of such young Kindred he can act more as a mentor and advisor.

A Hunter Hunted

This flashback is best used the first time a player's character encounters blood or feeds during the story, but should be played out before the end of Act II. This scene takes place in the rose garden where several mortal corpses are sprawled among the flowers. These are the private security guards that the hunters killed before storming the haven. While one guard has a crossbow bolt protruding from their neck, a Wits + Investigation roll (Difficulty 2) is enough to figure out that the rest were taken by surprise by gunmen and shot at close range.

Among the bodies the coterie discovers the corpse of one of the hunters underneath the southern portico. He's masked and wearing body armor that is deeply embedded with shrapnel. Despite the clear signs he was caught in an explosion, it's fairly certain he died of a fall. An Intelligence + Survival roll (Difficulty 3) when looking over the hunter's body and kit determines that he probably had military or national guard training, but is not a seasoned vampire hunter or an operative from one of the agencies comprising the Second Inquisition.

It's also likely the hunters approached from the south, where the property borders a forest preserve and were able to temporarily disable the haven's perimeter security somehow.

Scene 3 – Food for Thought

The former Archon Shireen Kadi arrives before the other guests. She is driving an armored Suburban SUV that she

parks in the circular driveway. She has eight mortal blood dolls in tow, willing members of Renault's herd who volunteered to be fed upon at the party.

Shireen is one of Renault's paramours and moves around the haven as if it is her own. She takes the blood dolls to one of the mansion's modified dining rooms before she interrogates the coterie about their preparations for the party. She does not insist on seeing Renault, but allow the coterie to roll Charisma +

Subterfuge (Difficulty 2) to keep her from becoming suspicious of them.

The blood dolls have a Sanguine Resonance and they lounge about the dining areas on couches and divans. Red and white curtains can be drawn around the seating areas to provide privacy for delicate feeders.

If the coterie tells Shireen what happened to Renault

or tries to rope her into their scheme, they must succeed in a Manipulation + Politics or Persuasion roll (Difficulty 5) to keep her calm or convince her to accept their plan. A failure or messy critical on this roll results in Shireen entering Fury Frenzy (see *Vampire* p. 220). She'll vent most of her frustrations on the art and furniture in the "blue room" in the mansion's heart, and anyone attempting to talk her down may be seriously injured.

Shireen also insists on seeing Renault's remains. If the coterie fails to convince Shireen, she plays along with the ruse but quickly resorts to violence in Act II, Scene 6 and in the final Act she publicly reveals the truth during any Social Combat that takes place during Scene 7, inflicting an additional two Aggravated Willpower damage on the coterie. In this case, allow the players' characters to roll Composure + Insight (Difficulty 2) whenever they interact with Shireen to ascertain that she is unstable and may betray them at any moment.

*Shireen and
moves around the
haven as if it is her
own.*



ACT II: EVERYONE'S INVITED

“If you want to keep a secret, you must also hide it from yourself.”

—GEORGE ORWELL, 1984

In this Act the coterie welcomes their guests, introduces their entertainment, and hopefully prevents a misunderstanding from exploding into a violent conflict. Any Social Combat that takes place at this point of the party has an audience that grants +2 extra Willpower damage (see *Vampire* p. 304).

Scene 4 – Perfect Hosts

The guests arrive in small groups and disembark from luxurious vehicles before the mansion's covered portico. They are wearing couture gowns and accessories. A few are even attended by small dogs and other exotic animals expertly trained or supernaturally commanded to behave themselves around the Kindred. The Storyteller should use *Storyteller Characters* (see p. 6) to introduce the important vampires to the coterie.

Note that you may wish to reserve a specific character such as the Prince or the Seneschal to arrive later in Scene 7. See p. 16.

If Simon al-Masri is at hand he knows all of the information contained in the *Storyteller Characters* section and discreetly whispers it in their ears at the

most expertly opportune times throughout the evening. This scene encompasses the mingling and socializing that occurs during the party. If the coterie seems uninterested in mingling or getting to know their guests, below are a few complications you can throw at them to encourage them to engage with the salon.

Send It Back: The Prince Malcolm Kline keeps complaining about the ‘taste’ of the blood dolls provided in the dining area. He refuses to disclose his preferences and seems incredibly insulted if asked directly if he has any dietary restrictions. The third time he comes to the coterie to complain during the evening it's quite obvious he is on the verge of Hunger frenzy (Hunger 4) and throwing him out amongst the mortals could risk the Masquerade. If the coterie cannot convince him to spill his secrets, Simon al-Masri can be consulted.

Because the Prince refuses to discuss his dietary limits, the coterie may be reduced to trying out different types of blood to see if he accepts them. The Storyteller can decide in advance that the Prince only drinks from a type that's hard to detect (abusers, killers, the naive) or alternatively let a particularly creative or strange attempt on the part of the characters succeed, pegging that as the Prince's preferred type of sustenance.

In a pinch a mortal driver or a guest's pet could be wrangled to quench the Prince's Hunger. If his Hunger goes unchecked, it's likely he'll frenzy or possibly kill one of the blood dolls or unsuspecting drivers.

How Much? Diana Dechasse and Marquis de Vinter wander the mansion, unable to refrain from poking at their mutual animosity. They constantly inquire about the providence and price of paintings, vases, statues, and other art objects that are on display. As the evening progresses, each insists on buying a painting they believe to be a Picasso and will even go so far as to shove a wad of cash or a bag of diamonds into a player's character's hand. Their main goal is to prevent the other from buying it. Intimidating or insulting such an influential vampire would likely cause problems for the coterie later on, but shaming them for their lack of culture and knowledge of fine art could defuse the situation without future incident.

One Too Many: Alexi the Scourge stumbles around the salon, obviously addled by opiate or alcohol spiked blood. Because of their power and position throwing them out would cause a scandal and possibly end violently. They also refuse to admit their condition or where they acquired their fix. Their antics could include knocking over an ancient vase, shocking other guests with indiscreet proposals of mutual Blood Bonding, or even vomiting a torrent of vitae in the vestibule.

The Jaguar Prince: Robert Desalle has arrived with a large unleashed jaguar and while it was perfectly well-behaved as it got out of his Maserati Coupé, something has agitated the beast and its owner is nowhere to be found. The creature is either too upset to be easily controlled or mystically fortified against Animalism and Animal Ken. These skills and powers have their difficulty raised by two if the Coterie attempts to wrangle the creature without its owner present. Use the stats for a bear (See *Vampire* p. 373). If confronted about the pet, Desalle demands to see Renault and talk about the appropriateness of the jaguar with the host himself.

The Lost Doll: Used to treating Renault's haven as if it was her own, Hannan Meer brings one of the blood dolls into the room where the Kindred happen to be congregating at that moment and then abandons them. The doll, a student of architecture named Emmeline Fischer, feels dizzy from blood loss and has realized that the true party is here with these alluring, dangerous people instead of where she had

been waiting with the other dolls. If someone tries to remove her, she says Hannan brought her here. Hannan in turn is unwilling to have anyone question her choices, no matter how small.

Scene 5 – Please Welcome...

After mingling with the guests and solving various problems, the coterie can take center stage in the east room to introduce the evening's entertainment. The players' characters can also take this time to introduce themselves and promote their names. Several guests call out for Renault during the coterie's introduction. Allow the players' characters to answer these calls if they wish and roll Composure + Etiquette (Difficulty 2) to defuse the situation. If they refuse to say anything about Renault or fail this roll, this inflicts one Superficial Willpower damage on everyone in the coterie as the audience seems distressed by Renault's unexplained absence so late in the evening.

The form and duration of the entertainment depends on who the coterie selected in Act I.

The Blood Troupe: The three contortionists squeeze into the room from the east room's balcony door all at once, seemingly conjoined into a single entity before they split apart in a spray of Blood. This Blood never reaches the crowd, as the performers supernaturally call it back into themselves as red silk banners unfurl from the ceiling. The three Tzimsce vampires contort their bodies into impossible shapes and dangle from the aerial silks hanging from the ceiling, all the while Blood from self-inflicted wounds dances and floats between them. This impressive performance takes almost an hour to complete and leaves the crowd a buzz with excitement afterwards. Unfortunately, all of the Kindred present who witness this performance have their Hunger increased by one.

Lady Divine: Unlike the other performances, Lady Divine's great fortitude allows her to sing continuously throughout the party. In addition to the benefits she gives the coterie during Social Combats (see Lady Divine pp. 6 & 19), any Willpower damage inflicted on a Tremere while Lady Divine is singing is increased by 1. While she is not overtly malicious, Lady Divine is excited by drama and subtly shifts her song to heighten

emotions and push tensions into open conflicts. She is aware of this and rarely allows her influence to create violence, but all such restraint is lost when a Tremere is involved as she is quite happy to see them bleed. A player's character can ascertain this aspect of Lady Divine's song with a Wits + Insight or Performance roll (Difficulty 3), though cutting her off or interrupting her would be disastrous for the salon and the coterie's reputation.

Farid az-Raq: The Malkavian Noddist is a famed storyteller and tells the tale of Caine's journey through the Land of Nod. How Caine was hounded by angels and demons when he met his greatest teacher Lilith, and surpassed her by becoming the first vampire. Farid describes how Caine and his first children rejected forgiveness and tended to mortals as a blessed crop. A granary of blood that was not to last because of the hubris of mortals and the rebellion of the young Kindred against their clan progenitors.

The story ends as a parable, warning against the dangers of openly ruling mortals without the safeguards of the blessed Masquerade to protect the Kindred. While Farid's story is intriguing in and of itself, he plants wisps of stolen dreams into the mind of the audience to illustrate his tale. Caine's bearded face seems to glower over the assembled Kindred one moment and the next an ocean of blood sweeps away an ancient city punctuated with the screams of countless women and children. An Intelligence + Occult roll (Difficulty 3) reveals that Farid is not only a Noddist, but an adherent of the Church of Caine – a faith increasingly popular among the patriarchal and status minded Camarilla.

Scene 6 – Boiling Over

This scene occurs shortly after the performance concludes or after about an hour of Lady Divine's singing. An incident has resulted in a standoff between Renauld's paramours, Shireen Kadi and Hannan Meer. While both know that Renauld has yet to make an

appearance, they have grown used to his eccentricities and flair for the dramatic.

Their issues run deeper as Shireen's former position as an Archon for Karl Schrekt (see *Storyteller Characters* p. 6) has long offended Hannan who serves a different

Tremere House and sees Schrekt's so-called "House Tremere" as an overtly fascist power grab. They are arguing in a fortified side lounge called the "red room" when the coterie is alerted that they seem about to unleash their powers upon each other. This clash's precipitating event can vary as needed for the story's purposes. Perhaps a blood doll has been drained of their life, or a painting of Caine and Lilith embracing has been slashed, or Renauld's favorite Porsche has been

vandalized. Hannan has only recently returned to the city after a year long absence and Shireen immediately assumes she is responsible for the damage as some misguided attempt to embarrass her at Court.

The coterie has several options to defuse this situation, but it will most likely involve a Social Combat against both Shireen and Hannan. If the coterie keeps this incident private, there is no audience to increase the Willpower damage inflicted so it's possible to talk down both parties without bruising their pride too greatly. Although if Simon al-Masri is free to roam the party, he quickly spreads the gossip of their altercation in hopes a crowd will gather and egg them on to a violent confrontation. Simon believes this will make it easier for the coterie to ultimately frame Shireen or Hannan for Renauld's death.

Regardless of the audience, Shireen only resorts to violence if she's already been provoked by knowledge of Renauld's death. Hannan on the other hand is exceedingly cool headed, but if she suspects that Shireen has returned to Karl Schrekt's service she may attempt to put her down if she thinks she could get away with it.

The story's success requires the players to buy into the conceit of the plot.



ACT III: JUST DESSERTS

“They steal your bread, then give you a crumb of it. Then demand you thank them for their generosity...”

–GHASSAN KANAFANI, *Complete Works*

In the final Act, the coterie must deal with a very important surprise guest or with violent party crashers. The Act ends with the coterie either basking in the accolades of a party for the ages, or pleading for their unlives as Renauld's remains are dumped at their feet. Any Social Combat that takes place at this point of the party has an audience that grants +3 extra Willpower damage (see *Vampire* p. 304)

Scene 7 – A Surprise Guest

An unexpected guest arrives at the salon just as the guests are preparing to leave. The Storyteller has several options for this VIP depending on the needs of the story. Usually Seneschal Marquis de Vinter would make an appearance and attempt to goad her rival, Diana Dechasse, into making a social faux pas and in turn make Renauld and the coterie look foolish. But depending on the culprit responsible for Renauld's destruction (see *Who Did It?* p. 7), either Alexi the Scourge, Primogen Desalle, or the Anarch Party Crashers (see *Antagonists* p. 18) could arrive instead.

Most outlandishly, Renauld himself could show up to the party but this would require a great deal of foreshadowing and clever sleight of hand by the Storyteller to pull off. In most cases these guests have a personal goal in mind and engage the coterie in a Social Combat if they are prevented from achieving that objective.

The Anarch Party Crashers are a wrinkle the Storyteller can interject into the story if the players' characters try to call for backup from their own sect, the Anarchs, or if the coterie has already discovered the killer. The Party Crashers could also provide a distraction that would allow for Renauld's killer to escape.

Seneschal Marquis de Vinter: The Seneschal brings a great deal of prestige to the salon with her attendance, but her primary objective is to sabotage the fun and lay the blame at the feet of Diana Dechasse. It quickly becomes apparent to the coterie that de Vinter is using her station to intimidate party goers into snubbing Dechasse and that a potential brawl could break out between the two factions. If the coterie chastises Seneschal de Vinter about this behavior or stands up for Dechasse, she immediately challenges them to produce Renauld and accuse them of usurping his party for their own agendas (Social Combat, Die Pool 8).

Alexi the Scourge: Alexi is here to cover up any evidence of their involvement in Renauld's death and quickly makes their way to the mansion's garage to remove the GPS tracker on Renauld's porsche. If Alexi is blocked from moving around the mansion freely or confronted with evidence of their betrayal, they publicly accuse the coterie of working with mortal hunters to destroy Renauld (Social Combat, Die Pool 6).

Primogen Robert DeSalle: Desalle is well aware that he will be a prime suspect when Renauld's destruction becomes public. While he may claim he has come to the salon to sample Renauld's blood dolls, his true motivation is to pin the blame for Renauld's disappearance on the coterie. As soon as Desalle begins to mingle among the guests, this initiates a Social Combat where he spreads rumors about the coterie and subtly implies that they may have eaten Renauld. (Social Combat, Die Pool 8).

Anarch Party Crashers: The Party Crashers aren't here to win a debate and won't engage in Social Combat with Camarilla Kindred. They bust through the mansion's main entryway and smash their way through the vestibule and main corridor towards the east room. While most of the guests are ushered to safety in the secured "red room" of the main floor, the coterie could help to throw out the Party Crashers or spend their time saving guests caught in the vestibule or main corridor.

Regardless of the players' character's response, the Anarchs are eventually run off in a few rounds by Shireen Kadi and a few other brave Kindred that battle them in the east room, though the damage to the mansion is substantial and very expensive to repair without breaching the Masquerade. If the Blood Troupe (See Act I, Scene 1) are

SOCIAL COMBAT

While the Anarch Party Crashers tear the mansion apart and happily take a bite out of anyone in their way, the other surprise guests engage in Social Combat (see *Vampire* p. 304) with the coterie unless they are goaded into a fight instead. While the Social Combat can take many forms, if the players' characters win their rival will be forced to reveal their role in Renauld's destruction or grant the coterie a Major Boon (see *Vampire* p. 315).

present, they make short work of the Anarch party crashers by using strange powers that flense flesh from bone and violently rip Blood from undead veins, containing most of the damage to the vestibule and corridor.

Scene 8 – Afterparty

This scene only occurs if the party is a success and the ruse remains undiscovered. The guests congratulate the coterie on the salon's many charms. A few guests go even further and approach the coterie to publicly reward them before the

entire gathering. Some of the rewards have long-term effects in case play with the same characters continues after this story.

Hannan Meer. The Tremere is so impressed by the coterie's salon that she invites them to plan her next gathering. If there are any Tremere among the coterie, she also invites them to join the local Chantry. This would allow them to purchase one dot in Tremere Status and open the door to joining the

mysterious Tremere House of Goratrix (see *Vampire* p. 93). Hannan would also be willing to teach any of their number the secrets of Blood Sorcery as long as they maintained their good standing in the local Camarilla.

Farid az-Raq. The Malkavian seer leaves without speaking to the coterie if they insult him at any point during the party and becomes a dangerous voice against them in the Primogen council. But if they impressed him as possible students, Farid offers to induct them into the Church of Caine (see *Cults of the Blood Gods* p. 57) on the spot. If they accept his offer, he daubs his own Blood on their closed mouths and seemingly speaks in incomprehensible tongues as if channeling an unseen spirit. After embracing them all in an energetic hug he invites them to seek him out as a mentor. Having Farid as Mawla would grant the coterie Noddist allies and access to loresheets revolving around the Book of Nod, Golconda, The Cainite Heresy, and the Week of Nightmares (see *Vampire* p. 382).

Primogen Desalle. If the Primogen is in attendance and assuming he is not revealed as Renauld's murderer, Primogen Desalle publicly lauds the coterie and if any of their number are Toreador he insists they join his staff. This allows them to use the title Whip and to purchase up to two dots of Camarilla Status.

If they accept his offer, he daubs his own Blood on their closed mouths.

Scene 9 – The Bitter End

This scene only occurs if the players' characters either lose a Social Combat or they've been framed for the murder of Renauld.

Farid az-Raq. Unless they alienated him by making light of his Noddist beliefs, the Malkavian oracle immediately approaches the coterie. He offers to take them under his protection until they can find safe passage out of the city or to an Anarch controlled domain. If Farid was responsible for Renauld's destruction he only reveals this to the coterie if they accept him as their new Mawla and agree to indebted themselves to him as they did with Renauld in the past. With his Status, Farid could potentially help them rehabilitate their reputation as long as they never reveal his part in Renauld's final death.

Shireen Kadi. If the blame for Renauld's final death falls upon the coterie's shoulders, the former Archon confronts the players' characters if they try to escape even if she agreed to help them with their ruse in Act I. While she has no interest in destroying them, she tries to beat a few of them into submission if they try to leave the party without answering for their crimes. Shireen does her best to capture at least one of the players' characters, even if it means letting the rest escape into the night. If the coterie helped defeat the Anarch Party Crashers or took her side during her confrontation with Hannan, Shireen only makes a half-hearted attempt at apprehending them.

Diana Dechasse. Regardless of how they treated Diana during the story she insists they be taken before the Prince to face judgment. If the coterie disposed of Renauld's remains, cleaned up the damage to the master bedroom, or otherwise destroyed evidence, Diana also lends her voice in the Epilogue that the Coterie face the Blood Hunt. Lastly, if she learns that Simon al-Masri was involved in the ruse, or failed to protect Renauld, she immediately uses her Blood Sorcery to boil all of the blood in his body, killing him and leaving a scalded and withered corpse in the mansion's vestibule before escorting the coterie to the Prince.

Epilogue

Assuming they weren't forced to flee in disgrace after the party, the coterie can expect to be brought before the Camarilla Prince Malcolm Kline in the coming nights. There they either are initiated into the Ivory Tower or

judged for their crimes depending on the success of their ruse. If any of them accept their invitation into the Camarilla, the coterie has a much easier time covering up the disappearance of Renauld as either his succumbing to the Beckoning or torpor.

This also means keeping the hunters a secret from new Camarilla allies.

If the coterie's deception is uncovered, Prince Kline is less kind to them. Unless the coterie managed to win the support of Farid az-Raq, or another Kindred with a title in the city, the Prince judges them responsible for Renauld's death. At a minimum this means they will be barred from joining the Camarilla and unwelcome at all of their Elysiums and feeding grounds. If they made too many enemies at the party or showed Anarch loyalties, the Prince calls for a Blood Hunt.

The coterie will be officially exiled and will have to flee the city on foot as any Kindred that catches them has the right to kill them and devour their heart's blood.

Rewards

If you intend to keep playing with the same characters, give the players' characters one experience point each at the end of each Act. Anyone in the coterie joining the Camarilla also receives one dot of Camarilla Status.

The coterie can also purchase up to three dots in one of the following Backgrounds as appropriate for their choices during the story: Herd (Renauld's blood dolls), Mawla (Farid az-Raq, Alexi the Scourge, or Primogen Desalle), Resources (bribes), Retainer (Simon al-Masri), or – if they were blamed for Renauld's destruction – Status (Anarchs). The coterie may also be interested in taking over Renauld's mansion. They can use experience to claim it as a Haven or to increase one of their Domain traits.

If the Storyteller is using the optional Agendas (see *Secret Agendas* p. 21), one bonus experience can be granted to any player's character that completed their Agenda before the Epilogue.

Extras

This section includes antagonists, supporting characters, and optional Secret Agendas to give to the players' characters to further complicate the story.

The Antagonists

The supporting characters below provide obstacles and opportunities for the coterie. Their common and exceptional die pools are listed as well as some of their more notable powers. Feel free to give the named characters more powers and abilities to better suit your game.

Alexi the Scourge

General Difficulty: 4/3
Common Dice Pools: Physical 6, Social 4, Mental 6
Secondary Attributes: Health 8, Willpower 6
Exceptional Dice Pools: Awareness 6, Brawl 8, Stealth 8, Resolve 7
Notable Disciplines: Potence (Prowess), Protean (Feral Weapons), Obfuscate (Vanish)

Anarch Party Crasher

General Difficulty: 3/2
Common Dice Pools: Physical 5, Social 4, Mental 3
Secondary Attributes: Health 6, Willpower 3
Exceptional Dice Pools: Brawl 6, Firearms 6, Streetwise 6
Notable Disciplines: Celerity (Rapid Reflexes), Potence (Lethal Body), Presence (Awe)

The Blood Troupe

General Difficulty: 3/2
Common Dice Pools: Physical 6, Social 3, Mental 4
Secondary Attributes: Health 8, Willpower 4
Exceptional Dice Pools: Brawl 7, Disciplines 7
Notable Disciplines: Protean (Feral Weapons, Horrid Form), Blood Sorcery (Theft of Vitae)

Diana Dechasse

General Difficulty: 4/3
Standard Dice Pools: Physical 5, Social 4, Mental 7
Secondary Attributes: Health 7, Willpower 7
Exceptional Dice Pools: Brawl 6, Occult 8, Disciplines 8
Notable Disciplines: Blood Sorcery (Cauldron of Blood), Obfuscate (Vanish)

Farid az-Raq

General Difficulty: 4/3
Common Dice Pools: Physical 4, Social 5, Mental 7
Secondary Attributes: Health 5, Willpower 8
Exceptional Dice Pools: Occult 8, Disciplines 8
Notable Disciplines: Auspex (Premonition), Dominate (Mass Manipulation)

Hannan Meer

General Difficulty: 4/3
Common Dice Pools: Physical 4, Social 5, Mental 6

Secondary Attributes: Health 5, Willpower 6
Exceptional Dice Pools: Awareness 7, Occult 6, Resolve 7
Notable Disciplines: Blood Sorcery (Theft of Vitae), Dominate (Compel, Terminal Decree)

Lady Divine

General Difficulty: 3/2
Common Dice Pools: Physical 4, Social 7, Mental 5
Secondary Attributes: Health 10, Willpower 5
Exceptional Dice Pools: Performance (Singing) 10
Notable Disciplines: Auspex (Scry the Soul), Fortitude (Flesh of Marble)

Mortal Hunter or Ghoul Security Guard

General Difficulty: 3/2
Common Dice Pools: Physical 4, Social 4, Mental 6
Secondary Attributes: Health 4, Willpower 4
Exceptional Dice Pools: Firearms 6, Melee 6, Resolve 7
Other Qualities: Armor 4, Silver Bullets, Choleric or Phlegmatic Resonance

Renauld's Mortal Blood Dolls

General Difficulty: 3/2
Standard Dice Pools: Physical 3, Social 5, Mental 4
Secondary Attributes: Health 5, Willpower 2
Exceptional Dice Pools: Persuasion 7
Other Qualities: All have the Looks (**) Merit and Sanguine Resonance

Robert Desalle, Marquis de Vinter, or Renauld

General Difficulty: 4/3
Common Dice Pools: Physical 5, Social 8, Mental 6
Secondary Attributes: Health 7, Willpower 7
Exceptional Dice Pools: Awareness 6, Brawl 6, Resolve 8
Notable Disciplines: Auspex (Telepathy), Fortitude (Unswayable Mind), Presence (Majesty)

Shireen Kadi

General Difficulty: 4/3
Standard Dice Pools: Physical 8, Social 6, Mental 5
Secondary Attributes: Health 7, Willpower 6
Exceptional Dice Pools: Politics 7, Resolve 7
Notable Disciplines: Celerity (Rapid Reflexes, Blink), Potence (Fist of Caine)

Simon al-Masri

General Difficulty: 3/2
Common Dice Pools: Physical 4, Social 5, Mental 6
Secondary Attributes: Health 5, Willpower 5
Exceptional Dice Pools: Firearms 6, Insight 6, Politics 7
Notable Disciplines: Auspex (Sense the Unseen)

APPENDIX:

THE

PLAYERS'

CHARACTERS

The coterie is fairly new and heavily dependent on Renauld for their position in the city. They're indebted to him. If you feel it's useful to have more detail on the nature of these debts, you should have a quick discussion with all the players after they have created their characters. Use the best idea for the debt that your players and you agree upon.

Here are a few ideas to get you started:

Money: Even the undead need to pay their bills if they wish to maintain something approximating a mortal existence. Renauld has been bankrolling the coterie in exchange for assistance.

Secrets: Renauld knows some of the coterie's intimate secrets. Who violated the Masquerade, who has a secret *childe*. He hasn't hold anyone so far.

Assistance. Renauld helped the coterie when they were newly Embraced and entirely clueless about how to survive in the night.

The process of distributing and using the players' characters presented here goes as follows:

1. The players each choose the character they want to play among the six provided here.
2. The players choose their characters' names, gender identities and ethnicities.
3. The players choose the connection their character has to Renauld from *Table 1: Connections to Renauld*.
4. (Optional.) The players can choose or roll a ten-sided die on *Table 2: Secret Agendas* for a secret agenda for their character. See the section *Secret Agendas*, below.

TABLE 1: CONNECTIONS TO RENAULD

ROLL OR CHOOSE	CONNECTION
1	You and Renauld were in the middle of a romantic fling which he hid from his other lovers. He made a lot of promises, few of which you believed in even in the depths of passion.
2	You are Renauld's childe. This means you must be a Toreador. He wasn't a great sire, demanding a lot and giving little.
3	You're Renauld's protégé, or so he told you. Sometimes you suspect it was just something he said to make you do his work for him.
4	You were Renauld's servant, helping him at his haven at a nightly basis.
5	You were Renauld's fixer, getting him illegal or hard to find things, usually for free or a reduced price.
6	You were Renauld's trusted party planner, someone he always consulted when organizing social events. He never gave you credit for it among other Kindred.
7	You were a heavy, someone Renauld asked to break a few legs when he didn't want to get his hands dirty.
8	Renauld stole your feeding territory through underhanded means. To make up for it, he promised connections at the Elysium but instead you ended up as one of his helpers. It didn't feel good to realize you were a sucker.
9	Renauld didn't have a lot of contact with you but you looked up to him as an example of how to make your unlife work. You had hoped to get closer to him helping with this party.
10	You moved here from another domain where you were subjected to the Blood Hunt. Renauld knew and blackmailed you for small services. It's a relief he's done for.

Secret Agendas

One or more of the players' characters may have a secret agenda depending on if this is a play style that your group is comfortable exploring. The player can roll to determine their secret agenda, but the Storyteller should always discuss each agenda with their players and come up with a reason they are pursuing it. Are they working for a nearby Anarch Baron? A rival Camarilla Prince? Or perhaps a clan leader or Primogen has enlisted them? Or maybe it's just their way to cope with the sudden death of their mentor.

TABLE 2: SECRET AGENDAS

ROLL OR CHOOSE	AGENDA
1	Secure Renauld's greatest treasures before his death becomes public.
2	Find a way to frame another for Renauld's death, just as long as you don't take the blame.
3	Set the guests against each other and weaken the city's political unity.
4	Show up the decadence of the Camarilla. If you're an Anarch, find a way to push for your movement without getting yourself killed.
5	Find allies and conspirators willing to plot against the Prince.
6	Learn a secret about all the guests of note.
7	Become the "life" of the party and cement your reputation in the city.
8	Find a new mentor amongst the powerful Kindred at the salon.
9	No simple mortal could have destroyed Renauld. Discover the vampire behind his final death.
10	Show everyone you are Renauld's protege and deserve to take his place.



The Frustrated Socialite

You were somebody in life. You had friends, you went to parties, you had a lot of fun. You were young and wealthy. Unfortunately, your Embrace didn't go well at all. You made all the mistakes, losing every connection you had to your former friends and family. You got declared dead, losing your assets, apartment, everything.

You miss the good life but most of all you miss coming to a party and having all eyes on you. That felt so good. Instead, you've been relegated to a furtive existence that doesn't suit you at all. You need your unlife to be something better.

Actions:

These are things you can do but don't necessarily have to do.

- Figure out how you and your coterie can use the party to elevate your social position.
- Make use of Renauld's aura to improve your own social connections.
- Put your energies into making the party amazing.

Embraced: 2020 (Born 2002)

Ambition: Be remembered.

Convictions: You must be allowed to attain the lifestyle you deserve.

Touchstones: The nanny who once looked after you and your siblings.

Blood Potency: 1

Advantages: Beautiful, Influence (High Society) 2, Resources 1, Status 1, Haven 1

Flaws: Dark Secret (Masquerade Breacher), Known Corpse, Prey Exclusion (Non-Consenting), Stalker (PI investigating your death) 1

Clan: Toreador

Predator: Consensualist

Humanity: 8

Generation: 13th

Attributes: Strength 2, Dexterity 3, Stamina 1; Charisma 3, Manipulation 4, Composure 2; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 4, Willpower 4

Skills: Athletics 1, Craft (Photography), Drive 1, Larceny 1, Stealth 2, Etiquette 4, Insight 3, Performance (Public Speaking) 2, Persuasion (Victims) 3, Streetwise 1, Subterfuge 3, Academics (Economics) 1, Awareness 2, Medicine 1, Politics 1

Disciplines: Auspex (Heightened Senses) 1, Fortitude (Unswayable Mind) 1, Presence (Awe, Lingering Kiss) 2

VAMPIRE

THE MASQUERADE

Name	Concept Frustrated Socialite	Predator Consensualist
Chronicle Last Dance at Renauld's	Ambition Be remembered	Clan Toreador
Sire	Desire	Generation 13th

ATTRIBUTES

Physical

Strength ●●○○○
 Dexterity ●●●○○
 Stamina ●○○○○

Social

Charisma ●●●○○
 Manipulation ●●●●○
 Composure ●●○○○

Mental

Intelligence ●●○○○
 Wits ●●●○○
 Resolve ●●○○○

Health

□□□□■ ■■■■■■

Willpower

□□□□■ ■■■■■■

SKILLS

Athletics..... ●○○○○	Animal Ken..... ○○○○○	Academics, Economics..... ●○○○○
Brawl..... ○○○○○	Etiquette..... ●●●●○	Awareness..... ●●○○○
Craft, Photography..... ●○○○○	Insight..... ●●●○○	Finance..... ○○○○○
Drive..... ●○○○○	Intimidation..... ○○○○○	Investigation..... ○○○○○
Firearms..... ○○○○○	Leadership..... ○○○○○	Medicine..... ●○○○○
Melee..... ○○○○○	Performance, Public Speaking..... ●●○○○	Occult..... ○○○○○
Larceny..... ●○○○○	Persuasion, Victims..... ●●●○○	Politics..... ●○○○○
Stealth..... ●●○○○	Streetwise..... ●○○○○	Science..... ○○○○○
Survival..... ○○○○○	Subterfuge..... ●●●○○	Technology..... ○○○○○

DISCIPLINES

Auspex ●○○○○	Fortitude ●○○○○	Presence ●●○○○
Heightened Senses (p249)	Unswayable Mind (p258)	Awe (p267)
		Lingering Kiss (p267)
○○○○○	○○○○○	○○○○○

Resonance

Hunger □□□□□

Humanity [x][x][x][x][x] [x][x][x][x]

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Conviction: You must be allowed to attain the lifestyle you deserve.</p> <p>Touchstone: The nanny who once looked after you and your siblings.</p>	<p>While your character finds themselves in less than beautiful surroundings, lose the equivalent of their Bane Severity in dice from dice pools to use Disciplines.</p>
--	---	--

Advantages & Flaws

Looks: Beautiful	●●○○○
Flaw – Mask: Known Corpse	●○○○○
Flaw – Dark Secret (Masquerade Breacher)	●○○○○
Flaw – Prey Exclusion (non-consenting)	○○○○○
Influence (High Society)	●●○○○
Resources	●○○○○
Status	●○○○○
Haven	●○○○○
Flaw – Retainer: Stalker (PI investigating death)	●○○○○
	○○○○○
	○○○○○

Notes

Actions:

These are things you can do but don't necessarily have to do.

- ✦ Figure out how you and your coterie can use the party to elevate your social position.
- ✦ Make use of Renault's aura to improve your own social connections.
- ✦ Put your energies into making the party amazing.

Blood Potency ●○○○○○○○○○○

Blood Surge	Mend Amount
Add 2 dice	1 point of Superficial
Power Bonus	Rouse Re-Roll
None	Level 1
Feeding Penalty	Bane Severity
Animal and bagged blood slakes half hunger	2

Total Experience 15

Spent Experience 15

True age
Apparent age
Date of birth 2002
Date of death 2020
Appearance
Distinguishing features
History
<p>You were somebody in life. You had friends, you went to parties, you had a lot of fun. You were young and wealthy. Unfortunately, your Embrace didn't go well at all. You made all the mistakes, losing every connection you had to your former friends and family. You got declared dead, losing your assets, apartment, everything.</p> <p>You miss the good life but most of all you miss coming to a party and having all eyes on you. That felt so good. Instead, you've been relegated to a furtive existence that doesn't suit you at all.</p> <p>You need your unlife to be something better.</p>

Liberated in Undeath

Life wasn't all that great for you. You lost a lot of opportunities because of the way people around you reacted to your marginalized background and you were always conscious of how different your life could have been if people were just a tiny bit less prejudiced.

You strove to succeed and make a good life for yourself. Help your community and family. Yet none of it came to anything until the night you were Embraced.

Suddenly you shifted into a different reality. One where you could make the rules. Everything changed. You've struggled with the Blood inside you and the whispers of the Beast the same as any other vampire but you've also relished your newfound power and ability to take control, whether by hook or crook.

Actions:

These are things you can do but don't necessarily have to do.

- Hobnob among the elite.
- Get revenge against the kind of people who used to snub you, if only by hoodwinking them.
- Try to find your way to power.

Embraced: 2019 (Born 1995)

Ambition: Get everything I was denied in life.

Convictions: Solidarity among the marginalized trumps being perfectly moral.

Touchstones: A Black teacher in your old school, now retired. The only one who helped you.

Blood Potency: 2

Advantages: Bond Resistance, Haven 2, Mask 2, Resources 2

Flaws: Adversary (Alexi the Scourge) 1, Dark Secret (Diablerist), Methuseleh's Thirst, Prey Exclusion (Mortals)

Clan: Brujah

Predator: Blood Leech

Humanity: 6

Generation: 12th

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 3, Manipulation 3, Composure 4; Intelligence 3, Wits 2, Resolve 4

Secondary Attributes: Health 5, Willpower 7

Skills: Athletics 3, Brawl 2, Drive 1, Firearms 1, Melee 2, Larceny 1, Stealth (Kindred) 2, Survival 2, Etiquette 1, Intimidation 2, Streetwise 3, Awareness 3, Investigation 1, Medicine 1, Politics 1

Disciplines: Celerity (Rapid Reflexes, Fleetness, Blink) 3, Potence (Soaring Leap) 1, Presence (Daunt) 1

VAMPIRE

THE MASQUERADE

Name	Concept Liberated in Undeath	Predator Blood Leech
Chronicle Last Dance at Renault's	Ambition Get everything I was denied in life	Clan Brujah
Sire	Desire	Generation 12th

ATTRIBUTES

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Intelligence	●●●○○
Dexterity	●●○○○	Manipulation	●○○○○	Wits	●●○○○
Stamina	●●○○○	Composure	●●●○○	Resolve	●●●○○
Health		Willpower			
□□□□□ ■■■■■■		□□□□□ □□■■■■			

SKILLS

Athletics.....	●●●○○	Animal Ken.....	○○○○○	Academics.....	○○○○○
Brawl_Kindred.....	●●○○○	Etiquette.....	●○○○○	Awareness.....	●●●○○
Craft.....	○○○○○	Insight.....	○○○○○	Finance.....	○○○○○
Drive.....	●○○○○	Intimidation.....	●●○○○	Investigation.....	●○○○○
Firearms.....	●○○○○	Leadership.....	○○○○○	Medicine.....	●○○○○
Melee.....	●●○○○	Performance.....	○○○○○	Occult.....	○○○○○
Larceny.....	●○○○○	Persuasion.....	○○○○○	Politics.....	●○○○○
Stealth_Kindred.....	●●○○○	Streetwise.....	●●●○○	Science.....	○○○○○
Survival.....	●●○○○	Subterfuge.....	○○○○○	Technology.....	○○○○○

DISCIPLINES

Celerity	●●●○○	Potence	●○○○○	Presence	●○○○○
Rapid Reflexes (p253)		Soaring Leap (p264)		Daunt (p267)	
Fleetness (p243)					
Blink (p253)					
	○○○○○		○○○○○		○○○○○

Resonance.....

Hunger □□□□□

Humanity [x][x][x][x][x] [x]□□□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Conviction: Solidarity among the marginalized trumps being perfectly moral.</p> <p>Touchstone: A Black teacher in your old school, now retired. The only one who helped you.</p>	<p>Subtract dice equal to the Bane Severity of the Brujah from any roll to resist fury frenzy. This cannot take the pool below one die.</p>
--	---	---

Advantages & Flaws

Bonding: Bond Resistance	● ○ ○ ○ ○ ○
Flaw – Methuselah's Thirst	● ○ ○ ○ ○ ○
Flaw – Dark Secret (Diablerist)	● ● ○ ○ ○ ○
Flaw – Feeding: Prey Exclusion (Mortals)	● ● ○ ○ ○ ○
Flaw – Mawla: Adversary (Alexi the Source)	● ○ ○ ○ ○ ○
Haven	● ● ○ ○ ○ ○
Mask	● ● ○ ○ ○ ○
Resources	● ● ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○

Notes

Actions:

These are things you can do but don't necessarily have to do.

- ♣ Hobnob among the elite.
- ♣ Get revenge against the kind of people who used to snub you, if only by hoodwinking them.
- ♣ Try to find your way to power.

Blood Potency

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Blood Surge	Mend Amount
Add 2 Dice	2 points of Superficial damage
Power Bonus	Rouse Re-Roll
Add 1 Die	Level 1
Feeding Penalty	Bane Severity
Animal/Bagged slakes half	2

Total Experience 15

Spent Experience 8

True age
Apparent age
Date of birth 1995
Date of death 2019
Appearance
Distinguishing features
History
<p>Life wasn't all that great for you. You lost a lot of opportunities because of the way people around you reacted to your marginalized background and you were always conscious of how different your life could have been if people were just a tiny bit less prejudiced.</p> <p>You strove to succeed and make a good life for yourself. Help your community and family. Yet none of it came to anything until the night you were Embraced.</p> <p>Suddenly you shifted into a different reality. One where you could make the rules. Everything changed. You've struggled with the Blood inside you and the whispers of the Beast the same as any other vampire but you've also relished your newfound power and ability to take control, whether by hook or crook.</p>

The Sad Killer

You've heard that the Kindred are all being seduced by the endless Hunger, made into violent monstrosities who ravage everyone around them until they're put down. It's very easy for you to imagine such a fate because you're well acquainted with hurting people.

You were a bodyguard in life. Not the glamorous kind, looking after celebrities or the super rich. No, you looked after businessmen afraid of being kidnapped and held for ransom on dodgy business trips. You saw a lot of corruption and little that would have made you believe the world had anything of worth in it. You're good at violence but would dearly love to use the second chance you got from being Embraced to fashion a different existence for yourself. Perhaps the voice of the Beast is the warning you need, something to resist night after night.

Actions:

These are things you can do but don't necessarily have to do.

- Find others used to violence and get some peer support.
- Try to prevent violence from breaking out.
- Fail and let your old skills resurface.

Embraced: 2019 (Born 1991)

Ambition: Make sure my work lives longer than I do.

Convictions: Expose the truth at any cost.

Touchstones: A petty kidnapper whom you crippled for life, acting as a reminder of the monster you always were.

Blood Potency: 1

Advantages: Contacts (Criminal) 3, Haven 2, Iron Gullet, Resources 2

Flaws: Folkloric Bane (silver)

Clan: Gangrel

Predator: Alleycat

Humanity: 6

Generation: 13th

Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 1, Manipulation 2, Composure 2; Intelligence 2, Wits 3, Resolve 3

Secondary Attributes: Health 9, Willpower 6

Skills: Athletics 2, Brawl (Grappling) 4, Drive 3, Firearms 3, Stealth 1, Survival 1, Etiquette 1, Intimidation (Stickups) 3, Streetwise 2, Awareness 2, Finance (Financial Crimes) 1, Investigation (Pat Downs) 1

Disciplines: Celerity (Rapid Reflexes) 1, Fortitude (Resilience, Toughness) 2, Protean (Eyes of the Beast) 1

VAMPIRE

THE MASQUERADE

Name	Concept The Sad Killer	Predator Alleycat
Chronicle Last Dance at Renauld's	Ambition <i>Make sure my work lives longer than I do.</i>	Clan Gangrel
Sire	Desire	Generation 13th

ATTRIBUTES

Physical

Strength ●●●○○
 Dexterity ●●●○○
 Stamina ●●●●○

Social

Charisma ●○○○○
 Manipulation ●●○○○
 Composure ●●○○○

Mental

Intelligence ●●○○○
 Wits ●●○○○
 Resolve ●●●○○

Health

□□□□□ □□□□■

Willpower

□□□□□ ■■■■■■

SKILLS

Athletics..... ●●○○○	Animal Ken..... ○○○○○	Academics..... ○○○○○
Brawl_Grappling..... ●●●●○	Etiquette..... ●○○○○	Awareness..... ●●○○○
Craft..... ○○○○○	Insight..... ○○○○○	Finance_Financial Crimes..... ●○○○○
Drive..... ●●●○○	Intimidation_Stickups..... ●●●○○	Investigation_Pat Downs..... ●○○○○
Firearms..... ●●●○○	Leadership..... ○○○○○	Medicine..... ○○○○○
Melee..... ○○○○○	Performance..... ○○○○○	Occult..... ○○○○○
Larceny..... ○○○○○	Persuasion..... ○○○○○	Politics..... ○○○○○
Stealth..... ●○○○○	Streetwise..... ●●○○○	Science..... ○○○○○
Survival..... ●○○○○	Subterfuge..... ○○○○○	Technology..... ○○○○○

DISCIPLINES

Celerity ●○○○○	Fortitude ●●○○○	Protean ●○○○○
Rapid Reflexes (p253)	Resilience (p258)	Eyes of the Bease (p270)
	Toughness (p258)	
○○○○○	○○○○○	○○○○○

Resonance

Hunger □□□□□

Humanity □□□□□ □□□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Conviction: Expose the truth at any cost.</p> <p>Touchstone: A petty kidnapper whom you crippled for life, acting as a reminder of the monster you always were</p>	<p>In frenzy, Gangrel gain a number of animal features equal to their bane severity that lasts for one more night afterward. Each feature reduces one Attribute by 1 point. If your character Rides the Wave of their frenzy (see p. 219) you can choose only one feature to manifest, thus taking only one penalty to their Attributes.</p>
--	---	--

Advantages & Flaws

Iron Gullet	●●●○○
Flaw – Folkloric Bane (Silver)	●○○○○
Contacts (Criminal)	●●●○○
Flaw – Allies: Enemy (Neighborhood Watch)	●○○○○
Haven	●●○○○
Resources	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Notes

Actions:
These are things you can do but don't necessarily have to do.

- Find others used to violence and get some peer support.
- Try to prevent violence from breaking out.
- Fail and let your old skills resurface.

Blood Potency ●○○○○○○○○○○

Blood Surge	Mend Amount
Add 2 Dice	1 point of Superficial Damage
Power Bonus	Rouse Re-Roll
None	Level 1
Feeding Penalty	Bane Severity
Animal/Bagged slakes half	2

Total Experience 15

Spent Experience 15

True age
Apparent age
Date of birth 1991
Date of death 2019
Appearance
Distinguishing features
History
<p>You've heard that the Kindred are all being seduced by the endless Hunger, made into violent monstrosities who ravage everyone around them until they're put down. It's easy to imagine such a fate because you're well acquainted with hurting people.</p> <p>You were a bodyguard in life. Not the glamorous kind, looking after celebrities or the super rich. No, you looked after businessmen afraid of being kidnapped and held for ransom on dodgy business trips. You saw a lot of corruption and little that made you believe the world had anything of worth in it.</p> <p>You're good at violence but would dearly love to use the second chance you got from being Embraced to fashion a different existence for yourself. Perhaps the voice of the Beast is the warning you need, something to resist night after night.</p>

God's Own Charlatan

You're a liar but it's always been hard for you to see it as a bad thing. You're not venal or nasty! You help your friends, you're loyal to those who matter to you, and you avoid alienating those whose judgment you value. It's just that it's so easy to make people think something that isn't true. To your benefit or to the benefit of your allies. It's all a game and it's fun to play with people's perceptions and assumptions. Sometimes you think of your lying as something grander than it is: A beautiful vocation to make reality prettier and more appealing, at least for the time before your victims figure out the truth. They're happier when they believe your stories!

Actions:

These are things you can do but don't necessarily have to do.

- Keep your allies in the loop.
- Elaborate on the deception that Renauld hasn't been destroyed.
- To try frame someone else for his death if the party guests realize he's been destroyed.

Embraced: 2021 (Born 1998)

Ambition: Turn your lies into reality.

Convictions: Lying for people's own good is always okay.

Touchstones: A transient you sometimes see on the streets, telling fanciful stories and swindling for money.

Blood Potency: 1

Advantages: Beautiful, Contacts (Fine Arts) 1, Haven 2, Herd 3, High Functioning Addict (Cocaine)

Flaws: Bondslave, Enemy (Jealous Lover) 1

Clan: Malkavian

Predator: Siren

Humanity: 7

Generation: 12th

Attributes: Strength 1, Dexterity 2, Stamina 2; Charisma 3, Manipulation 4, Composure 2; Intelligence 2, Wits 3, Resolve 3

Secondary Attributes: Health 5, Willpower 5

Skills: Drive 1, Larceny (Picking Pockets) 2, Stealth 1, Etiquette 2, Insight (Motives) 3, Leadership (Team Dynamics) 2, Persuasion (Seduction) 3, Streetwise 2, Subterfuge (Seduction) 3, Academics (Religion) 1, Awareness 2, Investigation 1, Politics 2, Science (Chemistry) 1, Technology 1

Disciplines: Auspex (Heightened Senses) 1, Dominate (Cloud Memory, Compel) 2, Presence (Awe) 1

VAMPIRE

THE MASQUERADE

Name	Concept God's Own Charlatan	Predator Siren
Chronicle	Ambition Turn your lies into reality.	Clan Malkavian
Sire	Desire	Generation 12th

ATTRIBUTES

Physical		Social		Mental	
Strength	●○○○○	Charisma	●●●○○	Intelligence	●●○○○
Dexterity	●●○○○	Manipulation	●●●●○	Wits	●●●○○
Stamina	●●○○○	Composure	●●○○○	Resolve	●●●○○

Health	Willpower
□□□□□ ■■■■■■	□□□□□ ■■■■■■

SKILLS

Athletics.....	○○○○○	Animal Ken.....	○○○○○	Academics ..Religion.....	●○○○○
Brawl.....	○○○○○	Etiquette.....	●●○○○	Awareness.....	●●○○○
Craft.....	○○○○○	Insight ..Motives.....	●●●○○	Finance.....	○○○○○
Drive.....	●○○○○	Intimidation.....	○○○○○	Investigation.....	●○○○○
Firearms.....	○○○○○	Leadership ..Team Dynamics.....	●●○○○	Medicine.....	○○○○○
Melee.....	○○○○○	Performance.....	○○○○○	Occult.....	○○○○○
Larceny ..Picking Pockets.....	●●○○○	Persuasion ..Seduction.....	●●●○○	Politics.....	●●○○○
Stealth.....	●○○○○	Streetwise.....	●●○○○	Science ..Chemistry.....	●○○○○
Survival.....	○○○○○	Subterfuge ..Seduction.....	●●●○○	Technology.....	●○○○○

DISCIPLINES

Auspex	●○○○○	Dominate	●●○○○	Presence	●○○○○
Heightened Senses (p249)		Cloud Memory (p256)		Awe (p267)	
		Compel (p256)			
	○○○○○		○○○○○		○○○○○

Resonance.....

Hunger □□□□□

Humanity [x][x][x][x][x] [x][x]□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Conviction: Lying for people's own good is always okay</p> <p>Touchstone: A transient you sometimes see on the streets, telling fanciful stories and swindling for money</p>	<p>When the Malkavian suffers a Bestial Failure or a Compulsion, their curse comes to the fore. Suffer a penalty equal to your character's Bane Severity to one category of dice pools (Physical, Social, or Mental) for the entire scene. This is in addition to any penalties incurred by Compulsions.</p>
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Advantages & Flaws

Looks: Beautiful	●●○○○
Flaw – Allies: Enemy (Jealous Lover)	●○○○○
Flaw – Bonding: Bondslave	●●○○○
Substance Use: High Functioning Adict (Cocaine)	●○○○○
Haven	●●○○○
Herd	●●●○○
Contacts (Fine Arts)	●○○○○
	○○○○○
	○○○○○
	○○○○○

Notes

Actions:
These are things you can do but don't necessarily have to do.

- Keep your allies in the loop.
- Elaborate on the deception that Renauld hasn't been destroyed.
- To try frame someone else for his death if the party guests realize he's been destroyed.

Blood Potency ●○○○○○○○○○○

Blood Surge	Mend Amount
Add 2 Dice	1 Superficial Damage
Power Bonus	Rouse Re-Roll
None	Level 1
Feeding Penalty	Bane Severity
Animal/Bagged slakes half	2

Total Experience 15

Spent Experience 15

True age
Apparent age
Date of birth 1998
Date of death 2021
Appearance
Distinguishing features
History

You're a liar but it's always been hard for you to see it as a bad thing. You're not venal or nasty! You help your friends, you're loyal to those who matter to you, and you avoid alienating those whose judgment you value.

It's just that it's so easy to make people think something that isn't true. To your benefit or to the benefit of your allies. It's all a game and it's fun to play with people's perceptions and assumptions.

Sometimes you think of your lying as something grander than it is: A beautiful vocation to make reality prettier and more appealing, at least for the time before your victims figure out the truth. They're happier when they believe your stories!

Delve Into the Secret World

In life, you were a dedicated scientist. You worked as a researcher in biology, working on public research projects for the good of all humanity. You were a staunch rationalist, believing in the tangible concrete reality all around you.

The Embrace came as an earth-shattering shock to you. You were suddenly a vampire, which was terrifying in its own right. But even worse, the understanding of the world you had was suddenly invalidated. Nothing was true.

You've tried to cope by trying to research occult lore, as difficult as it is. Every scrap of Noddist information is valuable because it points to the possibility that things might one night make sense again.

Actions:

These are things you can do but don't necessarily have to do.

- Try to find someone with access to cornerstones of Kindred legend such as the Book of Nod.
- Believe discordant stories of vampire history.
- Propose wild hypotheses to explain mundane events.

Embraced: 2019 (Born 1982)

Ambition: Make things make sense again.

Convictions: Everything is permitted in the search for truth.

Touchstones: Your old grandmother. You debate whether you should Embrace her before she dies.

Blood Potency: 1

Advantages: Influence (Local State University) 2, Haven 1, Herd 1, Linguistics (English, Latin, French, Spanish) 2, Resources 1

Flaws: Adversary (Diana Dechasse) 1, Folkloric Bane (holy water)

Clan: Tremere

Predator: Sandman

Humanity: 7

Generation: 12th

Attributes: Strength 2, Dexterity 2, Stamina 1; Charisma 2, Manipulation 2, Composure 3; Intelligence 4, Wits 3, Resolve 3

Secondary Attributes: Health 5, Willpower 8

Skills: Larceny (Breaking & Entering) 1, Stealth (Break-Ins) 1, Etiquette 1, Insight 1, Academics (Literature) 2, Awareness 3, Finance 2, Investigation 2, Medicine (Anesthetics) 3, Occult 3, Politics (Camarilla) 1, Science (Astronomy) 4, Technology 2

Disciplines: Auspex (Sense the Unseen, Premonition) 2, Dominate (Compel) 1, Obfuscate (Silence of Death) 1, Blood Sorcery (A Taste for Blood) 1, Rituals (Blood Walk, Craft the Bloodstone, Ward Against Ghouls)

Rituals: Begin play with one Bloodstone on you (Craft Bloodstone, p276), the silver cup used for Blood Walk (p276), and either a coat or large scarf affected by Ward Against Ghouls (p277).

VAMPIRE

THE MASQUERADE

Name	Concept Delve Into the Secret World	Predator Sandman
Chronicle Last Dance at Renauld's	Ambition Make things make sense again	Clan Tremere
Sire	Desire	Generation 12th

ATTRIBUTES

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●○○○	Intelligence	●●●●○
Dexterity	●●○○○	Manipulation	●●○○○	Wits	●●●○○
Stamina	●○○○○	Composure	●●●○○	Resolve	●●●○○

Health		Willpower	
□□□□■	■	□□□□□	□■

SKILLS

Athletics.....	○○○○○	Animal Ken.....	○○○○○	Academics, Literature.....	●●○○○
Brawl.....	○○○○○	Etiquette.....	●○○○○	Awareness.....	●●●○○
Craft.....	○○○○○	Insight.....	●○○○○	Finance.....	●●○○○
Drive.....	○○○○○	Intimidation.....	○○○○○	Investigation.....	●●○○○
Firearms.....	○○○○○	Leadership.....	○○○○○	Medicine, anasthetics.....	●●●○○
Melee.....	○○○○○	Performance.....	○○○○○	Occult.....	●●●○○
Larceny, Breaking and Entering.....	●○○○○	Persuasion.....	○○○○○	Politics, Camarilla.....	●○○○○
Stealth, Break-Ins.....	●○○○○	Streetwise.....	○○○○○	Science, Astronomy.....	●●●●○
Survival.....	○○○○○	Subterfuge.....	○○○○○	Technology.....	●●○○○

DISCIPLINES

Auspex	●●○○○	Dominate	●○○○○	Obfuscate	●○○○○
Sense the Unseen (p249)		Compel (p256)		Silence of Death (p261)	
Premonition (p249)					
Blood Sorcery	●○○○○	Blood Sorcery Rituals	○○○○○		○○○○○
A Taste for Blood (p273)		Blood Walk (p276)			
		Craft the Bloodstone (p276)			
		Ward Against Ghouls (p277)			

Resonance Hunger □□□□□ Humanity ××××× ××□□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Conviction: Everything is permitted in the search for truth.</p> <p>Touchstone: Your old grandmother. You debate whether you should Embrace her before she dies.</p>	<p>Tremere vitae can no longer Blood Bond other Kindred, though they themselves can be Bound by Kindred from other clans. A Tremere can still bind mortals and ghouls, though the corrupted vitae must be drunk an additional number of times equal to the vampire's Bane Severity for the bond to form.</p>
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Advantages & Flaws

Resources	● ○ ○ ○ ○ ○
Linguistics (Latin, French, Spanish)	● ● ○ ○ ○ ○
Flaw – Supernatural: Folkloric Bane (Holy Water)	● ○ ○ ○ ○ ○
Influence (Local State University)	● ● ○ ○ ○ ○
Herd	● ○ ○ ○ ○ ○
Haven	● ○ ○ ○ ○ ○
Flaw – Mawla: Adversary (Diana Dechasse)	● ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○

Notes

Actions:
These are things you can do but don't necessarily have to do.

- ♣ Try to find someone with access to cornerstones of Kindred legend such as the Book of Nod.
- ♣ Believe discordant stories of vampire history.

Rituals:
Begin play with one Bloodstone on you (Craft Bloodstone, p276), the silver cup used for Blood Walk (p276), and either a coat or large scarf affected by Ward Against Ghouls (p277).

Blood Potency ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Blood Surge	Mend Amount
Add 2 Dice	1 Superficial Damage
Power Bonus	Rouse Re-Roll
None	Level 1
Feeding Penalty	Bane Severity
Animal/Bagged slakes half	2

Total Experience 30

Spent Experience 29

True age
Apparent age
Date of birth 1982
Date of death 2019
Appearance
Distinguishing features
History
<p>In life, you were a dedicated scientist. You worked as a researcher in biology, working on public research projects for the good of all humanity. You were a staunch rationalist, believing in the tangible concrete reality all around you.</p> <p>The Embrace came as an earth-shattering shock to you. You were suddenly a vampire, which was terrifying in its own right. But even worse, the understanding of the world you had was suddenly invalidated. Nothing was true.</p> <p>You've tried to cope by trying to research occult lore, as difficult as it is. Every scrap of Noddist information is valuable because it points to the possibility that things might one night make sense again.</p>

The Political Animal

You were naive in life. You started by volunteering in politics, working to get candidates you liked to get elected. Eventually you started to campaign for yourself on the local level, getting yourself a seat on a municipal council.

You were just on the verge of discovering something fundamental about how the world worked when you were Embraced. When that happened, your illusions shattered but your ability to effect change increased dramatically.

You realized that important decisions were made behind the scenes, that money and power mattered, that alliances and deals made the world move. And now, the doors to a secret world of real, actual political influence were opening. You just needed to get in.

Actions:

These are things you can do but don't necessarily have to do.

- Try to get a handle on Camarilla politics.
- Cultivate potential long-term allies.
- Do somebody a favor they can repay later.

Embraced: 2020 (Born 1993)

Ambition: Be in the room where decisions are made.

Convictions: Power is more important than values.

Touchstones: The janitor at the building where you used to work when you were in municipal government.

You always liked him.

Blood Potency: 1

Advantages: Bloodhound, Contacts (Local Politics) 1, Fame (Local Politics) 1, Haven 1, Influence (Local Politics) 1, Resources 2, Retainer (Terry, your personal assistant) 1

Flaws: Adversary (Seneschal de Vinter), Bond Junkie, Disliked (Outside of local politics)

Clan: Ventrue

Predator: Scene Queen (Local Politics)

Humanity: 7

Generation: 12th

Attributes: Strength 1, Dexterity 2, Stamina 2; Charisma 3, Manipulation 3, Composure 4; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 6

Skills: Firearms 1, Etiquette (Local Politics, Camarilla) 2, Insight 3, Leadership (Local Politics) 2, Persuasion 3, Subterfuge 2, Academics (Local History) 1, Awareness 1, Finance 1, Investigation 2, Politics (Camarilla) 4, Technology 1

Disciplines: Dominate (Cloud Memory, Mesmerize, Submerged Directive) 3, Presence (Awe) 1

Feeding: Ventrue choose one type of human to feed on, choose between:

- Leaders of a any group
- People with official titles
- Another of your choice

VAMPIRE

THE MASQUERADE

Name	Concept The Political Animal	Predator Scene Queen (Local Politics)
Chronicle	Ambition <i>Be in the room where decisions are made</i>	Clan Ventrue
Sire	Desire	Generation 12th

ATTRIBUTES

Physical

Strength ●○○○○
 Dexterity ●●○○○
 Stamina ●●○○○

Social

Charisma ●●●○○
 Manipulation ●●●○○
 Composure ●●●●○

Mental

Intelligence ●●○○○
 Wits ●●●○○
 Resolve ●●○○○

Health

□□□□□ ■■■■■■

Willpower

□□□□□ □■■■■■

SKILLS

Athletics.....	○○○○○	Animal Ken.....	○○○○○	Academics <i>Local History</i>	●○○○○
Brawl.....	○○○○○	Etiquette <i>Local Politics, Camarilla</i>	●●○○○	Awareness.....	●○○○○
Craft.....	○○○○○	Insight.....	●●●○○	Finance.....	●○○○○
Drive.....	○○○○○	Intimidation.....	○○○○○	Investigation.....	●●○○○
Firearms.....	●○○○○	Leadership <i>Local Politics</i>	●●○○○	Medicine.....	○○○○○
Melee.....	○○○○○	Performance.....	○○○○○	Occult.....	○○○○○
Larceny.....	○○○○○	Persuasion.....	●●●○○	Politics <i>Camarilla</i>	●●●●○
Stealth.....	○○○○○	Streetwise.....	○○○○○	Science.....	○○○○○
Survival.....	○○○○○	Subterfuge.....	●●●○○	Technology.....	●○○○○

DISCIPLINES

Dominate ●●●○○	Presence ●○○○○	○○○○○
Cloud Memory (p256)	Awe (p267)	
Mesmerize (p256)		
Submerged Directive (p257)		
○○○○○	○○○○○	○○○○○

Resonance.....

Hunger □□□□□

Humanity □××××× □×□□□

