

A man with dark hair and a white shirt, his face smeared with blood, looks down at a red rose he is holding. The scene is dimly lit with a blueish tint. The background is dark and indistinct.

REINS of POWER

A NEW YEAR'S STORY FOR

VAMPIRE

THE MASQUERADE



VAMPIRE

THE MASQUERADE

REINS OF POWER

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INTRODUCTION

A New Year, a new regime!

Reins of Power is a short one session story for **Vampire: The Masquerade**. It is best suited for a group of four or five Anarch Kindred, although you can change details to make it fit different characters.

It is New Year's Eve, and the times are changing. The old Baron, a corrupt and wicked fellow, has been unseated by the players' coterie, leaving a power vacuum that must be filled. The characters must replace the Baron immediately. They may seize the city for themselves or assume the role of kingmaker, throwing their support behind another Anarch.

As they discuss these possibilities, a horrific crime occurs. Ichabod, the old Baron's ghoul, who had earned more respect from the Kindred community than his master ever could, is found murdered. He is killed in an alley behind a popular nightclub. His throat cut and a stake driven through his heart, the public nature and grisly details of the murder may threaten the Masquerade by arousing Second Inquisition suspicion.

Now, the characters are not only under the gun to find a new Baron, they must deal with a murder and a Masquerade breach. The clock is ticking, and nature abhors a vacuum.

Structure

Reins of Power is a non-linear story in which the players make several choices that dictate the direction of events. After Ichabod's murder, the coterie can move freely within the city, meet new characters, discover

new places, and decide for themselves how to handle the issues at hand.

The story is broken down into four chapters.

Chapter One: Taking the Reins

The characters start in the old Baron's office at 7:30 p.m. on December 31st, meeting with Ichabod. Ichabod, now free of his blood bond, recognizes the need for new leadership in the new year. He lays out the city's current issues, giving them a sense of who the power players are in the city and how the characters may win them over.

Chapter Two: First Meeting

The characters decide who they meet first. They discuss consolidating the power of the city under a Baron and learn what they need to win the vampire's support. This could be anyone on the list provided by Ichabod.

Chapter Three: The Murder

Ichabod's body is found impaled near a popular nightclub. The circumstances of the murder threaten the Masquerade and must be addressed immediately.

Chapter Four: Confrontation

The coterie must work with the new Baron and the other notable Anarchs to cover the Masquerade breach, bring justice to Ichabod's killer, and ensure this crisis doesn't carry over into the New Year.

Setting

The story takes place in a mid-sized Anarch controlled city. The former Baron was cruel and ineffectual, but he was very good at maintaining the Masquerade. In his mind this kept the hunters and the Camarilla out of his domain, so it was vitally important. This doesn't mean the territory is a stranger to violence between Kindred, just that most such altercations take place far from the prying eyes of the kine. Ichabod's murder flies in the face of that tradition and threatens to throw the entire city into upheaval.

Chronicle Tenets

Reins of Power assumes the group is using the Creed of Justice Chronicle Tenets:

- Never kill the innocent
- Be your own, never submit
- Without a cause, you are nothing

Players who wish to explore the story from a slightly colder perspective may instead use the Street Code Chronicle Tenets. While the Humanist Chronicle Tenets will also work fine with this story, adhering to them may prove challenging for some of the pre-generated characters.

Coterie Type

When sitting down to play, the group should select a coterie type. This story and the characters provided with it lends itself to coterie types such as the Champion or Fang Gang types. However, this is not set in stone. If the players would like to select a different coterie type, have a brief discussion with the Storyteller before play begins to make your selection. ■



Chapter One:

TAKING THE REINS

The scene takes place shortly after 7:30 p.m. on December 31st in a small office upstairs from a dive bar where the Baron conducted most of his business. Here, the coterie meets with Baron English's former ghoul, Ichabod, to discuss the next steps in their plan to free the city from Baron English's abuses of power.

The Set Up

Read the following set up to your players:

It was risky, but it paid off.

Your coterie — the vampires you trust the most in this Anarch city — have driven away the city's corrupt Baron: "Sly" Guy English. The bastard was exploiting his position and acting like a Camarilla Prince, demanding boons — boons! — for even the smallest favors.

Your coterie has chipped away at the Baron's power for months, leading up to a final direct assault. To gain access to the Baron's haven, your coterie took out his guards and made your way into his office.

You confronted the Baron and gave him two options: either flee the city or suffer the consequences. A coward at heart, he chose the former and left the city empty handed.

You debated whether you should have destroyed him, but the fight would have been a dangerous one, with little chance for all of you to survive. Better let him escape and deal with him another night.

Now you stand in the Baron's office with Ichabod, a ghoul who has served every Baron in this city for nearly 40 years. They say he knows where all the bodies are buried and who did the digging. Ichabod reminds you that time is of the essence. You have decisions to make.

The Other Movers and Shakers

Notable Anarchs

These Anarchs are the most powerful and influential Kindred in the city apart from your coterie. If seeking a Baron outside the coterie, these are the best candidates for the position.



Maeve

A Malkavian who seems to know everything that is about to happen. Her influence is the most subtle, using her predictions to both help and hinder the plans of others. She seems to be everywhere, using her powers as she sees fit, as if she is building a tapestry of control in the city that only she can perceive.



Bobby

A Nosferatu anarchist artist with an incredible amount of pull in the art world. They have no idea who he is, but his street art has raised public officials and brought them down. Just one graffiti image on a train or a bridge and he can make or break your career.



Celene

An occult soccer mom from the 80's Satanic Panic. She is the leader of every witch's coven, pulling an incredible amount of income and influence from the suburbs. Celene is also the "go to" whenever arcane issues arise, providing invaluable assistance when things go bump in the night.



Bill Duke

"Big Bill" Duke is the muscle. That's it. No vampire in the city can throw down with him. No three vampires can throw down with him. An expert on tactics, weapons, and violence, if any physical threat shows up, you call the Duke. It's just that simple.



Number Five

The most enigmatic of the city's movers, the Kindred known as "Number Five" has an army of the poor and wretched at their command. The working poor, the unemployed, the homeless and helpless have found hope under their shadow, and they act for them without question.

The New Baron

Ichabod warns the coterie that someone must assume the title of Baron so the domain doesn't fall into chaos and the Masquerade can be maintained properly. The new Baron could come from within the coterie itself or it could be one of the more influential and powerful vampires in the city (see *The Other Movers and Shakers*, p. 7, which can be given to the players as a handout).

The New Baron is a Coterie Member

If a member of the coterie declares themselves Baron, they'll need to garner support among the more powerful and influential Anarchs. Simply claiming the role means nothing if the new Baron cannot defend themselves or the city. If the coterie chooses to go this route, Ichabod offers his support. Ichabod also gives the coterie a list of the most influential and powerful vampires in the city. If the coterie can get them to recognize the new Baron, they'll be able to safely consider the matter settled.

The New Baron is Someone Else

If the coterie decides that someone else needs to be the Baron, Ichabod gives them the same list of movers and shakers. The coterie must convince one of the vampires on the list to assume the title and the rest to accept their choice.

The Ghoul's Assistance

Ichabod tells the coterie he has much cleaning up to do after the Baron's rapid departure. He will be here when they are ready. He also gives them a business card and

information about the local Anarchs (see the handout *The Other Movers and Shakers*, p.7), suggesting which Anarchs would be good to have support from or who would serve as good candidates for the role of Baron, depending on the coterie's leanings.

If asked to accompany the coterie, he politely refuses. "There is too much to do. Between cleaning up the mess the Baron left in his wake and making sure everything is ready for tomorrow's New Year's Eve celebration, I'm buried." If the issue is pressed further, his phone begins ringing signaling the first of many panicked phone calls he must field.

Ichabod

Ichabod has been "the ghoul" for multiple Barons in this city. Whenever someone becomes the new Baron, they inherit Ichabod. Because of this, he is the most valuable ghoul any vampire could ask for. He knows everything. Not only does he know where the bodies are buried, he knows who buried them. What's more, he's been Blood Bound to so many vampires over the decades it seems that he cannot be Blood Bound any longer. Ichabod serves because he is good at it, enjoys the work, and looks forward to new blood in the city. There are plenty of perks to being a loyal servant if you don't value your independence overly highly. The last Baron was not at all his cup of tea. If traits are needed for Ichabod, use the Ghoul provided in *Vampire: The Masquerade*.

Roleplaying Ichabod

One of your most important goals in this story is making the players fall in love with Ichabod. If they don't care about him, they won't care about his death outside of how it violates the Masquerade. Make him friendly. Make him useful. Make them look forward to him being the Alfred to their Bruce Wayne. He can tell them anything they need and does it willingly. Make them look forward to having him by their side. That way when they lose him in such a grisly manner, it will hit them hard. ■

Chapter Two:

THE FIRST MEETING

The coterie chooses which of the vampires on Ichabod's list to interview. It could be any of the five. Their goal is to either convince the Storyteller character to become Baron (with their support), or they are seeking the Storyteller character to support one of them as Baron.

Bobby

The Shadow Artist

Bobby is a Nosferatu street artist. You can find his graffiti everywhere. Before he became a vampire, he was studying at the university, getting his art degree. Now, he decorates the city with politically charged, anti-capitalist street art. Bobby's parents are still alive and believe their son was either killed or kidnapped. Police never found the body. He keeps track of them and helps them out in small, discreet ways to maintain a connection to his humanity.

Physically, Bobby is surprisingly nondescript, given his outsize fame. With his hoodie and sunglasses, his face looks like he's suffered severe burns. If he takes the glasses off, his skin looks so badly damaged a mortal might ask how he's still alive.

A posture of fairness and justice is essential to Bobby's popularity, and he makes an effort to maintain the posture of a rebellious vigilante. More than once, violent or anti-social criminals (as well as sociopathic

millionaires) have vanished from the streets, and everyone attributes those disappearances to Bobby, whether he was responsible or not.

Sometimes he is responsible. The blood of such people tastes as sweet as that of any other mortal.

Roleplaying "Bobby"

Art is the key to moving hearts and changing minds. Movies, TV, books, radio, all the rest are tools to changing the zeitgeist. Whomever controls art controls the city and the lives of those who live in it. The ones who want to stop or censor art are the ones who are afraid of losing control. They are the ones who are guilty of some crime and art reminds them. It won't let them forget. This has been true since the first cities, and it remains true today.

Bobby wants nothing to do with being Baron. No amount of persuasion or bribery can convince him to take the job. If the coterie explains how they reposed Baron English, Bobby agrees to back any coterie member they nominate to be Baron. He couldn't stand the previous Baron and is thrilled to see him gone.

Where to Find Him

If the coterie wants to find him, they should go to the sewers. As long as they make themselves known in some fashion, it doesn't take long wandering beneath the city with the sounds of revelry and traffic overhead before the coterie is approached by a Nosferatu. Speaking from the shadows this vampire tells the coterie he's at one of the city's bridges, "doing his work." They can find him there, though only after they've met with another Kindred from the list.

The Murder

Motive: Ichabod discovered Bobby's true identity and used threats against his still-living family to compel obedience from the Nosferatu.

Alibi: If the characters look for the Nosferatu first, he is not in the sewers and is not available. His alibi is that he was following the old Baron, making sure he left the city. Since the old Baron is gone, there's no contacting him to confirm the story, nor would he know since Bobby followed him under Obfuscate. To verify his story, the coterie must rely on Auspex (meaning relying on Celene or Maeve, p. 13 and 12). Keep in mind that Dominate cannot be used to extract information.

Clan: Nosferatu

Blood Potency: 1

General Difficulty: 4/3

Standard Dice Pools: Physical 7, Social 4, Mental 6, Disciplines 6

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Stealth 8, Performance 8, Academics 8

Disciplines: Celerity 1 (Rapid Reflexes), Obfuscate 5 (Cloak of Shadows, Unseen Passage, Mask of Thousand Faces, Vanish, Cloak the Gathering), Potence 3 (Soaring Leap, Prowess, Brutal Feed)

Number Five

Speaker for the Downtrodden

Once upon a time, Number Five was a successful hedge fund manager making millions annually. When the subprime mortgage crisis hit in the late 2000's, they were one of the ones hit hardest. They lost everything:

home, car, wife, kids, dignity and respect. For two years, they were homeless. Forgotten. Useless. Surviving on wits alone. Then, they met a shadowy figure who promised they could earn it all back. With nothing to lose, they agreed. That was their Embrace into the Ventrue. Now empowered with an unlife free of principles, morals, or ethics, they could rebuild their existence. Unfortunately, their mortal life moved on without them. Their wife remarried, and their children didn't recognize them. Everything they wanted was gone, and they gave up everything to get it. Infuriated, they rebelled against the clan, refusing to give them anything. They defected to the Anarchs and started a new unlife here in a free domain.

And what an unlife they started. Instead of moving back into the world of finance, they used their time on the streets to build an empire of their own. They provided the homeless of the city with refuge on the theory that by focusing on the downtrodden, they could exploit something no other residents of the domain even thought of as a power base. Besides, grateful people make good servants.

Number Five has acquired a number of towering, ruined buildings in the city's rotting districts. Not fancy, but warm beds and clean clothes go a long way. And if you get a chance to pay your benefactor back by doing a bit of work, why not? They have rebuilt the city's homeless population into an army.

As befits their new lifestyle, Number Five has decided to give up their old personal style and dress in something that befits the streets. They're not entirely successful in this; they look androgynous and stylish, all their clothes new.

They took the pseudonym "Number Five" as a reference to the day they lost everything. Only they know its meaning, and when people ask, they always give a different answer.

Roleplaying Number Five

They have a dozen different pseudonyms, and they employ them to use and abuse the financial district of the city. Breaking every law they can, they are both a literal and figurative vampire feeding off the wealthy. They detest the rich and powerful, doing everything in their power to undermine the property-owning classes. They don't trust anyone with power. They don't trust anyone with money. The people they do trust are the

people who depend on them. The people they saved. These people know the true value of a dollar, which is nothing at all. The only thing that matters is solidarity. Something many Anarchs seem to have forgotten.

Number Five is initially reluctant to accept nomination as a Baron. The coterie can talk them into accepting the position through social conflict. Coterie members use Charisma + Persuasion or Manipulation + Politics against a Difficulty of 3, depending on the sincerity of their pitch. If the test fails, Number Five refuses the position but pledges to support any member of the coterie who would step up. If pressed, Number Five explains that they see great qualities in the coterie and feel that the coterie should see through what they began by freeing the city from English's inequitable grasp.

Where to Find Them

Tracking down Number Five requires moving through their network of contacts. The coterie must make their way through several potential contacts, each one wrapped up in their own private New Year's Eve celebration. A successful Charisma + Persuasion or Manipulation + Streetwise test at Difficulty 3 convinces one of these party organizers to divulge Number Five's location. They're ringing in the new year at a pop-up club located in a warehouse they recently acquired. It's where they've been all night.

The Murder

Motive: Number Five felt Ichabod violated the principles of the Anarch Movement as much as the Baron. The man was a sycophant, more vampire than any vampire who called themselves a Baron. Leeching off this city while sitting behind a title. He deserved his death, but Number Five had no desire to dirty their hands, or those of his followers, on taking out that particular trash.

Alibi: Number Five was at the pop-up club on the other side of the city at the time of the murder, which several witnesses can verify. If questioned, they come right out and say that if they'd wanted Ichabod dead, they would have ordered an underling to do it. However, they liked the old ghoul and wished him no ill will. They can also reveal that Ichabod knew embarrassing information about most of the city's vampires. If asked what Ichabod might have

had on them, Number Five responds that they're embarrassed by nothing. Anything Ichabod knew was unlikely to bother them in the least.

Clan: Ventrue

Blood Potency: 1

General Difficulty: 4/3

Standard Dice Pools: Physical 4, Social 7, Mental 7, Disciplines 6

Secondary Attributes: Health 5, Willpower 8

Exceptional Dice Pools: Etiquette 8, Insight 8, Leadership 9

Disciplines: Dominate 1 (Compel), Fortitude 2 (Unswayable Mind, Toughness), Presence 3 (Awe, Lingering Kiss, Entrancement)

Bill Duke

Bruiser With a Golden Voice

"Big Bill" Duke was a veteran of the Vietnam conflict who turned outlaw country singer with a promising career before he was Embraced by a Toreador in 1972. A gift he never wanted, nor did he ever forgive. Duke grew up hating the Camarilla and everything it stood for. When he was mortal, he wrote songs about standing up to the establishment, questioning authority, and passive resistance. He found himself embroiled in something he called "the world's oldest tyranny," but he also knew if he spoke up against it, he'd find himself in final death.

Eventually, Duke found an opportunity to be free, but it meant destroying his own sire. Despite all his instincts and beliefs, he committed the crime. His sire's death allowed him to escape but he never escaped the reputation he got. He still feels he needs to wipe the stain from his soul.

Since his arrival, "Big Bill" has been a staunch advocate for the Anarch Movement. He's been trying to use that position to make changes in mortal government, but he's starting to feel desperate. Every step forward is two steps back. He tries to put good people in positions of power, but vampires just use Blood and powers to corrupt them as soon as they get the opportunity. To Bill, the idea that what he does is also corruption is entirely alien. His goals are pure, while those of others are not.

A handsome fella, Bill affects some of the country stylings of his mortal days in the way he dresses.

Roleplaying Bill Duke

“Southern doesn’t mean stupid, friend.”

Speak with an American Southern accent, if you can. Get yourself a wide cowboy hat or a blue jean jacket. Mirrored sunglasses would be great. Speak slowly and with confidence. Don’t put up with any grief from anyone. You actually believe in all that weird hippie shit that you sang about in the 60’s and 70’s. You believe in peace and love and the power of the people to overcome any government, no matter how corrupt. Stand up for the oppressed and don’t suffer bullies. If offered, Bill takes the role of Baron. He knows the power the Baron holds in this city, and he feels he can wield it responsibly. If the coterie chooses one of their own to be Baron, they must convince Bill they will execute their duties in the true spirit of the Anarch Movement. This calls for social conflict. Coterie members use Charisma + Persuasion or Manipulation + Politics against a Difficulty of 3, depending on the sincerity of their argument. If the coterie fails, Bill refuses to support the coterie and vows to be a thorn in their side.

Where to Find Him

“Big Bill” is at his favorite bar, The Slow Cowpoke. He’s singing there tonight. After a set, the coterie can talk to him.

The Murder

Motive: Duke hates bullies, dictators and anyone who abuses power. Even when Barons fell here, Ichabod stayed in power, finding service with the next Baron. That alone wasn’t enough to earn Duke’s homicidal ire. Ichabod kept secrets on most Anarchs, including Duke. Ichabod knew Duke slew his sire and Duke knew it was a matter of time before Ichabod would leverage that information. This makes him the most obvious murderer. For the sake of variety, the Storyteller can make someone else the murderer too, but Duke is the default choice.

Method: Duke tried to emulate a ritualistic killing to hide his involvement. None of the other Kindred believes Duke has any interest in the occult. In truth, he doesn’t. The ritual element was an attempt to direct suspicion to the Sabbat, Celene, or some other vampire fanatic.

Opportunity: Duke says he was at a local bar when the murder happened: The Slow Cowpoke. While the doorman remembers Duke entering the place, he doesn’t remember him leaving. If the coterie investigates the backstage area at The Slow Cowpoke and succeeds on an Intelligence + Awareness or Investigation test at Difficulty 4, they discover flecks of blood in the bathroom attached to the green room. Any margin on the check reveals a bloody machete hidden in the back of one of Duke’s guitar cases.

Clan: Toreador

Blood Potency: 1

General Difficulty: 4/3

Standard Dice Pools: Physical 8, Social 6, Mental 5, Disciplines 6

Secondary Attributes: Health 8, Willpower 5

Exceptional Dice Pools: Brawl 9, Firearms 9, Performance 7

Disciplines: Celerity 4 (Rapid Reflexes, Fleetness, Blink, Draught of Elegance), Potence 2 (Lethal Body, Prowess), Presence 4 (Awe, Lingering Kiss, Entrancement, Summon)

Maeve

Blood poet

Maeve does not remember her past. She doesn’t remember yesterday. She does remember tomorrow, and she can tell you all about it. Sometimes when she’s in a philosophical mood, she believes she’s living backward through time. She likes to speak in a strange dream language that makes a kind of sense if you’re paying attention. She finds pet projects in other vampires and tries to rearrange their unives to suit her own poetic sensibilities and symbolic connections.

But Maeve’s mayhem is not entirely malevolent. In fact, in her own mind it’s not malevolent at all. It can take the form of random acts of kindness, empathy, and generosity. Simple gestures that remind you that even in the darkest of worlds, there are still flowers growing

between the cracks in the dirty pavement. That it can also take darker forms when she feels her vision is not being respected is something she likes to forget.

Maeve and Celene have a secret and complicated relationship. As Maeve understands what happened, she tried to express romantic interest in Celene, only to be turned down, perhaps because the poetics of her communication were admittedly confusing. Because of this unfortunate episode, it's clear to Maeve that Celene now sees her as a personal threat. Maeve refers to Celene as "the woman who will betray me."

The first impression given by Maeve is not all that strange. She looks like she could work at a PR company or a book publisher, put together well enough that a professional career is not impossible. It's after she starts to speak that her unique nature becomes apparent.

Roleplaying Maeve

"The horned serpent sheds its skin at dusk."

Speak in cut ups. That is, get yourself a number of provocative words and phrases, cut them up, throw them in a bowl. Whenever anyone talks to her, draw random words and phrases from the bowl and link them together. It doesn't matter if they actually address what the other person was saying. Players may interpret her response in the way they want, either as nonsense or some cryptic and prophetic reply. In fact, check the nearby sidebar for some examples.

Maeve likes carrying an old-fashioned Polaroid camera (you can still get film!) and taking pictures of everyone. She always gives the picture to the subject: "A memento!"

Maeve agrees to whatever the coterie suggests. If they ask for her support, she offers it. If they ask her to be Baron, she joyfully accepts.

Where to Find Her

She finds them. While they are looking for her, she appears behind them. "You will be looking for me," she says. Then, a conversation they won't forget.

The Murder

Motive: As far as other Anarchs know, Maeve got along with Ichabod as well as anyone else she interacts with. If she had a motive for murder, no one knows what it is.

Alibi: When asked where she was at the time of the murder, Maeve does not know: "That's the past. I don't remember the past." Any attempt to divine the truth from Maeve reveals she genuinely does not remember the earlier part of the evening. If the party asks Celene to help verify Maeve's innocence, she takes the opportunity to lie and frame Maeve. A successful Resolve + Insight test at Difficulty 3 indicates Celene is lying. This likely casts suspicion on her.

Clan: Malkavian

Blood Potency: 1

General Difficulty: 4/3

Standard Dice Pools: Physical 4, Social 8, Mental 8, Disciplines 7

Secondary Attributes: Health 5, Willpower 3

Exceptional Dice Pools: Stealth 7, Academics 9, Occult 9

Disciplines: Auspex 5 (Sense the Unseen, Premonition, Scry the Soul, Spirit's Touch, Clairvoyance), Dominate 2 (Cloud Memory, Dementation), Obfuscate 3 (Cloak of Shadows, Unseen Passage, Mask of 1,000 Faces)

MAEVE CUT UPS

Just pick random words and put them together, or write them out, cut them up, and draw them randomly from a bowl: swamp blade hearthstone overriding poems juxtaposition west ashes sublime blade triumph truth miracle batman without ashes west metro sublime mercy safeword

Celene

Covert occultist

Celene was Embraced in the 80's during the Satanic Panic. She was part of a coven of witches trying to duck under the media scrutiny, caught the attention of a Tremere, and was brought into the fold. She spent 20 years under their tutelage, bound to her masters by Blood and dire oaths. Used as little more than a presence in rituals, they regarded her as a "lesser," calling her "the stay-at-home witch."

Finally, she met an Anarch at a gathering. The two women spoke the entire evening while the other Tremere engaged in politics. At the end of the evening, the Anarch

made an offer: boons in exchange for Celene. At first, Celene was insulted, but as she watched the Tremere consider the offer, she realized she was little more than property in their eyes. The Tremere eventually refused the offer, and Celene watched her only opportunity for freedom vanish. Until 2008, that is, when the Pyramid came crashing down. In the chaos and confusion, Celene was able to escape her Tremere masters and run to the Anarchs. There she remained, slowly gaining knowledge and power, creating her own coven of witches worshipping the Babylonian goddess Inanna. She became one of the most powerful vampires in the city with her faithful devoted and stolen rituals. Barons called upon her occult expertise, and she earned even more political power with her invaluable knowledge. Many consider her to be the second most powerful vampire in the city which also makes her a prime candidate for Ichabod's murder.

There is also the problem of Celene's failed attempt to bring Maeve into her coven. She saw the Malkavian as a seer and wanted her... in more ways than one. However, Maeve refused Celene's offer, and the Tremere took this as a personal insult.

In terms of her personal style, Celene tries to walk the line between discretion and a desire to be dramatic. After all, what's the point of being a blood witch if you can't look like it? Unfortunately, the unlife of the vampire is such that the strangest affectations are best left to exclusive Kindred gatherings.

Roleplaying Celene

"Am I Tremere? Depends on who's asking."

You were once little more than a glorified servant for the Tremere. Now, you are a major power player in the city. The Baron calls on you whenever anything occult shows up and relies on you to fix it. You have created several covens around the city, placing yourself at the head. Your followers see you as the high priestess of a powerful and hungry goddess. Act like it.

You know secrets. You have power. And if anyone wants you to share, they'd better damn well show you the respect you deserve. Yes, you are devoted to the solidarity and freedom the Anarch Movement promises, but you also know the power you hold. You don't demand payment or boons or any such nonsense, but you do demand respect. If asked about Maeve, be dismissive and patronizing: "That crazy bitch is nothing

more than a lost little girl looking for a mother." Or perhaps use your talents to convince the coterie she was responsible for the murder.

If offered the role of Baron, Celene gladly accepts. She often oversees several groups at once. She figures her experience with the covens qualifies her to lead. However, Celene is equally comfortable exercising influence on the Baron rather than taking the position. She's done so for ages, why stop now? If the coterie suggests one of their own for the job, Celene pledges her support.

Where to Find Her

Celene is in the suburbs making her haven in a three-bedroom home with two of her live-in blood doll lovers. The coterie can find her there.

The Murder

Motive: Everyone knows Celene is power-hungry. It's not far-fetched to believe she may have killed Ichabod to remove any opposition to her ascending to Baron. However, since she didn't immediately make a play for the role, it seems unlikely.

Alibi: Celene was across the city performing a Midwinter ritual. The other witches can confirm Celene's presence at the time of the murder.

Clan: Tremere

Blood Potency: 1

General Difficulty: 4/3

Standard Dice Pools: Physical 4, Social 5, Mental 8, Disciplines 7

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Academics 9, Occult 9, Awareness 9

Disciplines: Auspex 4 (Heightened Senses, Premonition, Scry the Soul, Spirit's Touch), Blood Sorcery 3 (A Taste for Blood, Extinguish Vitae, Blood Potency, Rituals: Blood Walk, Truth of Blood, Essence of Air)

As the players' characters move through the city, they see mortals engaged in their New Year's celebrations and Kindred preparing to exploit the occasion in their own ways. Who wants a second-hand champagne buzz from a drunken mortal?

When the interview is over, move on to Chapter Three. ■

Chapter Three:

MURDER

As soon as the coterie finishes their first interview, they receive news (see Method of Discovery, below) that Ichabod has been murdered. His body was left in an alleyway near a busy nightclub called The Body Shop, his throat cut, his mouth full of red roses, and a wooden stake shoved through his heart. After he was spotted by a security guard taking a cigarette break, the police blocked off the alley, but it takes mere moments for a crowd of drunken partygoers to amass just beyond the police line, trying to get a glimpse of the scene.

Method of Discovery

The coterie can discover this news from any of the Contacts listed in their character sheets. Since most vampires don't use cellphones because of the Second Inquisition threat, it should be an actual physical visit from a beat cop, a reporter, or some other Contact. Look at the influences on the coterie's character sheets and decide which one it is. Or, perhaps, all of them become informed at the same time.

Alternatively, the Storyteller can place the news in the mouth of one of the five notable Anarchs. You can choose any of them, including the Storyteller character they just interviewed. At the end of the interview, another vampire approaches, whispers in their ear, and the Storyteller character tells the coterie the news. Which Storyteller character informs them, of course, will flavor the scene based on their own motivations, innocence, or guilt.

The Crime Scene

Through their Contacts (or a Storyteller character's contacts), the coterie may be able to get a look at the crime scene. They might try sneaking onto the scene with Composure + Stealth to blend in like they belong there (Difficulty 5 if you don't look the part or have the right papers, Difficulty 3 with a reasonable disguise, or Difficulty 2 with a convincing Mask or an expert disguise), or by leaning on Obfuscate. cursory examination of the scene, even from a distance, reveals:

- Police are here
- There are six cars (two cops per car)
- That does not include the two detectives on the case
- An ambulance from the local fire department to transport the body to the police morgue for further investigation

Once inside the scene, or by successfully interrogating bystanders with a successful Charisma + Persuasion or Manipulation + Streetwise test at Difficulty 3, the coterie can discover the following facts:

- Ichabod's body is propped up in a seated position in an alleyway outside a popular nightclub.
- His throat was cut by a heavy bladed weapon, possibly a sword or large knife.
- He has a wooden (rowan wood) stake thrust through his heart.
- His mouth is full of red roses.

Considerations

Here are some things to consider.

- No one in the coterie knows the Auspex ability Spirit's Touch, which would allow them to see the last thing Ichabod saw before he died. If they want to use it, they must ask Maeve or Celene and trust what those two tell them. The pair have no reason to lie, but the coterie doesn't know that yet. If Celene describes a vision using Spirit's Touch, Resolve + Insight test at Difficulty 3 indicates Celene is being truthful. If Maeve makes the attempt, the coterie must make a Wits + Insight test at Difficulty 4 to understand what she's trying to convey.
- If the coterie examines the body and makes an Intelligence + Medicine test at Difficulty 3, they discover that the staking was performed post-mortem. The cause of death was blood loss from the throat.
- The crime scene looks an awful lot like a ritual. None of the coterie has the Occult Skill, leaving them at the mercy of others' knowledge. This leaves them talking to Celene, who they may believe has a motivation to mislead them. According to Celene the ritual trappings are theatrical and have no connection to any actual practice she is aware of. An Intelligence + Insight test at Difficulty 3 indicates Celene is being honest.
- The murder may rouse the interest of the Second Inquisition because of the presence of the stake, a classic vampire trope. The coterie must find a way to repair the breach before Second Inquisition hunters catch wind of the murder. Number Five, Celene, and Bobby can exert the greatest influence among the kine.
- Number Five has connections throughout the underworld who could provide a patsy for the police to arrest. The alleged murderer will confess and soon be carted off to prison, where he'll spend the rest of his days. He doesn't mind. He knows his family will never be cold or hungry again.
- Bobby's influence relies on his extensive proficiency with Obfuscate. Bobby can sneak into the morgue and falsify reports, sneak into the control room at the news station and change details in the script for the morning's broadcast, or walk into the police station evidence locker undetected.

- Celene is connected to dozens of influential mortals through her covens. This includes a well-respected local journalist, the county coroner, and the chief of police's wife. She could exert her influence to alter the narrative.
- If one of these three is Baron, they will exert their influence without prompting. If a character from the coterie is Baron, they must decide whom to approach for help. They may ask each of the Anarchs what they can do to contribute before making a choice. When asked, Bill Duke dismisses the notion, asking what a singer is supposed to do about some dead guy. Maeve responds by saying, "The jugular vein is the most personal of them all, wouldn't you agree? It's nothing like the cephalic vein or the popliteal vein. Not at all."

Further Interviews

At this point, the coterie has three goals:

- Settle the matter of the new Baron. Ensure they're seated and supported.
- Find who murdered Ichabod and ensure appropriate punishment is dealt out.
- Forestall the potential Second Inquisition interest caused by the murder.

The coterie may choose whom they want to interview, finding each of them in the locales listed under their descriptions in Chapter One. ■

Chapter Four:

CONFRONTATION

In this chapter, the coterie must process everything they've learned. Then, they must make some hard choices.

If one of the coterie is the new Baron, they must decide who they feel is guilty and how they should be punished.

- If Celene is Baron, she uses her network of contacts to cover the breach and orders Maeve to be destroyed for the crime unless the coterie provides evidence of Big Bill Duke's guilt. If Duke is proven guilty, Celene begrudgingly releases Maeve, who bewilderingly kisses Celene on the cheek before fleeing into the night.
- If Maeve is the new Baron, she gathers the city's Kindred on the roof of one of Number Five's buildings. Her nonsensical speech is punctuated by random fireworks in the sky behind her representing the final throes of the people's festivities, long after the city's official celebration has died down. She seats each of the Kindred in a circle and walks around the outside of the circle spewing her nonsensical jargon until she gets behind Duke. She stops and abruptly draws a blade holding it to Duke's neck and asks the coterie, "Mercy or justice?" This occurs whether any evidence is presented about Duke or not, as Maeve knows the truth thanks to her Auspex. She honors the coterie's verdict.
- If Number Five is the new Baron, they turn to the coterie for guidance. Regardless of how much or little evidence is at play, Number Five wants the coterie to take a stand and make their case for justice.
- If Duke is Baron, he orders the others to use their contacts to cure the Masquerade breach and makes a speech about how Ichabod was a stain on the city and a disgrace to the Movement. He then goes on to

say as Baron, he plans to hold very few rules over the others. They gotta uphold the Masquerade. Other than that, he declares that ghouls need to be kept in check, and if they start meddling in the affairs of other Anarchs, they need to be put down. Quickly and quietly. The coterie may have a change of heart and try to take Duke down at this point, if they know he's guilty.

- Once this scene plays out to its conclusion, the Anarchs part ways, ready to put the prior year and its tribulations to rest.

Epilogue

After the events of this New Year's Eve, the city has a new Baron. This could be a boon to the local Anarchs or a case of having traded one tyrant for another. Only time will tell. Regardless, the coterie deserve some sort of reward.

For the hell you put them through, give everyone up to 3 XP.

Also, if they have won any allies or made any enemies in the course of their investigation, make sure they write those down on their character sheets.

Appendix: Players' Characters

Here's a coterie of players' characters for use with this story. You can play it with these characters or use your own. If using these characters, give the players both their characters and the handout Coterie History. If using characters of your own, consider how they can the details in Coterie History be applied to them. ■

Coterie History

A year ago, you all escaped from a terrible city. The Prince was a blood-thirsty tyrant, who thrived on melodrama and revenge. He believed he was the world's greatest lover, the world's greatest politician, the world's greatest musician, the world's greatest everything. Anyone who dared to even think of questioning him was thrown to his war dogs: a group of incredibly dangerous vampires who followed his orders without question.

Each of you knew you had to escape, but he prevented any Kindred from leaving. He held nightly court, demanding every member of his city attend. As punishment for even minor indiscretions, he demanded his citizens be Blood Bound to him. Anyone who ran... the war dogs hunted them down and brought them back.

There was no escape. No hope. Until you found each other.

Together, you were able to escape the city. Using your unique abilities, you got out of that place. Unfortunately, one of you — the vampire you knew as “Richard” — did not make it. He was the one who figured out ways for you to avoid Bond fade. When you ran, the war dogs found you. Richard bought you the time you needed to escape.

Sick of the Camarilla, you ran to the nearest Anarch city. Here, you thought you found a place of safety, but the Baron turned out to be just another power-hungry beast. His ambitions and appetites endangered the safety and reputation of the city. You decided that if the Anarchs refused to live up to their values, you'd enforce them for them. Your coterie removed the Baron from power.

You've created a power vacuum in the name of justice. Now, you must fill it while contending with the worst Masquerade breach the city has ever seen.

Ashura, The Queen of Dis



You were beautiful once. Stunning, even. A woman on her way to becoming a model or an actress. But you weren't just a pretty face, you studied hard in school, excelling in verbal skills, and planned on getting a degree in anthropology. But someone resented your looks and, just to cause you torment, Embraced you into the Clan of Monsters: the Nosferatu. They despised you, tormented you, and tortured you, condemning you to an existence of horror. You were little more than a plaything to the beast that Embraced you until you met a vampire named Richard. He helped rescue you from your sire and, with a small group of others, helped you escape the Camarilla city where you were Embraced. Unfortunately, while you fled, Richard fell to the Prince's war dogs, buying the rest of your time to escape.

Since your escape, you have thrown away your old name and donned a new persona: Ashura, the Queen of Dis. Using your theatrical abilities, your new identity is that of a dangerous and beautiful femme fatale. Your appearance is alien and off-putting, almost as if your skin and eyes wasn't that of something created from a human at all. Yet you work with what you have, and a mask and a seductive voice go a long way. A woman who can lure any lover to a terrible doom of pure self-destruction. You do this to protect yourself from anyone ever having the kind of control your sire held over you, keeping the illusion up at all times. However, your coterie knows who you are, and you trust them with your true identity. In fact, they have proven themselves time and time again to be the people most worthy of your trust.

Clan: Nosferatu

Ambition: To be loved by all around you

Desire: You need people's fear to thrive

Predator: Siren

Humanity: 7

Generation: 13

Blood Potency: 1

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

Secondary Attributes: Health 5, Willpower 5

Skills: Brawl 1, Craft 1 (Fashion), Larceny 1, Etiquette (Vampire Courts) 2, Insight 4, Performance (Burlesque) 2, Persuasion (Seduction) 3, Subterfuge 3, Awareness 3, Finance 2

Disciplines: Obfuscate (Cloak of Shadows, Unseen Passage, Mask of a 1000 Faces) 3, Presence (Awe) 1

Note: Ashura has an unusual selection of Disciplines due to her social focus.

Advantages: Resources 3, Haven 3, Herd 3

Flaws: Enemy 1, Stake Bait 2

VAMPIRE

THE MASQUERADE

| | | |
|---|--------------------------------|--------------------------|
| Name <i>Ashura, The Queen of Dis</i> | Concept <i>Femme Fatale</i> | Predator <i>Siren</i> |
| Chronicle <i>Reins of Power</i> | Ambition <i>Be loved</i> | Clan <i>Nosferatu</i> |
| Sire | Desire <i>Be feared</i> | Generation <i>13</i> |

ATTRIBUTES

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

SKILLS

| | | | | | |
|----------------------|-------|--------------|-----------------------------|---------------|-------|
| Athletics | ○○○○○ | Animal Ken | ○○○○○ | Academics | ○○○○○ |
| Brawl | ●○○○○ | Etiquette | <i>Vampire Courts</i> ●●●○○ | Awareness | ●●●○○ |
| Craft <i>Fashion</i> | ●○○○○ | Insight | ●●●●○ | Finance | ●●○○○ |
| Drive | ○○○○○ | Intimidation | ○○○○○ | Investigation | ○○○○○ |
| Firearms | ○○○○○ | Leadership | ○○○○○ | Medicine | ○○○○○ |
| Larceny | ●○○○○ | Performance | <i>Burlesque</i> ●●●○○ | Occult | ○○○○○ |
| Melee | ○○○○○ | Persuasion | <i>Seduction</i> ●●●○○ | Politics | ○○○○○ |
| Stealth | ○○○○○ | Streetwise | ○○○○○ | Science | ○○○○○ |
| Survival | ○○○○○ | Subterfuge | ●●●○○ | Technology | ○○○○○ |

DISCIPLINES

| | | | | |
|----------|-------|----------------------|-------|-------|
| Presence | ●○○○○ | Obfuscate | ●●●○○ | ○○○○○ |
| Awe | | Cloak of Shadows | | |
| | | Unseen Passage | | |
| | | Mask of a 1000 Faces | | |
| | | | | |
| | ○○○○○ | | ○○○○○ | ○○○○○ |
| | | | | |
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| | | | | |

Resonance

Hunger □□□□□

Humanity ■■■■■■ ■■■□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

| | | |
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Advantages & Flaws

| | |
|------------|-------|
| Resources | ●●●○○ |
| Enemy | ●○○○○ |
| Haven | ●●●○○ |
| | ○○○○○ |
| Herd | ●●●○○ |
| Stake Bait | ●●○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |

Notes

Blood Potency ●○○○○○○○○○○

| | |
|------------------------------|-------------------------------------|
| Blood Surge Add 2 dice | Mend Amount 1 Superficial damage |
| Power Bonus None | Rouse Re-Roll Level 1 |
| Feeding Penalty No effect | Bane Severity 2 |

Total Experience

Spent Experience

| |
|-------------------------|
| True age |
| Apparent age |
| Date of birth |
| Date of death |
| Appearance |
| Distinguishing features |
| History |

Simona Gonzales



You grew up in a garden. Your mother loved gardening, and you grew up with dirty hands and dirty feet and it didn't matter at all. And while she was discreet, you also knew she very quietly revered an Earth goddess, maintaining a small shrine in your backyard. Your father died when you were only eight months old but your mother had a number of romances — many at the same time — and you grew up with a dozen different men in the household. Then, at eighteen, when you were ready to graduate from high school, you were nearly killed in a car accident. In the hospital, barely clinging to life, the man from the other car snuck into your room and Embraced you, making you a vampire. You were horrified by what he had done and ran into the night. He tried to catch you but without success.

Eventually, you discovered others of your kind and you became a member of the Camarilla, but under the reign of Prince Olgan, a brutal and inhuman tyrant. He was fascinated by your innocence and beauty and put you with his war dogs: powerful vampires who kept the peace in his city. Not only peace, but obedience. He used the Blood Bond to bring you under his control and his war dogs trained you to be a hunter, using your Gangrel gifts to track down those who tried to escape the Prince's authority and his city. It seemed this would be your unlife for all eternity until you met Richard, a vampire who was also looking to escape. He gathered a small group of vampires, including you, and together, you were able to get free of Prince Olgan's power. But Richard did not make it. He was caught by Olgan's war dogs, buying all of you time to run. And run you did, until you reached this city, an Anarch domain where vampires could exist without the shadow of tyranny. But corrupt leaders can rule even among the Anarchs...

Clan: Gangrel

Ambition: Create a family

Desire: Punish the Camarilla

Predator: Alleycat

Humanity: 6

Generation: 13

Blood Potency: 1

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

Secondary Attributes: Health 9, Willpower 6

Skills: Brawl 2 (Grappling), Craft (Gardening) 3, Drive 2, Firearms 3, Melee 3, Stealth 1, Survival (Tracking) 4, Animal Ken 1, Streetwise 2, Awareness 1

Disciplines: Potence (Lethal Body) 1, Fortitude (Resilience, Toughness) 2, Protean (Eyes of the Beast) 1

Advantages: Contacts (Criminal) 3, Haven 2, Resources 1, Influence (Street Gangs) 2, Herd (Street Gangs) 2

Flaws: Folkloric Bane (Silver) 1, Folkloric Block (Garlic) 1

VAMPIRE

THE MASQUERADE

| | | |
|-----------------------------|------------------------------------|----------------------|
| Name Simona Gonzales | Concept Mother Nature's Warrior | Predator Alleycat |
| Chronicle Reins of Power | Ambition Create a family | Clan Gangrel |
| Sire | Desire Punish the Camarilla | Generation |

ATTRIBUTES

Physical

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

Social

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

Mental

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

Health

□□□□□ □□□□□

Willpower

□□□□□ □□□□□

SKILLS

| | | | | | |
|--------------------------------|-------|-------------------|-------|--------------------|-------|
| Athletics..... | ○○○○○ | Animal Ken..... | ●○○○○ | Academics..... | ○○○○○ |
| Brawl <i>Grappling</i> | ●●○○○ | Etiquette..... | ○○○○○ | Awareness..... | ●○○○○ |
| Craft <i>Gardening</i> | ●●●○○ | Insight..... | ○○○○○ | Finance..... | ○○○○○ |
| Drive..... | ●●○○○ | Intimidation..... | ○○○○○ | Investigation..... | ○○○○○ |
| Firearms..... | ●●●○○ | Leadership..... | ○○○○○ | Medicine..... | ○○○○○ |
| Larceny..... | ○○○○○ | Performance..... | ○○○○○ | Occult..... | ○○○○○ |
| Melee..... | ●●●○○ | Persuasion..... | ○○○○○ | Politics..... | ○○○○○ |
| Stealth..... | ●○○○○ | Streetwise..... | ●●○○○ | Science..... | ○○○○○ |
| Survival <i>Tracking</i> | ●●●●○ | Subterfuge..... | ○○○○○ | Technology..... | ○○○○○ |

DISCIPLINES

| | | |
|---------------|-----------------|-------------------|
| Potence ●○○○○ | Fortitude ●●○○○ | Protean ●○○○○ |
| Lethal Body | Resilience | Eyes of the Beast |
| | Toughness | |
| | | |
| | | |
| ○○○○○ | ○○○○○ | ○○○○○ |
| | | |
| | | |
| | | |
| | | |

Resonance

Hunger □□□□□

Humanity ■■■■■■ ■■■□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

| | | |
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Advantages & Flaws

| | |
|--------------------------|-------|
| Contacts (criminal) | ●●●○○ |
| Haven | ●●○○○ |
| Resources | ●○○○○ |
| Influence (Street Gangs) | ●●○○○ |
| Herd (Street Gangs) | ●●○○○ |
| Folkloric Bane (silver) | ●○○○○ |
| Folkloric Block (garlic) | ●○○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |

Notes

Blood Potency ●○○○○○○○○○○

| | |
|------------------------------|-------------------------------------|
| Blood Surge Add 2 dice | Mend Amount 1 Superficial damage |
| Power Bonus None | Rouse Re-Roll Level 1 |
| Feeding Penalty No effect | Bane Severity 2 |

Total Experience

Spent Experience

| |
|-------------------------|
| True age |
| Apparent age |
| Date of birth |
| Date of death |
| Appearance |
| Distinguishing features |
| History |

Charles Pyke



You grew up with parents who loved science fiction. You picked up books when they were done and read them with a kind of speed that seemed almost supernatural. One time, you read an 800 page novel in just one weekend. Your parents encouraged you to read more, and soon, you were an expert on all things science fiction. You also loved watching it on TV and grew up with a post-humanist attitude toward politics, religion, and culture. You believed the human body is an engineering project and that the world should adopt the best of all systems and not be trapped in just one viewpoint. You went to college, studying political science, and made a name for yourself. A promising career was ahead of you. Then, you were Embraced.

The Ventrue are always on the lookout for political masterminds. Unfortunately, they didn't expect you to be a freethinker as well. You recoiled against the structure of the Ventrue and the Camarilla, seeing both as medieval relics at best and tyrannical at worst. But they didn't give you a choice. The Prince of the City, Olgan, used the Blood Bond to bring you under control and used your political acumen to his best advantage. It was only when you met the vampire called Richard that you escaped that city and made it here with your friends: your "coterie." Now, you use your persuasion (and manipulation) skills to aid your allies when teeth and claws are not an option.

Clan: Ventrue

Ambition: Consolidate Anarch power

Desire: Gain acceptance and overcome prejudice

Predator: Consensualist

Humanity: 8

Generation: 13

Blood Potency: 1

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

Secondary Attributes: Health 5, Willpower 6

Skills: Athletics 1, Drive 1, Larceny 1, Etiquette 2, Insight 2, Intimidation 2, Leadership 3, Persuasion (Victims) 3, Streetwise 1, Subterfuge (Political subversion) 3, Academics (Political science) 2, Awareness 1, Finance 2, Investigation 1, Medicine 1, Politics 2

Disciplines: Presence (Awe, Lingering Kiss) 2, Dominate (Cloud Memory) 1, Fortitude (Unswayable Mind) 1

Advantages: Haven 3, Herd 2, Resources 3

Flaws: Masquerade Breacher 1, Prey Exclusion (Non-consenting) 1, Shunned (Camarilla) 2

VAMPIRE

THE MASQUERADE

| | | |
|-----------------------------|--|---------------------------|
| Name Charles Pyke | Concept Negotiator | Predator Consensualist |
| Chronicle Reins of Power | Ambition Consolidate the Anarch's Power | Clan Ventrue |
| Sire | Desire Gain acceptance and overcome prejudice | Generation 13 |

ATTRIBUTES

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

SKILLS

| | | | | | |
|----------------|-------|--------------------------------------|-------|----------------------------------|-------|
| Athletics..... | ●○○○○ | Animal Ken..... | ○○○○○ | Academics Political science..... | ●●○○○ |
| Brawl..... | ○○○○○ | Etiquette..... | ●●●○○ | Awareness..... | ●○○○○ |
| Craft..... | ○○○○○ | Insight..... | ●●○○○ | Finance..... | ●●○○○ |
| Drive..... | ●○○○○ | Intimidation..... | ●●○○○ | Investigation..... | ●○○○○ |
| Firearms..... | ○○○○○ | Leadership..... | ●●●○○ | Medicine..... | ●○○○○ |
| Larceny..... | ●○○○○ | Performance..... | ○○○○○ | Occult..... | ○○○○○ |
| Melee..... | ○○○○○ | Persuasion Victims..... | ●●●○○ | Politics..... | ●●○○○ |
| Stealth..... | ○○○○○ | Streetwise..... | ●○○○○ | Science..... | ○○○○○ |
| Survival..... | ○○○○○ | Subterfuge Political subversion..... | ●●●○○ | Technology..... | ○○○○○ |

DISCIPLINES

| | | | | | |
|----------------|-------|--------------|-------|-----------------|-------|
| Presence | ●●○○○ | Dominate | ●○○○○ | Fortitude | ●○○○○ |
| Awe | | Cloud Memory | | Unswayable Mind | |
| Lingering Kiss | | | | | |
| | | | | | |
| | | | | | |
| | ○○○○○ | | ○○○○○ | | ○○○○○ |
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Resonance

Hunger □□□□□

Humanity ■■■■■■ ■□□□□

David Jefferies

“Science is the tool we use to separate the things that are true from the things we want to be true.” You loved that quote when you heard it and decided to spend the rest of your life dedicated to it. You went into the sciences, studied hard, and you lost a lot of potential friends and lovers because of that philosophy. After graduation, you delved into one of biology’s greatest mysteries: an incredibly rare blood disease that took your older sister away. You spent a decade working on the problem, and one day, you cracked the code. Your research spearheaded a cure. In your heart, you knew your sister would never know, but a small part of you wished she could. Then, you were Embraced.

The vampire Prince Olgan learned about your research and demanded you find a cure for his condition. He kept you locked up, keeping your brilliant mind all for themselves, and believed making you a vampire would give you additional motivation to find a cure. Instead, you used that mind of yours to find an escape. Your captor gave you access to any books you needed and the materials necessary for your research. Instead of finding a cure for vampirism, you discovered a way to weaken the Blood Bond and you used it, freeing yourself from his control. When a vampire called Richard approached you about escaping the city, you shared that knowledge with him and the others who helped you escape. However, Richard did not make it. He fell buying the rest of you time to get away from Olgan’s war hounds. Now, you reside in an Anarch city free from the Camarilla, and your coterie protect you while you carry out your experiments. In fact, your next project is your most ambitious: curing the vampiric condition.



Clan: Malkavian

Ambition: Cure vampirism

Desire: Be recognized for your intelligence

Predator: Sandman

Humanity: 7

Generation: 13

Blood Potency: 1

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

Secondary Attributes: Health 5, Willpower 6

Skills: Leadership (Liberation struggle) 2, Persuasion 1, Streetwise 1, Academics (Medical history) 2, Awareness 2, Finance 1, Medicine (Anesthesia) 3, Occult 3, Science (Biology) 4, Technology 3

Disciplines: Auspex (Heightened Senses, Premonition, Scry the Soul) 3, Dominate (Cloud Memory) 1

Advantages: Resources 3, Bond Resistance 1, Herd 2, Influence (Medicine) 2

Flaws: Prey Exclusion (Uneducated people) 1, Addiction (Morphine) 1

VAMPIRE

THE MASQUERADE

| | | |
|-----------------------------|---|---------------------|
| Name David Jeffries | Concept Visionary | Predator Sandman |
| Chronicle Reins of Power | Ambition Cure vampirism | Clan Malkavian |
| Sire | Desire Be recognized for your intelligence | Generation 13th |

ATTRIBUTES

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

SKILLS

| | | | | | |
|----------------|-------|---------------------------------------|-------|----------------------------------|-------|
| Athletics..... | ○○○○○ | Animal Ken..... | ○○○○○ | Academics <i>Medical history</i> | ●●○○○ |
| Brawl..... | ○○○○○ | Etiquette..... | ○○○○○ | Awareness..... | ●●○○○ |
| Craft..... | ○○○○○ | Insight..... | ○○○○○ | Finance..... | ●○○○○ |
| Drive..... | ○○○○○ | Intimidation..... | ○○○○○ | Investigation..... | ○○○○○ |
| Firearms..... | ○○○○○ | Leadership <i>Liberation struggle</i> | ●●○○○ | Medicine <i>Anesthesia</i> | ●●●○○ |
| Larceny..... | ○○○○○ | Performance..... | ○○○○○ | Occult..... | ●●●○○ |
| Melee..... | ○○○○○ | Persuasion..... | ●○○○○ | Politics..... | ○○○○○ |
| Stealth..... | ○○○○○ | Streetwise..... | ●○○○○ | Science <i>Biology</i> | ●●●●○ |
| Survival..... | ○○○○○ | Subterfuge..... | ○○○○○ | Technology..... | ●●●○○ |

DISCIPLINES

| | | | | |
|-------------------|-------|--------------|-------|-------|
| Auspex | ●●○○○ | Dominate | ●○○○○ | ○○○○○ |
| Heightened Senses | | Cloud Memory | | |
| Premonition | | | | |
| Scry the Soul | | | | |
| | | | | |
| | ○○○○○ | | ○○○○○ | ○○○○○ |
| | | | | |
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| | | | | |

Resonance

Hunger □□□□□

Humanity ■■■■■■ ■■■□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

| | | |
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Advantages & Flaws

| | |
|------------------------------------|-------|
| Resources | ●●●○○ |
| Bond Resistance | ●○○○○ |
| Prey Exclusion (uneducated people) | ●○○○○ |
| Addiction (morphine) | ●○○○○ |
| Herd | ●●●○○ |
| Influence (medicine) | ●●○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |

Notes

Blood Potency ●○○○○○○○○○○

| | |
|------------------------------|-------------------------------------|
| Blood Surge Add 2 dice | Mend Amount 1 Superficial damage |
| Power Bonus None | Rouse Re-Roll Level 1 |
| Feeding Penalty No effect | Bane Severity 2 |

Total Experience

Spent Experience

| |
|-------------------------|
| True age |
| Apparent age |
| Date of birth |
| Date of death |
| Appearance |
| Distinguishing features |
| History |

Bigwig



Someone once described you as “having shoulders in two time zones.” Well, if the shoe fits, you use it to beat fools into submission. You were a pro wrestler back before Prince Olgan Embraced you. Since then, you served as one of his war dogs, a group of vampires the Prince used to keep peace and order in his city. You did some terrible things, stuff you wish you could forget, honestly. You hunted down other vampires, and with your brothers, you tore them to pieces. All in the name of the Prince. He forced you to drink his Blood and that made you his eternal servant. And you didn’t care. That is, until he used that Bond to force you to tear apart a family of four. Then, something snapped in you. Another vampire called Richard gave you a solution, a way to break the Blood Bond and be free. You accepted his offer and helped a small group of vampires escape the city. Unfortunately, Richard didn’t escape with you, buying you and the others time to flee.

Now, your coterie resides in an Anarch Free City, far away from Camarilla domains and their Princes. One of them gave you the nickname “Bigwig” (from some book about rabbits), and because you liked the sound of it, you kept it. Later, you actually read the book and understood the nickname, and now you embrace it. You are their guardian, and for helping you escape the city, you would do anything to keep them safe, even risk your own undead existence.

Clan: Brujah

Ambition: Protect my friends

Desire: Prove I’m not as dumb as I look

Predator: Alleycat

Humanity: 6

Generation: 13

Blood Potency: 1

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

Secondary Attributes: Health 6, Willpower 5

Skills: Athletics 1, Brawl (Grappling) 3, Drive 2, Firearms 1, Melee 4, Animal Ken 1, Intimidation 3, Streetwise 2, Awareness 3, Medicine 2

Disciplines: Potence (Lethal Body, Prowess, Brutal Feed) 3, Celerity (Rapid Reflexes) 1

Advantages: Contacts (Criminal) 3, Haven 1, Resources 3, Short Bond 1, Bloodhound 1

Flaws: Ugly 1, Folkloric Bane (Crosses) 1

VAMPIRE

THE MASQUERADE

| | | |
|-----------------------------|---|----------------------|
| Name Bigwig | Concept Heavy Hitter | Predator Alleycat |
| Chronicle Reins of Power | Ambition Protect my friends | Clan Brujah |
| Sire | Desire Prove I'm not as dumb as I look | Generation 13 |

ATTRIBUTES

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

SKILLS

| | | |
|-----------------------|--------------------|---------------------|
| Athletics ●○○○○ | Animal Ken ●○○○○ | Academics ○○○○○ |
| Brawl Grappling ●●●○○ | Etiquette ○○○○○ | Awareness ●●●○○ |
| Craft ○○○○○ | Insight ○○○○○ | Finance ○○○○○ |
| Drive ●●○○○ | Intimidation ●●●○○ | Investigation ○○○○○ |
| Firearms ●○○○○ | Leadership ○○○○○ | Medicine ●●○○○ |
| Larceny ○○○○○ | Performance ○○○○○ | Occult ○○○○○ |
| Melee ●●●●○ | Persuasion ○○○○○ | Politics ○○○○○ |
| Stealth ○○○○○ | Streetwise ●●○○○ | Science ○○○○○ |
| Survival ○○○○○ | Subterfuge ○○○○○ | Technology ○○○○○ |

DISCIPLINES

| | | |
|---------------|----------------|-------|
| Potence ●●●○○ | Celerity ●○○○○ | ○○○○○ |
| Lethal Body | Rapid Reflexes | |
| Prowess | | |
| Brutal Feed | | |
| | | |
| ○○○○○ | ○○○○○ | ○○○○○ |
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Resonance

Hunger □□□□□

Humanity ■■■■■■ ■□□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

| | | |
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Advantages & Flaws

| | |
|--------------------------------|-------|
| Contacts (criminal) | ●●●○○ |
| Flaw: Ugly | ●○○○○ |
| Flaw: Folkloric Bane (Crosses) | ●○○○○ |
| Haven | ●○○○○ |
| Resources | ●●●○○ |
| Short Bond | ●●○○○ |
| Bloodhound | ●○○○○ |
| | ○○○○○ |
| | ○○○○○ |
| | ○○○○○ |

Notes

Blood Potency ●○○○○○○○○○○

| | |
|------------------------------|-------------------------------------|
| Blood Surge Add 2 dice | Mend Amount 1 Superficial damage |
| Power Bonus None | Rouse Re-Roll Level 1 |
| Feeding Penalty No effect | Bane Severity 2 |

Total Experience

Spent Experience

| |
|-------------------------|
| True age |
| Apparent age |
| Date of birth |
| Date of death |
| Appearance |
| Distinguishing features |
| History |