



VAMPIRE

T H E M A S Q U E R A D E

STORYTELLER'S TOOLKIT



Breathing Life into Your Chronicle

The Vampire core book provides a lot of helpful advice on crafting and telling stories set in the World of Darkness. However, what does it feel like to really live in the World of Darkness? Part of the art of Story-telling is to fire the imaginations of your players, transporting them and immersing them in the game world. The more detail and description you can offer, the easier it will be for your troupe to think and act in character. The more real you can make the world, the more invested the players will become in its future.

Sights

In every scene, to give each player a similar sense of place, it is important to describe the environment surrounding their characters. Where are the entrances and exits? Are there obstacles or weapons within sight, that might be relevant if things turn violent? Are there any deep shadows or other hiding places? Are there signs stating any important information? Are there other objects in the room which might invite curiosity? If there are other people present, what do they look like? Are they displaying any clear modes of behaviour, such as fear, deference, or aggression? Preparing these sorts of details will help bring the scene to life, even if these details may not be directly relevant to your story.

Documents & Props

Physical objects are good visual aids and can provide a great tactile element to your games. If you are playing in a well-known town or city, providing maps, guide-books or local tourist information is an easy step that can give the players a real sense of place.

If you have time to make the effort, you could consider generating documents that are directly relevant to your story. For example, if a player character receives a letter in your game, then actually writing out the letter authentically to put in the hands of that player will leave a strong impression. Similarly, preparing telegrams, emails, handwritten notes, diary excerpts, etc. for your players to come across serves to help increase their immersion. If your players are willing, you can

even encourage they write back or engage in ongoing correspondence with the other characters of the game world.

Although table-top role-playing largely takes place in your troupe's collective imagination, and there is no requirement to resemble your character physically, some players – particularly if they have some difficulty acting 'in character' – may find benefit in adopting simple props that bring out their fictional persona. It doesn't have to be much – a hat, a wig, some jewellery, a pipe or cigarette holder, glasses or a monocle – whatever helps the troupe embrace the character.

LIVE ACTION ROLE-PLAYING

Live action role-playing (LARP) is a sister activity to tabletop role-playing that fully embraces the physicality of the game world and its characters. Rather than describing the actions of your character, to be played in the imaginations of the troupe, you physically act out your wishes yourself, for real. In live games players dress to resemble their characters and are usually required to remain 'in character' at all times.

Vampire: The Masquerade has a long and acclaimed associated history of live role-playing. The early adoption and conversion of the World of Darkness by LARP enthusiasts led to the creation of the Mind's Eye Theatre (MET) rules system and the founding of many supporting fan clubs such as the Camarilla and One World by Night. Several versions of the MET system have been published over the years by White Wolf and By Night Studios, and player networks have expanded to allow characters and chronicles to cross national and international borders. Games continue worldwide to this day, with major events in the calendar – such as the annual Grand Masquerade in New Orleans – planned and supported by White Wolf themselves.

Smells

A more visceral way to describe a scene is to discuss what the characters can smell. A garage may reek of grease and engine oil. In a hospital, an antiseptic odour may mask more unpleasant notes of illness, disease and human effluent. A stately home may be unusually dusty, or it may be spotless with a strong smell of lacquer and furniture polish. In an abattoir or at a murder scene the air will be filled with the unmistakable, coppery fragrance of freshly spilled blood. In a public sewer, every breath will be filled with the vilest smells imaginable and may require a test to overcome.

Sounds

Similarly, it is useful to talk about what the characters can hear. If the location is secluded and relatively silent, every small noise in the background will be much more accentuated, whether it is simply the ambient groans

of an old house, the lilt of voices in another room, distant dogs barking, or the wailing of sirens in the distance. If the characters are in a public or crowded place, it may instead be quite difficult to hear what is going on. Heavy background noise or loud music may be good for masking sensitive conversation, but it also makes it easier for others to sneak up or even ambush them.

Music, Light & Atmosphere

Music in particular can do a lot to bring a sense of atmosphere to your games. Rather than telling players that they can hear music, why not actually play that music? Even if music is not an integral part of the scene, putting on some music in the background while you play Vampire can immediately shift the mood of the room in a direction that serves your Storytelling. Using specific film or TV

soundtracks can also be a shortcut to generating an appropriate tone to suit your needs.

If you actively put playlists or soundscapes together for your games, genuine silence also becomes a powerful tool, giving more power to non-player character speeches, or allowing you to linger in specific details of scenes without any other distractions. Silence is also a helpful precursor to a jump scare (see below).

Light can also be a powerful way to control the mood of your games. Given that the scenes of Vampire almost exclusively take place at night, it can feel more natural to play at night. If you are playing Vampire at home, you could experiment with candles, dimmer switches or colour-change lightbulbs to help immerse your players and make each scene of your scenes feel like they are set in different locations.



The Many Forms of Horror

Horror as a storytelling genre is extremely broad, with many facets, but an essential aim of the genre is the evocation of a visceral, emotional response. Whether it is the stomach-churning sensations of being confronted with extreme violence and gore, the sheer panic of being hunted like prey, or the chilling dread of your world being turned upside down, good horror stories will normally get your heart pounding, and your mind racing.

Role-playing a vampire presents many opportunities to explore horror. Many vampires fear the consequences losing control of their hunger, or their temper, or their nerve. Being forced to steal precious vitae from humans - potentially against their will - presents a serious moral dilemma for those that value their humanity. Examining what it means to be human through the narrative framework of the World of Darkness can be the subject of entire chronicles.

PLAYING TO FEEL, NOT PLAYING TO WIN

Early tabletop role-playing games focused on goal-orientated activities such as exploring dungeons or fantasy landscapes, killing monsters or bad guys, or stealing valuable objects. When the first edition of *Vampire: The Masquerade* was published in 1991 it was widely celebrated for encouraging social play and more personal and intimate forms of storytelling that appealed to a much wider and more diverse audience.

More recently, the role-playing hobby is undergoing a new renaissance in experimentation. A major source of inspiration is the work of a collective of writers and players in the Scandinavian LARP scene, which English-speaking gamers have started to call 'Nordic LARP'. This form of play has been quite influential on both the development of *Vampire: The Masquerade* 5th Edition, and on recent *World of Darkness* LARP events sponsored by White Wolf, such as *The End of the Line*, which was hosted in Berlin in 2017.

One key approach to role-playing inspired by this work is to write stories where the narrative focus is a secondary concern to the concentration of the emotional intensity. Scenes may be written purely to explore themes of loss, regret, tragedy and horror - here 'winning' becomes an irrelevant concept. In such games, player characters often do not survive at all, either due to sacrifice or suicide. While this approach may not be for everyone, the synergy with the themes of *Vampire: The Masquerade* could be particularly rewarding or cathartic for the right troupe of players.



For players who embrace more monstrous characters, there are other ways to scare them. Even the most inhumane creatures are concerned with their own self-preservation. One of the central tenets of Vampire: The Masquerade is that there are always bigger predators. The feudal nature of Kindred society means that there is always someone looking to gain an edge. Your enemies may threaten your Touchstones or your allies. They may embarrass you in public or spread rumours behind your back. They may place you in their debt, or they may attempt to frame you for crimes you didn't commit. And they may have no reason other than it serves them to do so – in the world of the Kindred it's often not personal.

Fear of the unknown is also a strong horror trope. In the context of the World of the Darkness it is wise to remember that there are worse things hiding in the dark than vampires, and most care very little for the welfare of blood-suckers. There may be common rumours about some creatures like werewolves, ghosts and faeries, but very few Kindred truly understand their motives or how dangerous they can be. Stranger, older, more unfathomable creatures also may exist. As the Storyteller you can use the Golden Rule to create whatever monsters or bogeymen that might be appropriate to keep your players on edges of their seats.

Finally, vampires would do well not to underestimate the agency of normal human beings. Individual men and women may make easy

victims or servants, but a mob or an organised force of humans is a force to be reckoned with, particularly during the day. A well-funded international conspiracy is even more dangerous. There are few Kindred walking the streets today who can remember the fires of the original Inquisition, and sadly these means there is no-one left to warn them of the perils that await them at the hands of the enlightened mortal hunters that comprise the Second Inquisition.

THE JUMP SCARE

The jump scare is a cheap trick, and it must be used sparingly to be truly effective. It also only really works in rooms where you have total control over the atmosphere and there is little to no background noise.

First you must take care to capture the complete attention of your player or players. Speak softly in a manner that forces them to lean in slightly. If you are playing background music mute or turn down the volume. Pause for effect or beckon the audience to lean even further forwards. Continue the scene nonchalantly as if it's all entirely normal. Then suddenly bellow or slam the table to make your players jump.



Popular Culture as Source Material

Urban and gothic horror stories are an important part of modern popular culture. In fact, in many ways, *Vampire: The Masquerade* is itself a grand synthesis of modern horror tropes. Casting a wider net: most book, film and TV libraries are full of useful reference points that can be used to make your Vampire games more colourful or give them an edge.

On vampires in literature, key touchstones include Bram Stoker's *Dracula*, *Salem's Lot* by Stephen King, *Let the Right One In* by John Ajvide Lindqvist, and the many works by the authors Anne Rice, Poppy Z. Brite, and Charlaine Harris. The seminal graphic novel *30 Days of Night* and other works by Steve Niles should not be overlooked.

On vampires in film, beyond the many screen adaptations of *Dracula*, also see *The Hunger* (Tony Scott, 1983), *Near Dark* (Kathryn Bigelow, 1987), *The Lost Boys* (Joel Schumacher, 1987), *Byzantium* (Neal Jordan 2012), *Only Lovers Left Alive* (Jim Jarmusch 2013) and *A Girl Walks Home Alone at Night* (Ana Lily Amirpour, 2014). The Swedish language

film adaptation of *Let the Right One In* (Tomas Alfredson, 2008) is also excellent.

Beyond works involving vampires specifically, there is plenty of inspiration to be found in a variety of other places.

For supernatural terror, see the original *The Evil Dead* (Sam Raimi, 1981) or the classic Japanese horror films such as *Ringu* (Hideo Nakata, 1998) or *Ju-On: The Grudge* (Takashi Shimizu, 2002).

For more psychological fare, try any of Stephen King's other novels, or any of the cinematic thrillers by Alfred Hitchcock. Also see the films *What Lies Beneath* (Robert Zemeckis, 2000), *Skeleton Key* (Iain Softley, 2005), or either version of *The Vanishing* (George Sluizer, 1988 and 1993).

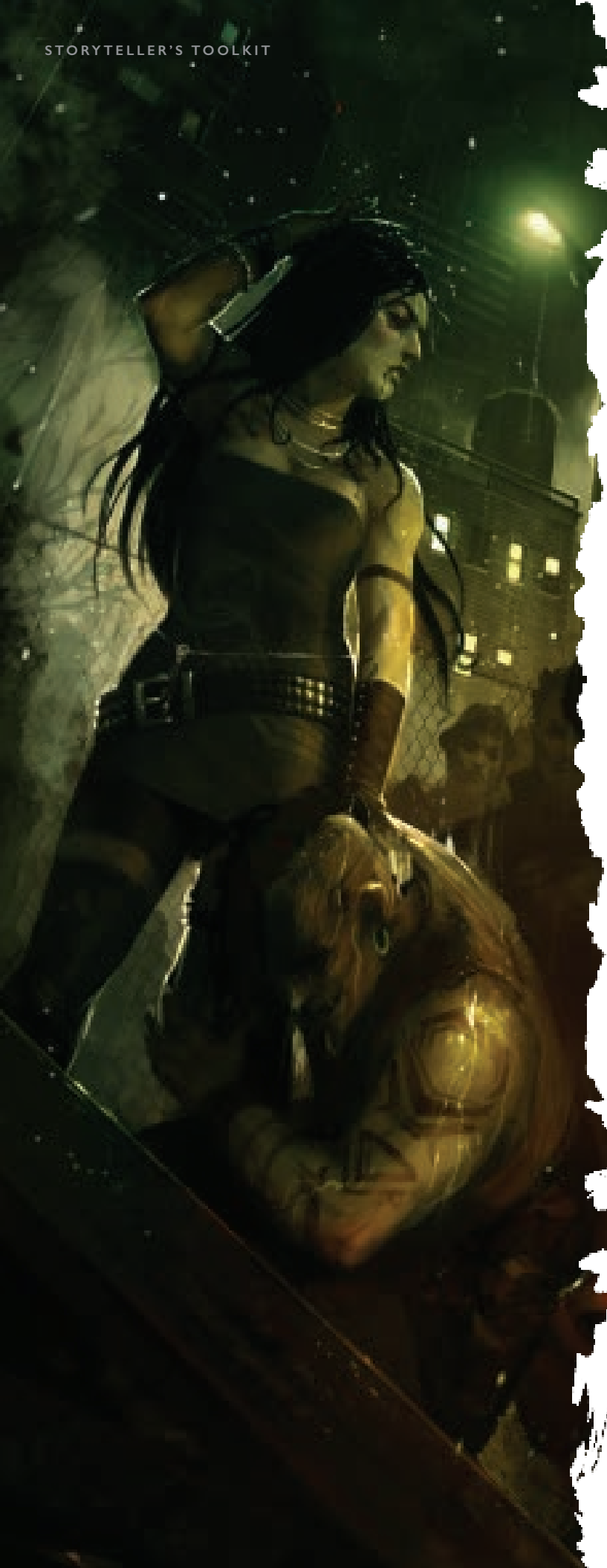
To consider the horrible, twisted things that people can do to each other, watch *The Texas Chainsaw Massacre* (Tobe Hooper, 1974), *Hostel* (Eli Roth, 2005) or *Saw* (James Wan, 2004). Also see *The Walking Dead* graphic novels, or the TV series adaptation of the same.

For visceral but more straight-forward violence, see *The Raid* (Gareth Evans, 2011), *John Wick* (Chad Stahelski 2014), *Battle Royale* (Kinji Fukasaku, 2000), and *Kill Bill* parts 1 & 2 (Quentin Tarantino, 2003 and 2004).

For other things that go bump in the night, try the TV shows *Supernatural*, *Grimm* or the *X-Files*.

While not really horror, few works show the complexities of urban poverty and political corruption as well as the TV series *The Wire* created by David Simon. His subsequent show *Treme*, exploring similar themes in and around the city of New Orleans, also should not be overlooked.

Also remember that there are real world myths and legends about vampires that can be drawn upon. Bram Stoker himself was inspired by eastern European legends. Many cultures around the world have stories about blood suckers, the unliving, and the restless or hungry dead.



100 Victims

This section provides a hundred potential victims, mortals out in the city at night. The descriptive material focuses on the victims' role in the story, not on their superficial characteristics. They don't have to be victims first and foremost: they might deliver a cryptic warning, or provide a helpful lead, or just add flavor and obstacles to the story in the moment.

You don't have to take these victims whole: feel free to roll the percentiles once for a victim type, once for a motive, and once for a Resonance. If you want to randomly generate the victim's race or ethnicity, get demographic data for your chronicle city from the census or some similar source. For many cities, Wikipedia provides a basic racial breakdown that's close enough for roleplaying games. Apply whatever modifier you see fit for the district of the city and the time of night: in Chicago, for example, a victim encountered pre-dawn as the first shift comes on to a construction site is more likely to be Polish, Mexican, or from the former Yugoslavia than someone met at most other times and places in the city.

NAMES: Coming up with names on the spur of the moment can be difficult even for experienced Storytellers. The entry provides one name coded masculine and one coded feminine for each victim. Swap first and last names around at will. The names reflect an American urban environment; change them up for a chronicle set in a non-American city.

WHO THEY ARE: This entry presents a brief description of the character that the players' characters will notice at first blush, and then offers a synopsis of the character's situation or purpose.

WHAT THEY WANT: What a character wants dictates how they behave toward other characters. Do they try to use them? Help them? Does wanting the same thing make another character a rival or a comrade? Some of the following goals are long-term and some are short-term. That's important in portraying a character as well. What the character wants right now and what the character wants eventually can often be two different things and

might even be contradictory. Bear that in mind when using these motivations: a character with these wants is capable of having additional motivations as well.

RESONANCE: These victims offer an even breakdown of the four Resonance types. None of these victims are well-balanced, although you can certainly ignore the Resonance if you wish, or roll a die and only use the Resonance given on a 6+. To randomly determine the victim's Intensity, roll a die; **1-6:** Fleeting; **7-9:** Intense; **0:** Acute.

01 Actor

NAMES: Braden Cortez, Susan Allen

WHO THEY ARE: Good looking but not threateningly so, done some good theater and maybe some okay television, or at least a commercial

WHAT THEY WANT: Eternal youth; they see younger types getting their parts now

RESONANCE: Sanguine (enthusiastic about their latest part, always late to auditions like now)

02 Anarchist

NAMES: Jon Bailey, Faye Diaz

WHO THEY ARE: Got a black bandana handy in case the protest breaks out, got some leaflets to urge you to protest

WHAT THEY WANT: Revolutionary change; the system is rigged, and worse, it's lousy

RESONANCE: Choleric (passionate about their cause, loves to break windows to fuck the Man)

03 Artist

NAMES: Charles England, Ludwika Chmielewska

WHO THEY ARE: Spattered with paint or dust or whatever they work in, headed for another opening for someone less talented

WHAT THEY WANT: Liquor, because the free wine at the opening will suck

RESONANCE: Sanguine (inspired by the night, gonna pull some art groupies at this opening for sure)

04 Assassin

NAMES: Septimio Ramon, Li Qin

WHO THEY ARE: "Assassin" sounds so glamorous, compared to "kills innocent, usually weaker, people for money"

WHAT THEY WANT: To change employers, get some bigger jobs maybe really make real change in the world

RESONANCE: Sanguine (always hyper-aware of surroundings, full of endorphins from working out)

05 Baller

NAMES: Stephen Wilcox, Helen Johnson

WHO THEY ARE: Wearing old school Jordans because respect, headed to or from a game, street or league

WHAT THEY WANT: To win

RESONANCE: Choleric (a good competitor always competes)

06 Bartender

NAMES: Roman Sawicki, Phang Phan

WHO THEY ARE: Loose shirt open over bar T-shirt, off shift but not for long, or maybe just on break

WHAT THEY WANT: Better shifts, because tips and sleep are nice, so they've heard

RESONANCE: Phlegmatic ("Hands always under control, you're going to tell me anyway so I might as well look like I care.")

07 Bass Player

NAMES: Jerry Kasmarek, Kelly Rodriguez

WHO THEY ARE: Carrying a fucking bass guitar because Declan can't be arsed to come get them

WHAT THEY WANT: Someone who can write better lyrics than fucking Declan

RESONANCE: Melancholy ("Just stay in the background and do your job.")

08 Bike Messenger

NAMES: Ben Ketchum, Chan Chiu

WHO THEY ARE: In a fucking hurry, get the gig, get the tip, get through this intersection, coke don't pay for itself

WHAT THEY WANT: Their friends' approval, maybe with coke or coke-inspired cleverness

RESONANCE: Choleric (bikes hard, hates all cars and the assholes who drive them)

09 Biker

NAMES: Donte Mitchell, Angie Kim

WHO THEY ARE: Leathers and hair and fuck you, this

chain isn't a fucking fashion accessory though it does look pretty rad

WHAT THEY WANT: To ride out of this shitburg

RESONANCE: Choleric (it's the gang for life, and fuck everyone else)

10 Budding Capitalist Youth

NAMES: Zach Krantz, Maddie Fox

WHO THEY ARE: "Wanna buy this candy? It's for my school."

WHAT THEY WANT: To move up, make a deal with the truck dude, and leave all their good-for-nothing friends behind in the dust

RESONANCE: Sanguine (gonna be young and smarter than everyone forever)

11 Burglar

NAMES: Roger Reed, Vicki Pedroia

WHO THEY ARE: On their way to – or possibly from – a break-in

WHAT THEY WANT: Not to be looked at right this minute

RESONANCE: Choleric ("Other folks just hold my nice things for me until I can take them")

12 Bus Driver

NAMES: Kevin Handler, Renee Forde

WHO THEY ARE: Just a steering wheel in a uniform to you people

WHAT THEY WANT: To be a poet –, they surely could with all the things they've heard on this job

RESONANCE: Melancholy (reading a Russian novel about someone who also can't understand their family)

13 Busker

NAMES: Sam Martin, Linda Porter

WHO THEY ARE: Playing this guitar or this overturned plastic tub or doing Michael Moonwalk for the passing masses

WHAT THEY WANT: One fucking twenty just fucking once would be nice

RESONANCE: Phlegmatic (people are just faces with small bills attached)

14 Cabbie

NAMES: Mohammed Mersal, Li An Phan

WHO THEY ARE: Driving at night, stopping for most people because they know how racist other cabbies can be

WHAT THEY WANT: To make enough to bring their fiancé over from the old country, this city is cold but there's opportunity here at least

RESONANCE: Melancholy (went to university in the old country, you know)

15 Car Thief

NAMES: Brian Umberto, Tina Byrom

WHO THEY ARE: On their good days, they're fast not furious

WHAT THEY WANT: The local team to stop sucking

RESONANCE: Phlegmatic (boosting's just a job, jobs pay for Netflix and beer)

16 City Worker

NAMES: Jarrod Casiano, Helen Cooke

WHO THEY ARE: Reflective vest and hard hat, setting out orange cones for time and a half overtime

WHAT THEY WANT: An excuse to sit down and take some weight off

RESONANCE: Choleric ("You gotta push back or you get pushed to the ground.")

17 Clergy

NAMES: George Okasha, Elizabeth Park

WHO THEY ARE: Heading out to late-night services or just locking up the church or mosque or synagogue

WHAT THEY WANT: A sign that this isn't just empty platitudes

RESONANCE: Melancholy (if the Almighty does exist, that may actually be even worse)

18 Clipboard Nuisance

NAMES: Alex Komerko, Rita Cintron

WHO THEY ARE: Bright T-shirt and bright smile and dead eyes

WHAT THEY WANT: Utopia, or failing that just a minute of your time

RESONANCE: Sanguine ("It feels so good to be working for real change, you know?")

19 Club Kid

NAMES: Lee Pan, Heather Salinas

WHO THEY ARE: Going out tonight, gonna dance, gonna pull, gonna score, gonna do it all again tomorrow

WHAT THEY WANT: Either get laid or dance trying

RESONANCE: Sanguine (“Actually I don’t even need molly, I just love this scene so much”)

20 Coach Driver

NAMES: Don Ellard, Merced Verdugo

WHO THEY ARE: Drives the horse-drawn coach around the park or through Old Town for tourists and lovers

WHAT THEY WANT: The past to come alive, you know, when things were romantic

RESONANCE: Phlegmatic (“Don’t spook the horse. Aww isn’t he sweet, he brought flowers!”)

21 Commuter

NAMES: Eligio Galvez, Gina Truesdell

WHO THEY ARE: Heading home finally after that idiot Chaffee kept them two hours over to solve his fuckup

WHAT THEY WANT: To remember to get cat food on the way home

RESONANCE: Phlegmatic (cats know best, just sleep through the bullshit)

22 Construction Worker

NAMES: James Rawlins, Loana Guevara

WHO THEY ARE: You’d think the way this city is falling apart there’d be more jobs for someone who builds things, wouldn’t you?

WHAT THEY WANT: To know what happened to their sister, she just vanished while they were at work

RESONANCE: Melancholy (still miss her, but you can’t live in what might be)

23 Conventioneer

NAMES: Nathan Edwards, Clemmie Claire

WHO THEY ARE: In from out of town for this big showdown at the convention center, still wearing their lanyard like a dork

WHAT THEY WANT: To cheat on their spouse

RESONANCE: Melancholy (after a while all these towns look the same)



24 Cuckold

NAMES: Frank Meyer, Leslie Grant

WHO THEY ARE: They know the other one's cheating and they're gonna go out and find them and fix it by yelling

WHAT THEY WANT: To get a cab right the fuck now and go catch them in the act

RESONANCE: Choleric (angry at that asshole who thinks they can do better)

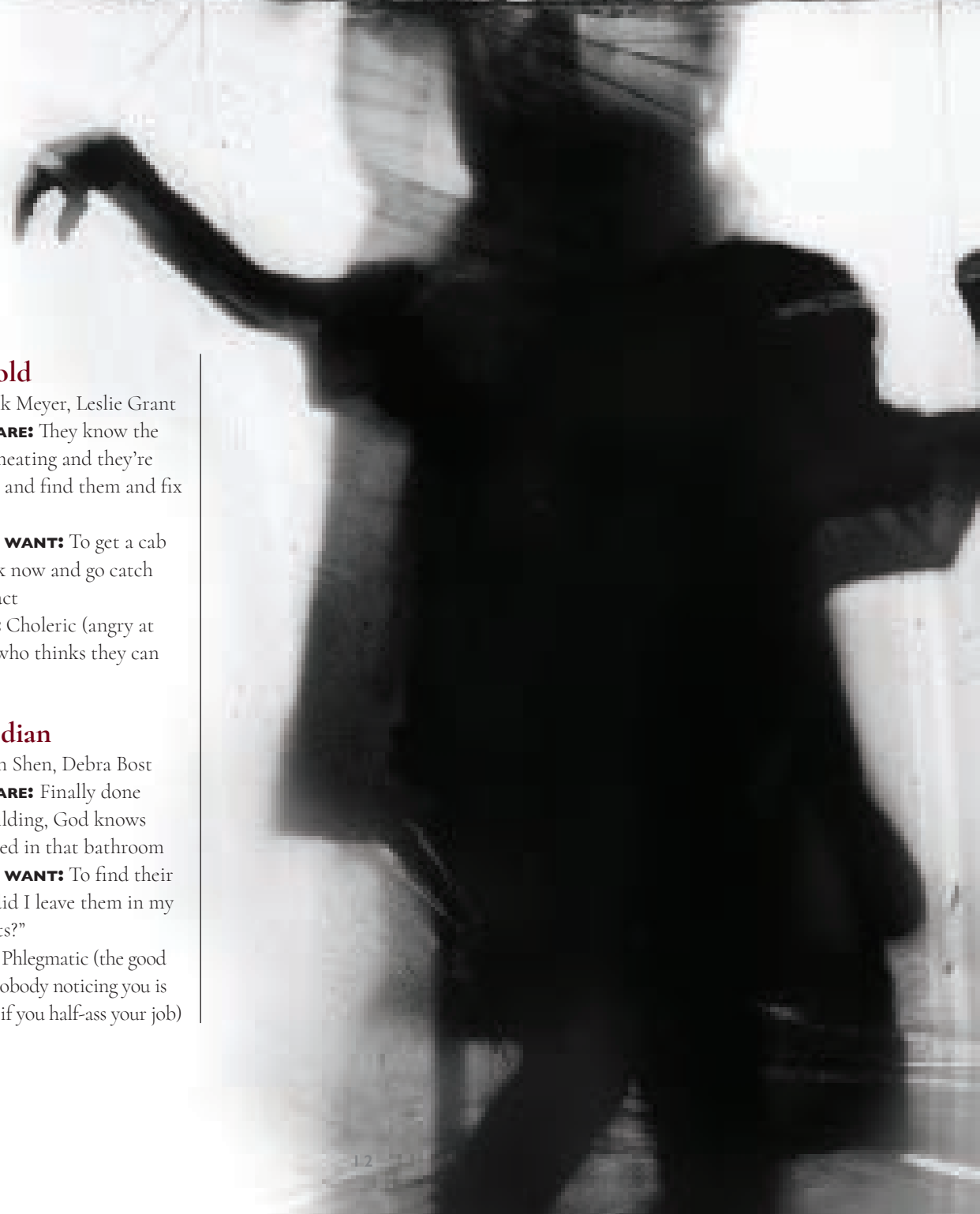
25 Custodian

NAMES: Chan Shen, Debra Bost

WHO THEY ARE: Finally done with that building, God knows what happened in that bathroom

WHAT THEY WANT: To find their keys, "God, did I leave them in my uniform pants?"

RESONANCE: Phlegmatic (the good thing about nobody noticing you is nobody cares if you half-ass your job)



26 Dancer

NAMES: Damian del Arroz, Rhonda Wallace

WHO THEY ARE: Some people call stripping sex work, but it's just show biz except better paid in general

WHAT THEY WANT: Something long-term, maybe romantic but maybe professional, something permanent you know?

RESONANCE: Sanguine (still got their looks and get good tips from the regulars)

27 Delivery

NAMES: Willard Burrough, Yu Tsao

WHO THEY ARE: Holding a plastic bag full of plastic cartons, looking at their phone map

WHAT THEY WANT: To get this over with

RESONANCE: Choleric (hate customers, hate cooks, hate managers most of all)

28 Dog Walker

NAMES: Justin Kucharski, Elaine Ardoin

WHO THEY ARE: Is it their dog or someone else's? It's a very good boy, so of course it's barking at you, you monster

WHAT THEY WANT: To be an actor, that's really what they do, this other thing is just part time

RESONANCE: Sanguine (dogs

know best, just be happy to be out and seeing stuff)

29 Doorman

NAMES: Joe Collins, Rosie Davis

WHO THEY ARE: Standing outside the hotel or apartment building in this maroon coat, smiling at everyone who looks like they make more than they do

WHAT THEY WANT: A celebrity sighting, once they saw Mia Farrow

RESONANCE: Sanguine ("Oh, I've had way worse jobs.")

30 Drug Dealer

NAMES: Nikodem Petrovsky, Ashley Robinson

WHO THEY ARE: Your best friend, "Of course I can hook you up, yeah I know a guy."

WHAT THEY WANT: A reliable way to move the stuff; got a line on a big shipment but it's above their pay grade

RESONANCE: Phlegmatic (business is business, no hard feelings)

31 Drunk

NAMES: Vic Evans, Jordan Quezada

WHO THEY ARE: Sloppy staring, untucked clothes, distant affect, strong smell of whiskey

WHAT THEY WANT: To find their way home, ideally without losing their phone again

RESONANCE: Melancholy (alcoholic and just beginning to figure that out)

32 Emergency Medical Technician

NAMES: Bob Lovejoy, Huyan Cao

WHO THEY ARE: Driving or riding

in the ambulance, saving lives and taking insurance records, a valkyrie in scrubs

WHAT THEY WANT: To save everyone, every single one, can't let another one die too young, gotta do better!

RESONANCE: Choleric (passionate about saving lives, angry about idiots risking theirs)

33 Escort

NAMES: Antony Marzak, Juliet Cafferty

WHO THEY ARE: A sex worker who mostly does in-call business now. They have a website and everything, and are thinking of trying to get into cam work for the slow nights.

WHAT THEY WANT: To stay off the streets. They've done that and hated it.

RESONANCE: Choleric (angry at lousy johns, passionate about their work for favored clients)

34 Fan

NAMES: Doug Wendel, Phillis Jewell

WHO THEY ARE: Standing in line for the movie or concert or politician they love, or just come back from seeing them

WHAT THEY WANT: To be right on the internet as a way of connecting with the admired one

RESONANCE: Choleric ("Why don't people appreciate this thing I love correctly?")

35 Film Maker

NAMES: Valenty Duda, Kathleen Villa

WHO THEY ARE: Scouting for

their next piece, maybe shooting some B-roll

WHAT THEY WANT: The perfect location, the perfect face

RESONANCE: Sanguine (the best part of the film is this part, when it's all potential and nobody has fucked it up yet)

36 Firefighter

NAMES: Artie Edison, Kinga Kaminski

WHO THEY ARE: On their way to or from a fire or hanging out by the station chewing tobacco because smoking causes fires

WHAT THEY WANT: Enough sleep, maybe this weekend

RESONANCE: Choleric (really passionately in love with their current partner who they haven't seen in a week)

37 Foodie

NAMES: Rennie Gober, Jill Belgrave

WHO THEY ARE: Waiting in line for this chic Asian fusion bistro, or on their phone checking Yelp, or walking home from a great night with the perfect wine

WHAT THEY WANT: Bragging rights, to be the one who discovered this place or this flavor first

RESONANCE: Sanguine (who can be in a bad mood in a world with wine in it)

38 Foreign Tourist

NAMES: Tomorlin Sadamba, Beya Bayiha

WHO THEY ARE: Wherever your city is, they are Not From Here, and boy does it show

WHAT THEY WANT: To speak their language and be understood

RESONANCE: Choleric ("The food here is way worse than home and the people are so rude.")

39 Ghoul

NAMES: Baal Acosta, Ila Sante-cristo

WHO THEY ARE: Not your ghoul, but you can see the tattoos peeking out from under their shirt collar, and smell their carrion breath

WHAT THEY WANT: Vitae, maybe yours

RESONANCE: Sanguine (full of blood and love for the Master or for Freedom From Master)

40 Goth

NAMES: Rook Stormcrow, Ravyn Cazares

WHO THEY ARE: Hey, the nineties called, they want their look back – but on second thought, you wear it so well they'll let you keep it for now

WHAT THEY WANT: Their grandmother's lost heirloom, sold in a weak moment to pay rent

RESONANCE: Melancholy (it's not just a pose, it's called paying attention to the city around you)

41 Hacker

NAMES: Jose Taylor, Linda Ling

WHO THEY ARE: The laptop bag over their shoulder looks distressed but their glasses look designer new. They're carrying Red Bull on their way back to the loft to game.

WHAT THEY WANT: A new exploit

RESONANCE: Phlegmatic (people will never get good at security, which is just a fact of life like gravity)

42 Has-Been

NAMES: Sean Xavier Lacey, Beverly Coffler-Murdoch

WHO THEY ARE: They were a local hero – hit the winning run, saved that kid, homecoming royalty – but now they don't even get the "do I know you" as much as they used to

WHAT THEY WANT: One more shot

RESONANCE: Melancholy (remembering the past is self-defeating but it's better than thinking about the future)

43 Hustler

NAMES: Orian Murrin, Diane Kim

WHO THEY ARE: Just doing it to get by for now. "What is it? What do you got?" Always shaking hands, always making calls.

WHAT THEY WANT: A hookup, of whatever kind

RESONANCE: Phlegmatic ("Hate the players, not the game.")

44 Influencer

NAMES: Eric Gilmore, Anitra Jackson

WHO THEY ARE: They look great on Instagram, sound fun on YouTube, or do that thing on that one platform you barely look at but three million people somehow follow them on it

WHAT THEY WANT: A selfie angle that works with their chin

RESONANCE: Sanguine (be the meteor not the dinosaur, bitches)

45 Jogger

NAMES: Lam Vau, Peggy Hodges

WHO THEY ARE: Gotta keep the Fitbit fed, get those steps in, good for your core, one more block and

then slow down for water, gotta hydrate

WHAT THEY WANT: To keep their heart rate from dropping

RESONANCE: Choleric (they run to burn off stress, which is why they run a lot)

46 Junkie

NAMES: David Atwood, Gatty Rivera

WHO THEY ARE: Skinny but not in a good way, sleepy eyes that glitter, sweet tooth but eating the cheap candy

WHAT THEY WANT: “To remember that one book about that one guy I swear it’s on the tip of my tongue wish I paid my data bill so I could look it up.”

RESONANCE: Phlegmatic (scored yesterday, probably gonna score tomorrow, gotta keep it even)

47 Kebab Seller

NAMES: Omri Dergan, Terry Luong

WHO THEY ARE: Or hot dog seller, or taco seller; smells like grease and smoke, “Do you have anything smaller?”

WHAT THEY WANT: A shower

RESONANCE: Choleric (this job would be okay except for the fucking customers)

48 Laborer

NAMES: Beto Tejada, Leoncia Moore

WHO THEY ARE: Muscles in jeans and a work shirt, carrying something from one place to another down this alley or up these steps

WHAT THEY WANT: A raise so their kids can get something nice for once

RESONANCE: Phlegmatic (everything is just something heavy to lift when you think about it)

49 Librarian

NAMES: Lei Tsao, Felicia Price
WHO THEY ARE: If the library is still open, they're still there; if it's closed, they're on their way home from somewhere even more boring than home
WHAT THEY WANT: The sweet embrace of death
RESONANCE: Melancholy (nobody cares)

50 Lineman

NAMES: Diego Chavez, Nancy Michalski
WHO THEY ARE: Working for the phone company or the power company, up on the pole or waiting in the truck
WHAT THEY WANT: Kids, they're not getting any younger
RESONANCE: Choleric (big fan of boxing, MMA, wrestling, anything like that)

51 Local Character

NAMES: Robbie Woo-Woo, Go-Go Annie
WHO THEY ARE: It's more fun if we all act like the person in the unwashed sports jersey with the weird hair and the crazy musical instrument and the infectious chant is a "local character" not a "borderline schizophrenic."
WHAT THEY WANT: Their mom to come back from the dead, the world has been kind of meaningless since she passed
RESONANCE: Sanguine (manic phase)

52 Loner

NAMES: Meade Killeen, Catherine Olzewska
WHO THEY ARE: Chin and hands plunged into their coat, looking down, walking with purpose; other people instinctively move away from them a little bit
WHAT THEY WANT: To be left alone
RESONANCE: Choleric (they know they aren't their best self around others – anger issues and sarcasm)

53 Longshoreman

NAMES: Martino Romero, Sue Ramsay
WHO THEY ARE: Working on the docks or the train yards, running cranes and unloading containers
WHAT THEY WANT: To make ends meet, maybe if the union weren't so useless
RESONANCE: Melancholy (hate rats and see too many of them at the docks)

54 Lover

NAMES: Ron Lawson, Nikki Calogera
WHO THEY ARE: Entwined with their lover, surrounded by the beautiful city that exists just for this perfect person that they love
WHAT THEY WANT: Their lover to be happy
RESONANCE: Sanguine (true love and pheromones make the best cocktail)

55 Mugger

NAMES: Matt Hoffer, Joya Maldonado
WHO THEY ARE: "Just give me your phone and your wallet and

nobody has to get hurt".

WHAT THEY WANT: "Your fucking phone and wallet are you fucking deaf?!"

RESONANCE: Choleric ("I will fucking cut you if you don't hand over your fucking phone and wallet right fucking now!")

56 Nightcrawler

NAMES: Paul Sutton, Stephanie Grahame
WHO THEY ARE: TV stations need footage, papers need photographs, the nightcrawler gets them by looking for the worst or hottest (or both) thing happening right now and shooting it
WHAT THEY WANT: Scandal and sex, or blood and sex
RESONANCE: Sanguine (hopped up on speed)

57 Nurse

NAMES: Douglas Vought, Oanh Phan
WHO THEY ARE: Just got off a eighteen-hour shift, didn't even bother changing out of scrubs
WHAT THEY WANT: Someone to believe in: a true healer or a true friend
RESONANCE: Phlegmatic (dead tired)

58 Office Drone

NAMES: Phil Symanski, Kate Williams
WHO THEY ARE: A cube monkey, a desk warmer, a sarariman, "Full benefits and business casual on Fridays, so who's laughing now?"
WHAT THEY WANT: To play video games
RESONANCE: Phlegmatic (you can't

change the world, but the company matches your 401K contribution)

59 Panhandler

NAMES: Wladislaw Zajacki, Shirley Osborn

WHO THEY ARE: Homeless or just shabby, sitting on the corner or standing in the doorway, fast food cup in hand

WHAT THEY WANT: A dollar

RESONANCE: Melancholy (people just don't care)

60 Pickpocket

NAMES: Tommy Walchak, Keely Lloyd

WHO THEY ARE: Standing just a little too close on the train or outside the theater, looking at their phone in one hand

WHAT THEY WANT: Your wallet

RESONANCE: Phlegmatic (calm is key, nobody sees you)

61 Plainclothes Detective

NAMES: Bastiano Ybarra, Mary Hawthorne

WHO THEY ARE: Called in on this one, drinking coffee and wincing but not at the coffee

WHAT THEY WANT: To close this case

RESONANCE: Phlegmatic ("At least it's not as bad as that one thing on the West Side.")

62 Poet

NAMES: Derek Hayward, Kerri Jaimes

WHO THEY ARE: Horn rims and black sweater, living on a grad school stipend or a barista's salary and, more importantly, on Rimbaud or Hughes or Walcott

WHAT THEY WANT: Immortality

RESONANCE: Melancholy (words are the way we see the world so the right words make all the difference)

63 Private Eye

NAMES: Joe Allen, Luann Huitt

WHO THEY ARE: Sensible shoes and nondescript suit jacket, a good camera in a bad case, following someone or something

WHAT THEY WANT: This cold to go away so they can breathe for once

RESONANCE: Melancholy (nobody looks good through a viewfinder, not even the one taking the picture)

64 Promoter

NAMES: Adelio Lugo, Mauli Farhas

WHO THEY ARE: Standing outside the club to get people to come in, "It's theme night, this band is gonna blow up. Cover is twenty bucks but you get a free drink."

WHAT THEY WANT: Attention

RESONANCE: Choleric (passionate about this act, and angry that Ricki won't let them book their own night it's just Tuesdays for Christ's sake)

65 Punk

NAMES: Cal Bremer, Jessie Newberg

WHO THEY ARE: Mohawk for life, motorcycle jacket, boots, if it's not loud enough it's not good enough

WHAT THEY WANT: To get clean; the junk dulls the sound

RESONANCE: Choleric (angry at corporate sellouts and phonies and haters and Dad)

66 Ranter

NAMES: Rick Aycoke, Dawn Boies

WHO THEY ARE: They have a message to deliver, much of it written in block capitals on poster board or shouted at their fellow passengers

WHAT THEY WANT: One person to really listen and believe in the danger

RESONANCE: Choleric ("THEY ARE ALL AROUND US AND USE US FOR FUEL")

67 Reporter

NAMES: Achilles Marinakis, Chan Henley

WHO THEY ARE: Just asking some questions, trying to get this straight for the readers or viewers or my editor

WHAT THEY WANT: The inside story

RESONANCE: Phlegmatic ("I know something bigger is going on, I can feel it, see hints of a big pattern.")

68 Salesman

NAMES: Paul Carson, Stacey Thomas

WHO THEY ARE: "Off the job right now, but sure if you want I could tell you about this great opportunity."

WHAT THEY WANT: The commission

RESONANCE: Melancholy (can't get a break on this treadmill but can't get off)

69 Sanitation Worker

NAMES: Timoteusz Dambrowski, Hilda Moreno

WHO THEY ARE: Driving the garbage truck or wrestling the overflowing cans

WHAT THEY WANT: A strike
RESONANCE: Melancholy (the



workers are alienated from their labor, especially if their labor is carrying garbage)

70 Scalper

NAMES: Juan Hughes, Marisa Hassen

WHO THEY ARE: Middle-aged and unmemorable but they got tickets if you want them. “Oh, you’ve got tickets? Want to sell them?”

WHAT THEY WANT: Money

RESONANCE: Phlegmatic (tickets tickets tickets who needs tickets got four together)

71 Scenester

NAMES: Celestyn Moultrie, Tania Ruiz Khan

WHO THEY ARE: Dressed just outside of extra, ready for that thing you don’t even know exists, hitting the scene and drinking it in

WHAT THEY WANT: To catch the wave of the next thing

RESONANCE: Phlegmatic (seen it before done better in Brooklyn, used to like it before it got popular)

72 Security Guard

NAMES: Elias Pawlak, Medea Cepeda

WHO THEY ARE: Uniform, badge, flashlight, patterns, flat feet

WHAT THEY WANT: A new job, maybe real police work

RESONANCE: Melancholy (I can’t believe I miss Afghanistan fuck my life)

73 Shoeshine

NAMES: Ronnie Shields, Beneditta Sobczak

WHO THEY ARE: Sitting on the

step outside the building or the subway entrance, got their rags and brushes and polish and professional patter

WHAT THEY WANT: To stay warm

RESONANCE: Sanguine (people watching is its own reward, really)

74 Skater

NAMES: Justin Davis, Viola Gore

WHO THEY ARE: Skateboard punk with whipcord muscles and a drawl, but killer moves

WHAT THEY WANT: Avoid the enemy gang

RESONANCE: Sanguine (the skating high is even better than skating high)

75 Slayer

NAMES: Ronald Duchesne, Xin Qian Shen

WHO THEY ARE: They know you exist, and they know you can be killed because they've done it once. By daylight, while it slept, but still.

WHAT THEY WANT: To kill the creature that killed their little brother

RESONANCE: Melancholy (life isn't bad enough already, there has to be fucking bloodsuckers in it)

76 Small Timer

NAMES: David Sarver, Kimmy Baez

WHO THEY ARE: The medallions really pop against that track suit, but that eager shark smile brings the whole look together.

WHAT THEY WANT: A score that gets them in

RESONANCE: Melancholy (always thinking of an angle and scared of bigger fish)

77 Sob Story

NAMES: Jack Stapleton, Charlotte Abrams

WHO THEY ARE: "Man, I just need to get home. I lost my phone. I got mugged." Something about the flat delivery undermines the tragedy, or that's what you tell yourself anyway.

WHAT THEY WANT: One fat rube to buy the short con tonight

RESONANCE: Phlegmatic ("I think my delivery might be getting a little flat.")

78 Sorcerer

NAMES: Miles Gastelum, Gina Trejo

WHO THEY ARE: They know magic exists, and they have begun to explore it and tame it to their will. Whether they wear a trench coat or a sari, you know them by their staring eyes.

WHAT THEY WANT: An artifact; and all their research and rituals have pointed them to this city.

RESONANCE: Melancholy (long study of dubious lore plays hell with your personal life)

79 Stoner

NAMES: Jud Hopkins, Linda Ross

WHO THEY ARE: Amiable expression, a little chunky, kind of going through the motions on the job if that's where they are

WHAT THEY WANT: Doritos, man

RESONANCE: Phlegmatic ("This is the good shit, man, really chill.")

80 Store Clerk

NAMES: Gilbert Franklin, Alia Kapoor

WHO THEY ARE: Nametag and store logo, thousand-yard stare,

still young or well past it.

WHAT THEY WANT: Sex, probably, but anything exciting to happen

RESONANCE: Phlegmatic ("If this was an important job, they'd pay me better.")

81 Street Cleaner

NAMES: Simon Hedrick, Maria Puente

WHO THEY ARE: Wearing city (or private cleaning company) coveralls and pushing a broom or one of those big hoses attached to a water truck

WHAT THEY WANT: A real rain to wash this filth off the streets

RESONANCE: Melancholy (different day, same shit, literally)

82 Street Magician

NAMES: Kumal Kang, Alicia McKee

WHO THEY ARE: Just a little bling to distract you, "nothing up my sleeve," draws a crowd of people with nothing better to do

WHAT THEY WANT: To be on TV

RESONANCE: Sanguine (this beats real work)

83 Street Preacher

NAMES: Clayton Abraham Miller, Sherry Ellis

WHO THEY ARE: Wearing a suit that's seen better days, proclaiming the will of the Almighty through a handheld microphone in a calm but intense tone

WHAT THEY WANT: To save these sinners

RESONANCE: Choleric (can they not hear the Word of the Almighty?)

84 Streetwalker

NAMES: Jimi Harkness, Anael Almanza

WHO THEY ARE: Standing on the corner, wearing tight and trashy but not looking happy with it; they have a pimp who has a temper

WHAT THEY WANT: Bad things for their hotter rival on the next street over

RESONANCE: Phlegmatic (if you don't care, it doesn't matter)

85 Surveillance Technician

NAMES: Raj Oberoi, Cornelia DiSanto

WHO THEY ARE: Sitting in the van listening to the bug or watching the feed, waiting for it to go down. If they're not Second Inquisition, they're three degrees or fewer of separation from them, and they need to check in regularly.

WHAT THEY WANT: Solid evidence, on tape

RESONANCE: Phlegmatic (the key to surviving a stakeout is to keep an even keel, it's a marathon not a sprint)

86 Teacher

NAMES: Eugene Marks, Twyla Rittenhouse

WHO THEY ARE: Maybe an adjunct hoping to make tenure track, maybe still idealistic about public education, maybe just paying off those loans for ever.

WHAT THEY WANT: Right now, a one-night-stand to forget about work

RESONANCE: Melancholy ("Missed my shot at tenure, kids today are idiots when they're not animals, I didn't go to school for thirteen years and not learn how compound interest works.")

87 Tourist

NAMES: Feng Peng, Jennifer Pereira

WHO THEY ARE: Visiting your wonderful city to see that one thing that everyone knows but also maybe see the real city you know?

WHAT THEY WANT: More time here, this city is great

RESONANCE: Sanguine (new places feed lovely day-dreams)

88 Trader

NAMES: Randy Townsend, Katie Palomino

WHO THEY ARE: Good suit or ugly blazer, but on their phone making a deal that could buy your whole wardrobe a million times over.

WHAT THEY WANT: Venture capital, so they can make some real money

RESONANCE: Sanguine (master of the universe, just that the universe hasn't got the word yet)

89 Trucker

NAMES: Chuck Duffy, Liz McCoy

WHO THEY ARE: Walking back to the truck, stretching their legs, or behind the wheel and taking a shortcut

WHAT THEY WANT: Go home, see the kids

RESONANCE: Phlegmatic (too soon to take more Adderall)

90 Attractive Stranger

NAMES: Lucas Griffith, Celina Merrill

WHO THEY ARE: A crisp shirt buttoned-down just the right amount and with the sleeves rolled up to just below the elbows or long hair and a summer dress which is indecently short but still seems classy because of the buttons.

WHAT THEY WANT: To enjoy the night air, meet their date, and sushi that they don't have to pay for themselves.

RESONANCE: Sanguine (it's a beautiful evening and they are better than everyone else who's out in it)

91 Undercover Cop

NAMES: Bob Posada, Teresa Kane

WHO THEY ARE: Dressed a little too straight to be crooked, but those eyes ain't right

WHAT THEY WANT: To get this song out of my head

RESONANCE: Sanguine (nothing better than a badge and a gun and a world of fuckheads to use them on)

92 Unemployable

NAMES: Norman Robinson, Aline Dellinger

WHO THEY ARE: They used to have a trade, but it got obsolete or moved to India or Mexico or somewhere even cheaper. They're past forty and on the dole or unemployment or nothing, depending on the country. At least cheap beer is still cheap.

WHAT THEY WANT: To find out the real story of how

things got so fucked so fast

RESONANCE: Choleric (angry at immigrants who take our jobs and at politicians who just lie all the time)

93 Uniformed Cop

NAMES: Shane Binion, Hope Jurado

WHO THEY ARE: The cop on the beat, just a walkie-talkie squawk away from backup.

WHAT THEY WANT: Respect

RESONANCE: Choleric (mad at unappreciative locals who can't wait to call the cops when it's their house being busted into)

94 Urban Explorer

NAMES: Sean Hoag, Louise Esquivel

WHO THEY ARE: Wears good boots and carries a good backpack and a great flashlight, but why are they here, exactly?

WHAT THEY WANT: To make a find

RESONANCE: Sanguine (cities are spaces full of wonder and mystery, and most people don't even know it)

95 Urban Zoologist

NAMES: Hector Darcy, Meghan Singer

WHO THEY ARE: Studying rats or raccoons or coyotes or hawks or any of the other organisms that cohabit with humans. Carrying a flashlight and a notebook and a jar of peanut butter.

WHAT THEY WANT: A grant

RESONANCE: Melancholy (when you truly understand that rats are instinctively cleaner and better socialized than humans it kind of breaks you inside)

96 Vagrant

NAMES: Morton Floyd, Naomi Wynn Sanders

WHO THEY ARE: Sleeping in the alley or shoving the shopping cart along or huddled up under the bridge.

WHAT THEY WANT: Food nobody threw out

RESONANCE: Melancholy (sleepy and hungry and dirty and need to piss)

97 Valet Parking Attendant

NAMES: Jie Lin, Krysia Tyler

WHO THEY ARE: Young and restless, with a pack of smokes and a red jacket

WHAT THEY WANT: That Jaguar they just parked

RESONANCE: Phlegmatic ("Just five more hours of this until I'm off shift.")

98 Ward Boss

NAMES: Stephen Parnell O'Rourke, Bethany Soliz-Gordon

WHO THEY ARE: They run the local political machine; they get the votes in, and make sure they get counted right, they arrange city jobs for loyal workers, they do favors and call in favors. Oh, and they do a little legal work for a firm that does lots of city business.

WHAT THEY WANT: Order in their patch

RESONANCE: Choleric (passionate about the party, envious of the rich donors, angry at the other party)

99 Wounded Veteran

NAMES: Joseph Navarro, Lisa Briley

WHO THEY ARE: Military jacket over blue jeans, on crutches in the library or the park or the train station. They don't talk to other folk much.

WHAT THEY WANT: The noises to stop

RESONANCE: Melancholy (PTSD)

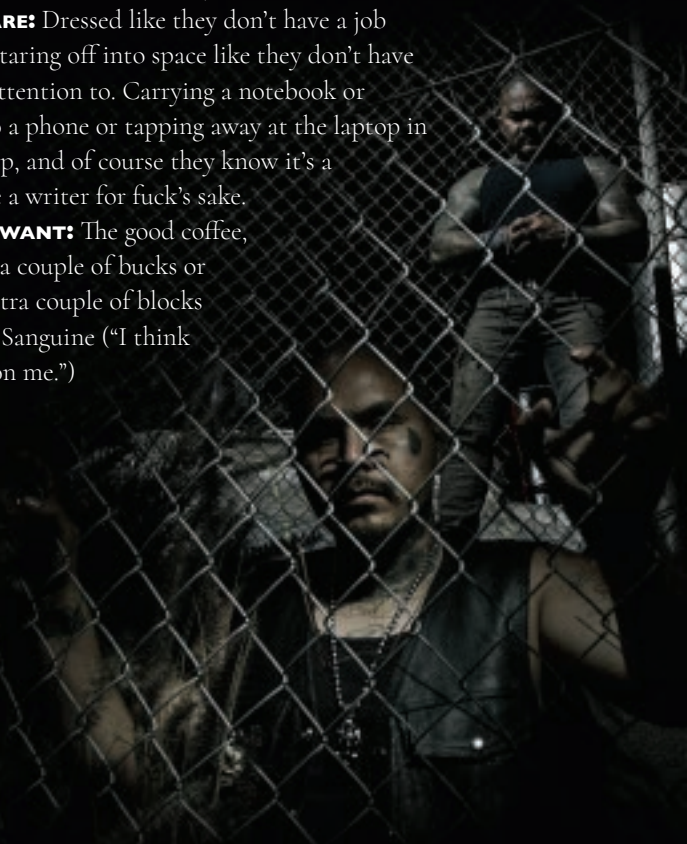
00 Writer

NAMES: Will Dobson, Helena Mojica

WHO THEY ARE: Dressed like they don't have a job to go to and staring off into space like they don't have a life to pay attention to. Carrying a notebook or dictating into a phone or tapping away at the laptop in the coffee shop, and of course they know it's a cliché, they're a writer for fuck's sake.

WHAT THEY WANT: The good coffee, worth an extra couple of bucks or walking an extra couple of blocks

RESONANCE: Sanguine ("I think they just hit on me.")





100 Sites

This section presents some typical sites that could be open at night in your city and your chronicle. Sites appear alphabetically. The Supporting Cast given in each entry represent the sort of people who hang out in the site at night; the Storyteller can alter their characteristics or their Resonances to suit their own story.

Apply hunting test modifiers or change them to suit the method employed – a Difficulty reduction to seduction styles is not going to help you if you take your blood by force.

Sites can and should have an impact on the game mechanics. The Other Systems entry provides some suggestions toward that end.

01 Airport

SUPPORTING CAST: Hurried passengers, Over-attentive security personnel, flight attendants power-napping

RESONANCE(S): Choleric

OTHER SYSTEMS: Any chase through security suddenly adds +3 to Difficulty. Larceny tests to smuggle items through security begin at Difficulty 5; it's often easier to suborn airport personnel such as janitors.

02 Alley

SUPPORTING CAST: A student hurrying home, a lurking mugger, a gruff-looking man starting a barrel fire

RESONANCE(S): Melancholic

OTHER SYSTEMS: This site provides half the normal blood when hunting (rounded down).

03 Amusement Park

SUPPORTING CAST: Families having fun, lovers getting rooked by carnies on the midway, lost kids, pickpockets, costumed characters; depending on the park, maybe even a hipster nouveau freak show

RESONANCE(S): Sanguine

OTHER SYSTEMS: A good place to lose a tail; shadowers lose two dice from their pools to follow a target through here.

04 Animal Shelter

SUPPORTING CAST: Overworked veterinarian, idealistic volunteer care worker, cynical animal services catcher, stray dogs and cats

RESONANCE(S): Melancholy

OTHER SYSTEMS: A good source of less-than-rigorously-tracked medical supplies, tranquilizers, and such. Rather than the human Resonance(s) above, Kindred can take twice the result when hunting for animal blood. Kindred lose dice from their Stealth pools equal to 5 minus their Animal Ken.

05 Army Surplus Store

SUPPORTING CAST: A rotating cast of college-age clerks, preppers buying more duct tape and bulk protein bars, punks looking for boots, Boy Scouts excitedly discussing an upcoming hike.

RESONANCE(S): Choleric

OTHER SYSTEMS: Your one-stop shop for all kinds of useful gear from chemical glow sticks to pre-sharpened stakes; make scrounging tests at Difficulty -2.

06 Art Gallery

SUPPORTING CAST: Owner and buyer, curious tourists, extremely wealthy dabblers, too-cool artist, grumbling critic, art students prepping for their exams, Toreador investor

RESONANCE(S): Roll: **1-7:** Phlegmatic, **8-0:** Choleric

OTHER SYSTEMS: Hunting tests involving Social skills here are at -1 to Difficulty, as the audience opens itself up to the strange and new and dangerous.

07 Asylum

SUPPORTING CAST: Brutal orderlies, dangerously experimental (or negligent) psychiatrists, and a host of mentally ill sufferers.

RESONANCE(S): Phlegmatic (Choleric in the full moon)

OTHER SYSTEMS: Malkavians get a one-die bonus to Resonance effects from the patients' blood.

08 Bar, After-Hours

SUPPORTING CAST: After-hours drinkers, punks on a bender, junkie looking to score, curious "scene tourists," predatory dealer

RESONANCE(S): Melancholy

OTHER SYSTEMS: It's deliberately dark and gross here; Most hunting tests take -1 to Difficulties. Everyone's blood here has alcohol or something stronger in it (Core p. 310).



09 Bar, Dive

SUPPORTING CAST: Hipsters seeking authenticity, husbands seeking solitude, bartender, salesmen on break after too many cold calls.

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Folks notice if regulars go missing; someone looking into a death here gains two dice on Investigation.

10 Bar, Sports

SUPPORTING CAST: Busy bartenders and waitresses, beefy guys rooting for even beefier guys, frat bros and sorority girls, cute sales reps offering free shots of some vile liquor

RESONANCE(S): Choleric

OTHER SYSTEMS: Hunting tests take -1 to Difficulties if you can separate the game from the herd;

separating someone from their group takes a +1 to Difficulty.

11 Bath House

SUPPORTING CAST: Cruising gay men, towel attendants, seen-it-all front desk man, really-seen-it-all janitor

RESONANCE(S): Sanguine

OTHER SYSTEMS: Hunting tests at -1 Difficulty for male-appearing vampires; Looks Merit definitely applies.

12 Bodega

SUPPORTING CAST: proprietor, their spouse watching for shoplifters, their kid stocking shelves, shoplifters, drunks and junkies looking for carbohydrates, people with dates in half an hour desperately looking for flowers or pasta or both, bodega cat

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Scrounging tests at +1 to Difficulty here. In other cities, this is a convenience store, often a chain franchise. Everything except the cat remains the same.

13 Bookstore

SUPPORTING CAST: A steady stream of customers until 11:00, two guys flirting in the DVD section, embezzling petty cashier, reader camped out in a chair.

RESONANCE(S): Roll: 1-7: Melancholy, 8-0: Sanguine

OTHER SYSTEMS: Add one die to Academics tests to research something on the shelves.

14 Bookstore, Occult

SUPPORTING CAST: Stern earth-mother owner-cashier, pagan priest or occult author



doing a reading, the small knot of devotees listening to them, dumped guy looking for a love charm, tourists enjoying the local color, tabletop roleplaying game designer doing research, bookstore cat

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Add two dice to pools for Occult tests, alchemical scrounging tests, and Cult-style Osiris hunting tests here. Basically anything helped out by having every kind of candle, witchcraft ingredient, tarot deck, crystal, or glossy paperback on magick-with-a-k you can imagine.

15 Bowling Alley

SUPPORTING CAST: Night manager, shoe rental clerk, nacho seller, league bowlers, incompetent bowlers on misguided dates,

hipsters, some of whom actually enjoy bowling

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: It's hard to hunt when the kine form teams. Hunting tests take +1 to Difficulty here.

16 Brothel

SUPPORTING CAST: Nervous clients, bored staff, coolly welcoming madame, watchful bouncer or pimp

RESONANCE(S): Choleric (from workers), Sanguine (from clients)

OTHER SYSTEMS: Client records here are good for one or two temporary dots of Influence in the right place.

17 Bus Station

SUPPORTING CAST: Junkies shooting up, nearly catatonic ticket agent, Amish waiting patiently while having their every belief

about the outside world confirmed, soldiers on leave

RESONANCE(S): Melancholy

OTHER SYSTEMS: The Second Inquisition doesn't keep a watch on the bus station. Perhaps they feel intercity bus travel is punishment enough for vampires or that the likelihood of delays means a night voyage becomes a short, hot day trip. Bus drivers do make excellent courier Contacts, however.

18 Casino

SUPPORTING CAST: Pit bosses, steely eyed manager, blank-faced cocktail waitresses, bartender, gamblers of all types of desperate brokenness, tourist rubes to be fleeced

RESONANCE(S): Random (1-2: Phlegmatic; 3-6: Melancholy; 7-8: Choleric; 9-0: Sanguine)

OTHER SYSTEMS: Quick gambling system: Bet a dot of Resources and roll Wits + Awareness vs. a pool one die larger (No Willpower or Blood Surge or other monkey business). If you win, gain an extra dot; if you win at a cost, stand pat and owe a minor Boon to someone dangerous. If you lose, lose the dot. On a total failure, lose the dot and incur a major debt to someone unpleasant.

19 Cathedral

SUPPORTING CAST: Priests and vergers, Midnight Mass parishioners and choir, a genuflecting janitor, a sketching tourist.

RESONANCE(S): Sanguine

OTHER SYSTEMS: There's no such thing as "holy ground." It's probably just nerves that explain why all vampires lose one die from their Physical pools while inside the cathedral. However, the cathedral registries and archives provide a two-dice bonus to Investigation involving the history of the city.

20 Chemical Plant

SUPPORTING CAST: Third-shift workers in a good year, truck drivers and forklift operators, very underpaid security guards, mobsters disposing of corpses

RESONANCE(S): Choleric

OTHER SYSTEMS: Alchemical scrounging tests here take -1 to Difficulty. Drinking from long-term workers here can have very weird side effects indeed: heavy-metal poisoning (Up to 5 Superficial damage that slowly chelates out; only mend one point per night, and only after going to Hunger 5) is only the least of them.

21 Church, Decaying

SUPPORTING CAST: Verger forgotten by nearly everyone, Cainite Heresy cultists looking for a meeting place, elderly widowers visiting the churchyard

RESONANCE(S): Melancholy

OTHER SYSTEMS: With barely anyone around, Difficulties to find prey at all are at +2.

22 Church, Storefront

SUPPORTING CAST: Enthusiastic immigrant or lower-class congregation, preacher obsessed by hellfire or social justice or both, church ladies keeping the neighborhood together

RESONANCE(S): Sanguine

OTHER SYSTEMS: Someone here has True Faith. Suborning the preacher gives you a dot of Influence in the district as long as you keep them.

23 Chop Shop

SUPPORTING CAST: Grease monkeys, car thieves with new merch, buyers in a hurry

RESONANCE(S): Choleric

OTHER SYSTEMS: Make a quick Wits + Streetwise test and drive off in a new car, guaranteed clean plates and papers, for just \$20,000 cash, minus two grand per success.

24 Cinema, Arthouse

SUPPORTING CAST: Film-buff projectionist, concession and ticket sales staff, old-fashioned movie-lovers, introverted homeless man, rowdy teenage potheads, cult movie fanatics, artsy film students, really intense fans of F.W. Murnau, F.W. Murnau

RESONANCE(S): Depends on the film playing: Horror (Melancholy), Drama (Phlegmatic), Martial Arts or Western (Choleric), Comedy or Erotic (Sanguine)

OTHER SYSTEMS: Non-fatal and subtle hunting test Difficulties at -1 in the flickering dark

25 City Hall

SUPPORTING CAST: Janitors and cops within smelling distance of retirement, a dedicated civil servant doing outreach for the party, one of the mayor's comelier aides likewise occupied

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Characters with more Influence than their opponents add the difference to their Social contest pools here.

26 Clinic

SUPPORTING CAST: Concerned doctor, friendly nurse, genial receptionist, busy lab technician, worried patients

RESONANCE(S): Phlegmatic, but roll: **1:** Choleric, **0:** Sanguine

OTHER SYSTEMS: No bagged blood here, sadly, although there is a blood work lab with a samples fridge. Hunting here isn't easy because there's very little unwatched space: +2 to Difficulty.

27 Coal Tunnels

SUPPORTING CAST: None living

RESONANCE(S): None

OTHER SYSTEMS: Those who know them can navigate around the downtown core from basement to basement unseen by anyone. Navigate with Wits + Survival; emerge unseen with Dexterity +

Larceny or Stealth (depending on the robustness of the locks on the forgotten coal doors).

28 Coffee Shop

SUPPORTING CAST: Coffee-guzzling students, energetic counter-culture intellectuals, people killing time before the movie, hardworking staff

RESONANCE(S): Sanguine (thanks to a combination of caffeine and branded rebellion)

OTHER SYSTEMS: Vampires drinking heavily caffeinated blood can add one more die to Wits with a Blood Surge than normal, at the cost of one point of Willpower.

29 Community College

SUPPORTING CAST: Students of varying ages, smokers of varying tobaccos on the porches, homeless people sleeping on the quad, security guard looking busy

RESONANCE(S): Roll: **1-6:** Melancholy, **7-9:** Phlegmatic, **0:** Sanguine

OTHER SYSTEMS: Kindred who enroll at community college can buy new Specialties or Skill dots (if the Storyteller agrees the subject can be taught here) at two-thirds the regular cost. The library adds one die to Academics, Craft, and Technology research dice pools.

30 Consulate

SUPPORTING CAST: Quiet, well-dressed security guards, a junior diplomat sending a fax home, an irritated local lawyer, guests and hosts at a reception for a foreign dignitary or cultural figure

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: With the right two-dot Contact here, you can get a fake passport (one-dot Mask) once per story.

31 Courthouse

SUPPORTING CAST: Night clerks, judges, ambulance-chasing lawyers, defendants and bailiffs, janitors with a government pension and surprising political connections

RESONANCE(S): Choleric

OTHER SYSTEMS: Court records reveal much, especially the true working of power in the city; add one die to relevant research pools (e.g., Investigation and Politics) and two dice to such pools touching on local Ventrue affairs.

32 Crematorium

SUPPORTING CAST: Crematory operator on the take

RESONANCE(S): None

OTHER SYSTEMS: Add two dice to pools for Intimidation tests of Kindred you brought here.

33 Diner

SUPPORTING CAST: Short-order cook, waitresses, drunks and stoners, college kids on dates or in packs taking up booths, truckers and businessmen passing through

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Hunting tests at +1 Difficulty inside, but once you pick the target inside you take a -1 Difficulty just outside.

34 Dojo

SUPPORTING CAST: Students of various ages, hardcore instruc-

tors, wannabe kickboxer, devoted Olympic hopeful

RESONANCE(S): Choleric

OTHER SYSTEMS: Hunting tests here are at +3 Difficulty, given the dojo's focus on situational awareness and defensive thinking

35 Drug Lab

SUPPORTING CAST: Naked flunkies weighing and cutting the stuff, lots of itchy guards, drug chemist

RESONANCE(S): Sanguine

OTHER SYSTEMS: To hunt regularly in this site, you pretty much have to run it, but a one-time hit that leaves no witnesses ... The equipment here can be dual-purposed by thin-blood alchemists with Fixatio.

36 Drug Market, Open-Air

SUPPORTING CAST: Customers of every variety. Suspicious lookouts watching new arrivals. Overly-curious tourists. Groups of dealers jealously guarding their spots. Undercover cops sizing the place up for a raid.

RESONANCE(S): Sanguine

OTHER SYSTEMS: To hunt from this site, you have to be able to protect it – from the cops, and from rival crime bosses who want to “protect” it.

37 Drugstore

SUPPORTING CAST: Night-shift pharmacist, bored cashiers, stock clerk sneaking a joint, dawdling or stoned or just out-of-it customers

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: If the alchemist can get into the pharmacy, their

scrounging tests are at -2 Difficulty. It's not easy to do in a 24-hour drugstore, though.

38 Electronics Shop

SUPPORTING CAST: Shady proprietor, bargain-hunting shoppers, fuming former customers, bored staff, time-pressed trucker making a delivery, nervous thief attempting to sell off his haul.

RESONANCE(S): Choleric

OTHER SYSTEMS: This is where stuff that "fell off the truck" fell. A full-fledged fence operation substitutes Streetwise for Technology, and has no customers, being strictly business-to-business.

39 Factory, Abandoned

SUPPORTING CAST: Rats, ragged stray dog, unwholesome vagrant, curious teenage wanderers

RESONANCE(S): Animal

OTHER SYSTEMS: This place is seriously scary; add two dice to pools for Dread Gaze or any other attempt to terrify a target.

40 Forex Office

SUPPORTING CAST: Traders playing the markets on the day side of the world, custodians, office manager looking at porn

RESONANCE(S): Depends on the markets; make an Intelligence + Finance test (Difficulty 4) to pick a Resonance or roll: **1-3:** Melancholy, **4-7:** Phlegmatic, **8-0:** Sanguine

OTHER SYSTEMS: If the office is open plan, +1 to stealth-based hunting test Difficulties; if it's a cubicle farm, -1 to stealth-based hunting test Difficulties.

41 Gas Station

SUPPORTING CAST: Night-shift attendant, truckers in dirty clothes, carloads of curfew-breaking teenagers, bored young gangbangers, stray dogs that don't back down, middle-aged motorists comparing printed-out internet directions with the big plastic-shielded map inside the store, a filthy bastard taking all the used-car magazines a yuppie DUI-waiting-to-happen trying to act casual

RESONANCE(S): Roll: **1-8:** Phlegmatic, **9-0:** Choleric

OTHER SYSTEMS: Stealth-based hunting tests at -1 to Difficulty everywhere except right out under the lights by the pumps.

42 Gun Shop

SUPPORTING CAST: Regular customers in red or camo baseball caps, preppers, off-duty cops, frightened homeowners and gentrifiers

RESONANCE(S): Roll: **1-7:** Phlegmatic, **8-0:** Choleric

OTHER SYSTEMS: In some cities, this place is inconveniently far out in the suburbs and only stays open for a very short time after sunset.

43 Gym

SUPPORTING CAST: Fitness buffs, insomniac travelers, night-shift trainers funding a steroid habit. In old-school gyms: proper boxers and their trainers and their shifty handlers.

RESONANCE(S): Choleric

OTHER SYSTEMS: Increase all hunting Difficulties by +1.

44 Hardware Store

SUPPORTING CAST: Do-it-yourselfers, decorators, contractors with big orders and no time, professional sellers, harried manager

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Whatever you need for that upcoming Craft test, get it here.

45 Hematology Lab

SUPPORTING CAST: Hematology chief, phlebotomists, security guard, sleeping graduate student, overworked researcher, clinical technician catching up on backlog

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Add one die to pools for alchemical scrounging tests. The blood is much better inventoried; attempts to steal or tamper with it undetected are at +3 to Difficulty. This lab might be in a hospital, a pharmaceutical corporate facility, or a university. Its records might reveal a great deal to characters who can puzzle them out with Medicine or Science (Biochemistry), but it's an extended test at best.

46 Homeless Shelter

SUPPORTING CAST: Homeless people of all kinds, church workers talking in a foreign language, an earnest liberal trying to impress an activist

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: All hunting tests at +1 to Difficulty, but tests to disguise the cause of death take -2 to Difficulty.

47 Hospital

SUPPORTING CAST: Doctors and nurses, but not enough of them; hypochondriacs persistent enough to get ignored; patients living and dying with every kind of disease

RESONANCE(S): Roll:

1-6: Melancholy,

7-0: Phlegmatic

OTHER SYSTEMS:

One-time



score of medical blood instead of Blood Bonus (three times the hunting test margin in blood bags). Scrounging pharmaceuticals is possible here; scrounging medical waste takes -2 to Difficulty.

48 Hotel, Five-Star

SUPPORTING CAST: Obsequious concierge staff, efficient maid, eager busboys and porters, world-weary bartender, wildly partying rich kids, repressed conventioners, unscrupulous businessman on assignment, celebrity on a press junket, reclusive billionaire
RESONANCE(S): Roll: **1-6:** Phlegmatic, **7-0:** Sanguine; Manipulation
OTHER SYSTEMS: Superb security imposes a +3 Difficulty on tests to hunt the guests without pre-existing social ties or contacts; hunting the staff only takes +1 to Difficulty. Resources •••• to stay here, Resources ••••• for a suite.

49 Jail

SUPPORTING CAST: Corrupt or uncaring guards, gang bangers, drunks sleeping it off, people held for months without trial because they can't make bail, prison preachers
RESONANCE(S): Roll: **1-2:** Phlegmatic, **3-7:** Melancholy **8-0:** Choleric
OTHER SYSTEMS: Getting access to the jail population means either getting sent to jail, which is not ideal for Kindred, or bribing a guard, which is ideal for Kindred.

50 Junk Shop

SUPPORTING CAST: Saul the old white-haired proprietor, his

grand-nephew for the heavy lifting, long-haired music snobs rifling through the old record collections, hipster interior decorators, suburban antique fans, old fella in suspenders and army jacket wandering the aisles, junk shop cat

RESONANCE(S): Phlegmatic
OTHER SYSTEMS: Old postcards and letters may hold forgotten secrets, idiosyncratic books and magazines have informative paragraphs, trinkets might be talismans. Characters can look for something significant amidst the junk (Resolve + Awareness; Difficulty 4) and apply their margin to the next Mental test, assuming they pay Saul \$10 for the whatever-it-was. Scrounging tests at -1 Difficulty; Larceny tests at -2 Difficulty, but stealing from Saul is bad luck, everyone says so...

51 Kebab Stand

SUPPORTING CAST: Manic or hard-bitten operator, drunk clubbers, hungry panhandler, good Samaritan bringing coffee
RESONANCE(S): (From customers) Roll: **1-6:** Choleric, **7-0:** Sanguine
OTHER SYSTEMS: In some cities, this stand sells hot dogs or pizza by the slice or tacos. Whatever the food, this is a great place to hear gossip about the club or late-night scenes; add one die to Social test pools to get the word on the street.

52 Laundromat

SUPPORTING CAST: Disgruntled owner, small-time drug dealer selling where it's warm, single moms

doing four loads while their kids sleep, drunks and creeps.

RESONANCE(S): Melancholy
OTHER SYSTEMS: Feeding here in the over-bright fluorescents usually takes +2 to Difficulty, but this can be a good place to acquire later targets walking home with their arms full.

53 Lawyer's Office

SUPPORTING CAST: Partners, associates, paralegals and clerks desperately researching an upcoming case, IT guys compiling at night during off-peak server hours, cleaning staff
RESONANCE(S): Choleric
OTHER SYSTEMS: What's the difference between a ghoul and a lawyer? One drinks your blood and promises to do what you say, and the other is a ghoul. Hunting in the office takes a +1 to Difficulty, if at all possible.

54 Library

SUPPORTING CAST: Avuncular librarian, necking teens, empty-eyed university students doped up on caffeine pills and fear, sleepy homeless person.
RESONANCE(S): Phlegmatic
OTHER SYSTEMS: Libraries provide additional dice to pools for research tasks within their subject area. The size of the bonus depends on the library's quality: an underfunded branch library might just add one die to one or two Specialties of Academics, while a top university library adds a die (or even two) to any Specialty of Academics, Medicine, Politics, or Science.

55 Limousine Service

SUPPORTING CAST: Owner; his sister-in-law, the dispatcher; drivers waiting for assignment; two full-time mechanics; a receptionist handling sales

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: The cars have tinted windows, fully polarized in back. You could sleep in the back seat of one in broad daylight, assuming you trusted the driver.

56 Loan Shark's "Office"

SUPPORTING CAST: Loan shark, a couple of leg-breakers, a desperate looking client

RESONANCE(S): Melancholy

OTHER SYSTEMS: As with many criminal sites, only by muscling into the racket above the loan shark can you hunt on this site.

57 Mansion, Modernist

SUPPORTING CAST: Resentful scion of a fortune; obsessed architects on tour; socialite giving a reception and their guests, counting the minutes until they can leave.

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Hosting a reception or other function there adds one dot to Influence with the arts community in town for the next month.

58 Medical Center

SUPPORTING CAST: Professionally friendly appointment secretary, nurses projecting calm, murmuring specialists, nervous patients holding it together

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Accessing medical records from an internal

terminal here takes a -1 to Difficulty. The online inventory system for bagged blood is state-of-the-art; Manipulation + Technology to use it to mark extra blood as "expended." Difficulty 5 test (Difficulty 3 for a character with Medicine); gain twice the margin in free (but processed) blood bags each week.

59 Morgue

SUPPORTING CAST: The night medical examiner and his bullied and tyrannized staff, janitors who have literally seen it all, a few morgue attendants who get high on their break on the loading dock. Oh, and lots of corpses.

RESONANCE(S): Melancholy

OTHER SYSTEMS: Add two to dice pools for Investigation into mysterious deaths. Many Rituals and alchemical formulae involve parts of corpses; a Contact here would pay for themselves in Minor Boons.

60 Mosque

SUPPORTING CAST: Patient imams and eager religious students, immigrants joyful at keeping some connection to Allah in this cold land, radical weirdos, secret police infiltrating badly or ham-handedly "liaising."

RESONANCE(S): Sanguine

OTHER SYSTEMS: Non-Muslim vampires lose a die from all Social tests here. Muslim vampires suffer the "holy ground" effect as the Cathedral, p. XX.

61 Motel, Dire

SUPPORTING CAST: Three-time loser on the run, drunken manager, undercover narc, organized crime

lowlife, gang members, bad-luck prostitute, nomad vampire

RESONANCE(S): Melancholic

OTHER SYSTEMS: Most hunting tests take -1 to Difficulty; it would be even easier if half the people here weren't hiding out from someone.

62 Museum

SUPPORTING CAST: Curator working late, non-profit reception full of bored swells and nervous grant applicants, thief casing the joint, underpaid security guard hired because the insurance company insisted. Mummies.

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Add two dice to any pool for researching the museum's Specialty. Some museums may also grant one bonus die to Occult pools.

63 Nightclub, Edgy

SUPPORTING CAST: Edgelord impresario, bouncers and bartenders and cocktail waitresses, scenesters looking for the next wave, drug dealers, lifestyle journos looking to kill the next wave, kids trying to look cool or get laid, creeps trying to lay people way too young for them, poaching Kindred

RESONANCE(S): Sanguine

OTHER SYSTEMS: Most hunting tests take -1 to Difficulty here. If you're not part of whichever scene this club represents, lose one die from Social test pools here.

64 Nightclub, Exclusive

SUPPORTING CAST: Hedge fund managers, Instagram influencers, high-end escorts

RESONANCE(S): Sanguine





OTHER SYSTEMS: Upper class Scene Queen Predator types add two dice to their hunting pools here; this whole environment is designed to feed on mortal predators just like them.

65 Nightclub, Seedy

SUPPORTING CAST: Drug dealer sampling their stock, crummy drummer, increasingly worried scenesters

RESONANCE(S): Melancholic

OTHER SYSTEMS: Hunting tests take -1 to Difficulty here.

66 Observatory

SUPPORTING CAST: Astronomy grad students, university SF club meeting, bored custodian

RESONANCE(S): Choleric (fiery spirits drawn to the stars)

OTHER SYSTEMS: Rituals involving astrology or the stars gain two extra dice when carried out here.

67 Old Folks' Home, Underfunded

SUPPORTING CAST: Drugged-up confused elderly people, a few overworked nurses who don't get paid enough, someone's nice relative who actually visits

RESONANCE(S): Melancholic

OTHER SYSTEMS: Hunting automatically succeeds, but the blood has drugs and strange echoes of the past in it (remove one die from Wits). It might make just the libation for Memoriam, though.

68 Opera House

SUPPORTING CAST: Singers fat and otherwise, socialite audience

likewise, genuine opera nerds in the nosebleed seats, stagehands, musicians

RESONANCE(S): Depends on the opera: Wagner (Choleric), Mozart or Italian (Sanguine), Russian (Melancholic), modern (Phlegmatic)

OTHER SYSTEMS: Stealth-based hunting backstage or right after the show takes a -1 to Difficulty. Hunting during the performance is just rude, but a quick sip-and-lick takes -1 to Difficulty.

69 Park

SUPPORTING CAST: Teens out on a clandestine drunk, softball players gearing up for a game, dog owners drinking coffee and watching their pets

RESONANCE(S): Sanguine

OTHER SYSTEMS: Gangrel add one die to pools for hunting tests here.

70 Parking Garage

SUPPORTING CAST: Aggravated drivers looking for a spot, speed-walking office workers headed for home, half-inebriated clubbers heading out to party

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Hunting only produces half the regular amount, due to scarcity of prey.

71 Pawn Shop

SUPPORTING CAST: Proprietor, desperate junkie with a broken camera, deal-hunting shopper out of their element, old man from the neighborhood, sad case hoping to buy back a wedding ring, twitchy small-time thief

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: See the Electron-

ics Shop (p. XX) and the Junk Shop (p. XX); characters with the right Contacts can get handguns here.

72 Photo Studio

SUPPORTING CAST: Seen-it-all pro photographer, flamboyant hair and makeup crew, grumbling production assistants, eager photo apprentice, stoic models, modeling agent, micro-managing advertising executive, concerned client, rental office receptionist

RESONANCE(S): Roll: 1-6: Phlegmatic, 7-0: Sanguine

OTHER SYSTEMS: Each individual studio in the building can be sealed and totally darkened. Just saying.

73 Police Station

SUPPORTING CAST: Unhelpful desk sergeant, about half a shift worth of patrolmen, two homicide detectives working late, motorpool gearheads, vagrants in holding cells

RESONANCE(S): Choleric

OTHER SYSTEMS: Getting access to the police intranet provides a two-dice bonus to pools for characters looking into crimes (knowingly or unknowingly) in this city, going back a century.

74 Power Plant

SUPPORTING CAST: Maintenance engineers keeping the old dynamos turning, cops on a drive-by, picketers (if it's a nuclear plant)

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: Securely fenced with monitored gates, but lots of empty space and hiding places. Attempts to break in take +1 to Difficulty, but once inside hunting tests take -1 to Difficulty.

75 Private Club

SUPPORTING CAST: The rich and powerful, posh and poised valets, drunken club members, nervous and overwhelmed guests in borrowed blazers, white-gloved waiters leaning over with folded hands to take requests, blue-coated doormen sneaking a smoke outside the front door, white-jacketed kitchen staff joking in a foreign language

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: If one of the characters is Ventrue, then the coterie are the "legacy" and members here. If none of the characters is Ventrue, the Blue Bloods won't take kindly to lesser breeds trying to drink from their cellar. Characters who are (or can pose as) members or social peers of members can make a Charisma or Manipulation + Etiquette test (Difficulty 4) and gain a pool of extra dice equal to their margin. They can spend dice from that pool on Politics or Finance tests for the next three nights or until they run out of dice.

76 Private Investigator's Office

SUPPORTING CAST: The owner and head detective, busy investigators, a bored client waiting for help, a secretary brewing coffee

RESONANCE(S): Melancholic

OTHER SYSTEMS: Access to the P.I.'s skip-tracing software adds one die to Investigation dice pools.

77 Psychic Parlor

SUPPORTING CAST: The psychic, credulous séance circle, college kids on a lark

RESONANCE(s): Phlegmatic

OTHER SYSTEMS: If the psychic has real gifts, resolve them as Resolve + Awareness. Difficulty equals twice the level of the Auspex power the psychic attempts to replicate.

78 Railway Station

SUPPORTING CAST: Business travelers or late commuters, tourists carrying overstuffed backpacks, porters and ticket clerks and conductors and maintenance staff.

RESONANCE(s): Random (1-3: Phlegmatic; 4-6: Melancholy; 7-8: Choleric; 9-0: Sanguine)

OTHER SYSTEMS: Probable Second Inquisition presence means tests to cover up a kill suffer +2 to Difficulty. That said, a hunting roll timed for a train's arrival takes -1 to Difficulty.

79 Restaurant, Buffet

SUPPORTING CAST: Family diners, manager, service staff, cashiers, cooks, cleaning crew

RESONANCE(s): Phlegmatic

OTHER SYSTEMS: Alchemists' scrounging tests for bulk foodstuffs and condiments are at -2 to Difficulty here.

80 Restaurant, Fashionable

SUPPORTING CAST: Steely-eyed maître d'hôtel, sycophantic waiters, magnificent hostesses, smooth bartender, agonizingly overworked kitchen assistants, wealthy partiers, faux-humble celebrity chef, taciturn valets

RESONANCE(s): Sanguine

OTHER SYSTEMS: If you don't have Resources ... you can't even afford to look at the wine list, and

if you don't have Influence ... or Fame ... you can't get a reservation. Thus, you add two dice to pools for Social tests on your mortal guests here, and one die to those tests on Kindred susceptible to fashions.

81 Roller Rink

SUPPORTING CAST: Kids skating, rollergirls, a teacher and his class on a field trip. During derby matches: a heavy crowd of hipsters and extreme sports followers.

RESONANCE(s): Sanguine

OTHER SYSTEMS: During derby matches, see Night Game, Core p. 326.

82 Shantytown Under the Overpass

SUPPORTING CAST: Homeless folks, filthy junkies, mentally ill wanderers

RESONANCE(s): Melancholy

OTHER SYSTEMS: All hunting tests are -2 to Difficulty; the blood may be contaminated with God knows what; characters looking for Renfields with nothing to lose need look no further

83 Slaughterhouse

SUPPORTING CAST: Immigrant line workers, floor foreman, lots of livestock, butchers and restaurateurs coming to get the good cuts before sunrise

RESONANCE(s): Choleric or Animal

OTHER SYSTEMS: If hunting for animal blood, take double the result. The slaughterhouse may be long empty, in which case treat it as the Abandoned Factory (p. XX).

84 Squat

SUPPORTING CAST: Activists, trust-fund radicals, that one band that's going to break big in two years, their heroin dealer's side piece, random junkies.

RESONANCE(s): Sanguine

OTHER SYSTEMS: Hunting tests at -1 Difficulty; fifty percent chance the victim has heroin or oxy in their blood.

85 Stadium

SUPPORTING CAST: On game night: 80,000 of them (see *Night Game*, Core p. 326). Other nights: maintenance and custodial staff echoing in the cavernous halls, coaches watching films.

RESONANCE(s): Choleric

OTHER SYSTEMS: Post-hypnotically Dominated athletes, coaches, or team staff make excellent carrier pigeons for messages to other cities.

86 Subway Station, Busy

SUPPORTING CAST: Maintenance crews, energetic buskers, sorry-state panhandlers, busy commuters, pickpockets, late-night theater crowd, weekend club kids, track rats, hopeless case contemplating suicide

RESONANCE(s): Random (1-3: Phlegmatic; 4-6: Melancholy; 7-8: Choleric; 9-0: Sanguine)

OTHER SYSTEMS: Pushing someone under a train involves Strength + Stealth vs. their Wits + Dexterity; if you win by 3 or more they go under the train for all the Aggravated damage (or 4d10 Superficial damage for Kindred).

87 Subway Station, Decommissioned

SUPPORTING CAST: Nosferatu in a territorial mood, homeless sleepers, mole people, urban explorers discovering their GPS doesn't work.

RESONANCE(S): Animal

OTHER SYSTEMS: Bring a spare human victim down here for a Minor Boon with the Nosferatu.

88 Supermarket

SUPPORTING CAST: Chill cashiers, nitpicking supervisor, not enough stock clerks, a mélange of customers who work unconventional hours, partiers looking for ice and mixers and chips and maybe a shrimp wheel?

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: The supermarket is just crowded enough that someone always pops around the aisle; +2 to hunting test Difficulties.

89 Sweatshop

SUPPORTING CAST: Brutal guard, armed shop manager, seamstress foreman, enslaved immigrant workers

RESONANCE(S): Melancholy

OTHER SYSTEMS: Feeding here either involves dealing yourself into the organization running the place or making a running Sandman hunt on the exhausted workers in the barracks off-shift; adding your blood harvest to the drains on these slaves probably incurs a Stain per feeding.

90 Synagogue

SUPPORTING CAST: Rabbis, tweens at Hebrew School, Jewish Singles meeting.

RESONANCE(S): Sanguine

OTHER SYSTEMS: The Torah echoes from every wall here, generations of disputants still holding forth: a Kabbalistic astral sound-

scape that dulls vampires' Mental pools by one die.

91 Tattoo Parlor

SUPPORTING CAST: Tattoo artist, their assistant and receptionist, bikers and hipsters in the waiting area, pain junkies

RESONANCE(S): Roll: **1-6:** Phlegmatic, **7-9:** Choleric, **0:** Sanguine

OTHER SYSTEMS: It's very hard to hunt in the parlor unless you're the tattooist. Some tattoo artists specialize in alchemical ink tattoos that stain ever-healing Kindred flesh; others know glyphs or other arcane symbols that have interesting Ritual effects when tattooed in vitae-laced ink.

92 Taxicab Dispatch

SUPPORTING CAST: Sweating mechanic, hardworking drivers, long-suffering dispatchers, perpetually angry manager, visiting owner



RESONANCE(S): Choleric

OTHER SYSTEMS: Between the small space and tight social circle, hunting tests take +2 Difficulty here.

93 Tech Company Office

SUPPORTING CAST: Programmer-millionaire boss, crunching coders, network engineers and phone support technicians

RESONANCE(S): Roll: **1-6:** Melancholy, **7-0:** Choleric

OTHER SYSTEMS: The coders are

likely to be highly caffeinated (see Coffee Shop, p. XX).

94 Theater, Prestige

SUPPORTING CAST: Star director, movie star looking for cred, legitimate stage actors fuming with jealousy of the above, stagehands, tourists and bridge-and-tunnel types paying fortunes for seats

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: You can alter this basic format for any kind of big rube-friendly performance from a superstar magic show to a Christmas time singalong; hunting tests at -2 Difficulty in the crowd.

95 Theater, Storefront

SUPPORTING CAST: Frazzled director, spacey performers, driven artist, theater geeks in plaid, scenesters in black

RESONANCE(S): Sanguine

OTHER SYSTEMS: Plays and other pieces put on here have an unnerving way of predicting the future. Treat them as Omens (p. XX).

96 Underground Boxing Club

SUPPORTING CAST: Various bankers, lawyers and other folks who wish they could hit their bosses, a real fighter as ringer, guy selling booze



RESONANCE(S): Choleric

OTHER SYSTEMS: Hunting after fights takes a -1 to Difficulty, but a total failure starts a fight with an adrenaline-surged boxer wannabe.

97 University Building

SUPPORTING CAST: Adjuncts and actual professors who don't mind teaching at night, undergrads who like to sleep in, grad students grinding out lab work.

RESONANCE(S): Roll: **1-6:** Melancholy, **7-0:** Sanguine

OTHER SYSTEMS: Feeding here couldn't be simpler; -2 to Difficulties.

98 Used Car Dealership

SUPPORTING CAST: Slick used car dealer, weaselly salesmen, shifty mechanic, gullible rubes, nervous car thief

RESONANCE(S): Sanguine

OTHER SYSTEMS: With few customers at night, hunting here takes a +2 to Difficulty

99 Waste Treatment Plant

SUPPORTING CAST: Chemical engineer, supervisor, skeleton shift of plant workers whose sense of smell is just about dead

RESONANCE(S): Phlegmatic

OTHER SYSTEMS: This plant filters the sewage, which means whatever

goes into the sewers comes out here. The Nosferatu hate it when that happens.

00 Zoo

SUPPORTING CAST: Zookeepers and cleaners and animals; the public leaves by sundown.

RESONANCE(S): Animal

OTHER SYSTEMS: Alchemists who need exotic animal blood for their formulae have to break into an enclosure (Dexterity + Larceny; Difficulty 3+) then phlebotomize the animal (Dexterity + Animal Ken; Difficulty 5+). All made more complex by the two-die penalty to vampire Stealth pools here.



50 Omens

These omens appear in random order, as befits the exhalations of fate. They can mean anything the Storyteller wishes. Even traditionally unfavorable omens might be lucky for those already cursed, after all.

01-02: An unusual number of dead insects tend to be found on the windowsills of the characters' haven.

03-04: An old woman appears in a surprising place, like a nightclub bathroom, and tells a character she can see they are a good person.

05-06: Every fortune cookie the character sees for a week contains the same message: Ahoy bass no crying north Mrs Dash 1000 Kim.

07-08: A mound of fake fingernails appears on a grave the character visits.

09-10: A coyote and a corgi fight to the death in plain sight, but nobody seems to remark on it.

11-12: Letters burn out on the neon VACATION sign at the travel agent, spelling CA I N

13-14: One of the character's old prescription medicine bottles

(with their name on the label) resurfaces in an alchemist's lab.

15-16: A human spontaneously combusts while watching *Nosferatu* at a revival house.

17-18: Three lights appear in the top of the old lighthouse, where the single lamp burned out decades ago.

19-20: A flock of pigeons begins to settle on the statue in the park but suddenly panics and explodes off it. It remains clear of birds for three days.

21-22: The sun sets with a green flash.

23-24: Right after the rain, the soot on the side of the factory building looks like a clawed hand print.

25-26: A character starts dreaming of dragonflies.

27-28: The license plate on the car that nearly hit one of the characters, the temperature today, a sale price in the carniceria: the number of the player who hit the home run in the bar the coterie just entered; the characters just cannot get away from the number 38.

29-30: A black cat goes out of its way to avoid crossing the coterie's path.

31-32: The thornbush in the park suddenly sprouts massive overgrowth and red flowers out of season.

33-34: A spider spins a cobweb completely covering the character's resting place in one day.

35-36: In the crowd flocking to or from a music festival three girls wearing fake flowers in their hair sing a song from the character's youth. Its lyrics may hold a message of prophecy.

37-38: The pattern of play in the chess games in the park eerily echoes the Primogens' maneuvers for power in the city.

39-40: The sodium lights in the parking lot flare up and flicker out in a specific, repeating rhythm.

41-42: Raccoons run amok in the alley behind a fried chicken joint, scattering the small bones in a very suggestive pattern.

43-44: A seagull drops a shoe with a human foot inside it onto the roof of Elysium.

45-46: A mass of ants crawl all over the place where the character was sitting, ignoring the rest of the bench.

47-48: A man with a jackhammer has three reflective yellow stripes on his jacket and seems to be across the street from the character, no matter where they are in the city. Other city worker jackets only have one yellow stripe.

49-50: A Roman denarius appears in the fountain after the character throws in a regular coin.

51-52: Everywhere the character looks at two windows, the one on the left always has the blind all the way down. The manifestation ends when they hear a gunshot.

53-54: An albino squirrel catches its foot in the grating over the subway nearest the character's haven.

55-56: The names on a wedding cake thrown in the dumpster behind an office building are the same as the names of the character and their former spouse.

57-58: A wasp's nest strongly resembles City Hall.

59-60: At midnight the cloud over the tallest skyscraper in the city looks like a man impaled on that building.

61-62: The King of Hearts (the "suicide king") keeps showing up: in a three-card monte game, the first card dealt in a poker game, embroidered on a gang banger's jacket, when a man named King commits suicide and it makes the headline crawl.

63-64: Everywhere the character goes, they see groups of pregnant women with baby carriages; one woman in particular wears a bright red scarf.

65-66: The dryers in the character's building begin spinning widdershins instead of clockwise.

67-68: Ask the player what shoes their character is wearing right

now. They see the identical pair hanging over a power line. This happens for three nights in a row.

69-70: Three nights in a row the character hears a tour guide describe a murder to a crowd of tourists. The last time, the tour guide was speaking Chinese except for the murder description.

71-72: Three nights in a row, a different red SUV (a Lincoln Navigator) stops to mistakenly pick up the character in a rideshare mixup.

73-74: A rat runs across the character's path with a discarded heroin syringe stuck in its throat, then dies.

75-76: The character's haven casts no shadow in the full moon.

77-78: For one night, whenever the character sees a clock face or compass rose outdoors, they feel a strong urge to look into the direction of the wind.

79-80: Salt shakers near the character keep falling off tables or tipping over or being dropped by wait staff.

81-82: The keys to the characters' havens rust suddenly, and perhaps unnaturally quickly.

83-84: Wires, chains, cables, clotheslines, and the like in the characters' field of vision tend to hang in double loops, like handcuffs.

85-86: A sensationalistic YouTuber reports that a wolf at the zoo gave birth to a two-headed cub.

87-88: The weird colors in the night sky over the chemical plant match those in the aura of a stranger.

89-90: When viewed from the rooftop or on Google Maps, the pattern of street construction around the character's haven makes a large "N" (or a pair of "V's" or some other interesting symbol).

91-92: The character sees a magazine burning in a fire in a garbage drum; the cover model dresses like they do.

93-94: The pictures of local celebrities on the wall of the rib joint keep shifting their positions, or so it seems – the dust remains undisturbed.

95-96: Quotations and incidents from *Macbeth* recur coincidentally around the character, especially Lady Macbeth's line, "who would have thought the old man to have had so much blood in him."

97-98: The melting snow reveals a homeless man, frozen in the act of pointing toward the Prince's mansion.

99-00: A bike messenger wipes out against a van at the same instant that a bird flies into a glass window. Both van and window have the word "CLIFF" on them.

*O, what a tangled web we weave
when first we practise to deceive!*

- **WALTER SCOTT,**

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