

PLAY **RENEGADE**

A STORY FOR VAMPIRE: THE MASQUERADE

THE PRIMOGEN'S GAMBIT

VAMPIRE

THE MASQUERADE



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THE MASQUERADE

The Primogen's Gambit

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THE PRIMOGEN'S GAMBIT

There's an empty seat among the local Camarilla's top vampires, and an up-and-coming lick'll do anything to take it for himself. He and his allies envision a future for the city, one that has a very bloody end for its Anarchs (read: you). Can you take him down in his own Elysium?

The Primogen's Gambit is a story for **Vampire: The Masquerade**. It is best suited for a coterie of about three-to-four fledgling Anarch vampires, although it works with up to six and can be adjusted for a Camarilla coterie (see *Appendix Three*, p. 33). The story is designed as either a one-shot, or a story to kick off a **Vampire** chronicle. It can take place over two rough nights, or one of the many long nights of the coterie's unlife.

Suggestions for speeding up progression or extending playtime are included throughout the story, but the Storyteller can shorten play by converting the Prologue to a flashback and zooming out most of Chapter Three. Adding complications in Chapters One or Three can extend play without being likely to derail the story, while complications added to Chapter Four need to be more closely managed.

The following summary can be used by Storytellers or event organizers to advertise the game session (such as in event books, flyers, or social media posts) or discussed at the beginning of a game session to check-in with players about the content of the story to be played.

The coterie is summoned by the local Anarchs to investigate Archangel, a likely candidate to replace the city's missing Primogen despite his youth and inexperience, and his illicit blood trafficking business. Players' characters will have to infiltrate a local dive bar to get dirt on Archangel (and get out without getting captured by his loyal ghoul or Kindred security guards), make a plan, and find time to hunt or otherwise appease their Hunger before they risk their necks again by sneaking into Archangel's jazz club — which also happens to serve as Elysium for the city's Camarilla.

Complications, including connections to the characters' own backstories and Archangel's secret involvement with the FBI, should have the characters as invested in Archangel's demise as the head of the Anarchs herself, if not more so. Can they convince the Court to bring Archangel to justice? Or will they risk everything, going out in a blaze of glory, in order to do so themselves?

Though the story presents a sketch of a Camarilla Court and an Anarch structure in a generic American metropolitan area, it can take place wherever you set your chronicle. It just needs an empty spot on your city's Primogen, some kind of tense peace between the Camarilla and Anarchs in the area, and Brenton "Archangel" Finlay and his Midnight Angels (see *Appendix One*) in some form. Modify them as necessary

for your setting.

If the players don't have time to make their own characters for this story or for convention play, we've provided a coterie of six ready-to-play vampires in *Appendix Two: Player Character Coterie*:

- Ben "Freebird" Irwin, a zealous Brujah reformer;
- Daniella "Ley Line" Newton, a vengeful Caitiff occultist;
- Harris "Tick" Porter, a rugged Gangrel survivalist;
- Floyd "Sherlock" Benson, a soft-hearted Malkavian detective;
- Lorenzo "Swan" Sykes, a charming Toreador

impresario; and

- Aliyah "Princess" Shaw, a domineering Ventrue opportunist.

They're all fledgling Anarch vampires, each with their own reasons to make the Camarilla's unlife hell. For a one-shot Story for convention play, the city should be where the game is being played.

We recommend starting all characters at 2 Hunger — 3 if they have a flaw or bane that makes hunting more difficult (for example: the Obvious Predator Flaw or the Ventrue clan bane), or 1 if they have traits that make it easier to feed (such as the Herd Background).

MATURE CONTENT WARNING

Vampire: The Masquerade addresses the darkness of the world through horror stories. This story contains in-world references and expressions of violence, torture, physical and mental abuse, human trafficking, and death. Groups may also want to downplay references to drugs, alcohol, and specific injuries as needed. Further tools for navigating difficult material are presented in **Appendix III: Advice for Considerate Play (Vampire, p. 421)**.

PROLOGUE: CREW EXPENDABLE

The story begins when the coterie gathers in a freezer in the back of a local supermarket that's seen better days. Read or paraphrase:

It's a warm summer night, but you're standing in a meat freezer in the back of a Herrick's, a grocery store that some of you might have used when you were alive. As Kindred, you know that it's the so-called headquarters of the city's Anarch movement, which you belong to by choice or by force. You were invited here by an anonymous coded text, or a passed-on paper note for "a way to get your name out and strike at the Cammies."

It's you and a few others that you might have recognized on night-to-night hunts, but never had the chance to greet. Why not say hello?

Give the players a few moments to get into character. How and why did each member receive their anonymous invitation? Suggestions are provided in the descriptions of each pre-generated character (see *Appendix Three*), but players should feel free to improvise here as well. If your troupe has a relationship map, this is a great way to feel out how those relationships work out at the table. If any coterie member (such as the pre-generated Domineering Opportunist character) has Sense the Unseen (*Vampire: The Masquerade*, p. 243), give them a chance to detect Snap (p. 28) with a hidden test of Wits + Auspex at Difficulty 3; otherwise, characters actively searching for hidden entities can test Resolve + Auspex at Difficulty 2. They've been standing in front of the coterie

as they gather, which the vampire realizes as soon as they see them.

ADJUSTING FOR TIME

If you're short on time or the players seem reluctant to roleplay so much so early, have them meet here to plan. The introduction to Captain can be played as a flashback, in which characters each ask one question or share information that their backstories might give them access to.

If you're using the pre-generated characters, the Rugged Survivalist could have information on Archangel's shady business through his contacts in the Westside Gang, or the Charming Impresario might know of the dive bar's recent purchase and efforts to attract younger clients from their background as a producer. The Domineering Opportunist with enemies in the Camarilla could know about the recent disappearance of a Primogen, and so on.

The table of rewards and threats at the end of this section are written with the concepts of the pre-generated Kindred in mind but are general enough to serve as a random table for enticing (or coercing) any coterie to take up Captain's quest. If all else fails, putting a character's Touchstone in harm's way is usually an effective goad to action.

After Snap is detected or after the characters have had a chance to introduce themselves, read out or paraphrase:

You hear a voice that sounds like gravel whirling in a blender. "They're here, Captain."

Your mind suddenly registers the appearance of a tall figure, their hoodie pulled up so tight that you can only get a glimpse of their milky grey eyes.

A Black woman wearing a Herrick's uniform steps into the freezer. "Thanks, Snap."

She turns to address you all. "I won't waste your time. We've taken a vote, and you're drafted."

Captain explains the situation as best she can. Through questions and conversation with the two Anarchs, make sure that the players have the following information:

- The local Camarilla elite have had an uneasy peace with the Anarchs since falling out years ago, but the recent disappearance of one of their Primogen could end that peace.
- There's an open spot on the city's Primogen council, one that Archangel (pp. 27) wants for himself. The Primogen council is composed of four Kindred, each representing the strongest coterie in the four corners of the city, and their Toreador representative has recently gone missing.
- Archangel is an upstanding Camarilla member and considered a moral figure to their community. He's convinced the Prince to declare the jazz club he owns, the Waterfall Parlor, as Elysium for the sect.
- Tomorrow night (or in a few hours if this story is set over one night) he'll make his move to join the Primogen at the monthly Camarilla meeting in his jazz club. They'll most likely accept this.
- Archangel's known for his hostility towards the Anarchs. He's made it known that he wants them gone, and that position of power could let him do all kinds of terrible things with the Prince's permission (see the table of rewards and threats below).
- A week ago, Snap found Archangel going in and out of a basement beneath the Blue Moon, a dive bar downtown. No one, not even Snap's sources in the Camarilla, realized he had a stake in the place until they found a variation of his Mask, Mike Baker, in the bar's records.
- Two nights ago, members of Archangel's coterie, the Midnight Angels, attacked Snap in their Haven. Similar attacks happened to other well-known or outspoken Anarchs.
- Whatever Archangel has going on in that basement is something he's willing to tarnish his reputation and threaten the city's peace for. That might be

information worth having.

- Archangel must be kept out of the Primogen at all costs.

Captain makes her request: get into Elysium during the Camarilla's meeting. By any means necessary, the coterie must make sure that Archangel's bid for the Primogen is either rejected, or that he never gets the chance to make the bid at all. She, Snap, and the other Anarch leaders believe that since the coterie is under the Camarilla's radar, they'll be able to act in ways the rest of the sect can't. She'll suggest investigating the Blue Moon first, as the Waterfall Parlor has additional security measures in place (detailed in *Arranging Preparations*, p. 20), but she's open to whatever the coterie suggests doing after that. She assures the coterie that if they pull this off, the city's Anarchs are in their debt; as leader, Captain can offer rewards in line with the characters' individual motivations (see the table at the end of this section), or other rewards that might entice players in a longer chronicle (status, domain access, protection, and so forth).

Snap gives the coterie a plastic bag containing a digital camera, a thumb drive, and a burner phone. They suggest using the camera and thumb drive in case there's anything worthwhile in the Blue Moon's basement, reminding the coterie that it's better to destroy evidence than to make a copy, lose it, and put the Masquerade at risk. The coterie also has their own equipment (see the *Equipment and Preparedness Tests* sidebar, p. 7), but if they're found responsible for the final death of another Kindred, the Camarilla won't hesitate to invoke *lex talionis*: the Blood Hunt.

Captain gives them the addresses of the Blue Moon and the Waterfall Parlor. Once they hand off the items and addresses, the two Anarchs leave the coterie to their work in **Chapter One**.

EQUIPMENT AND PREPAREDNESS TESTS

In general, **Vampire: The Masquerade** assumes characters have basic items and equipment associated with their character; Kindred with several dots in Firearms are unlikely to go on a mission without their weapon, and the Nosferatu detective doesn't need to specify that he's carrying his lock picks. For less plausible items, use suggestions from *Preparedness* (**Vampire**, p. 410), or have characters make a **Wits + Streetwise** test of an appropriate **Difficulty** to see if they have access to what they need in the moment. For tasks that use specialized equipment (such as picking a physical lock or bypassing an electronic

TABLE 1: CHARACTER MOTIVATIONS

CHARACTER	REWARD	THREAT
Zealous Reformer	You're eager to tear down an exploitative system...	...especially if the bastard running it targets your herd.
Vengeful Occultist	You're out for revenge against the Camarilla for destroying your sire...	...and Archangel knows your Dark Secret. You need to silence him before he can use that against you.
Rugged Survivalist	Some guarantee of protection would go a long way towards making your Haven a proper home...	...and Archangel's entrepreneurial plans are a threat to the undeveloped area outside the city.
Soft-Hearted Detective	Investigating Archangel could also bring you closer to solving your last case as a mortal...	...and as a Bagger, Archangel's operation risks tainting your supply, as well as your humanity.
Charming Impresario	With Archangel gone, the Waterfall Parlor would be a nice acquisition...	...and since the Blue Moon is where your Touchstone spends his days, you can't abide the risk Archangel poses. Stump can't keep himself out of trouble, so it's on you to remove the threat while you still can.
Domineering Opportunist	Defeat for Archangel would be an opportunity for your own advancement...	...and his plans for the city Camarilla are disgustingly favorable to your sire and Adversary. You're tired of running, and anyone helping your sire track you down is fair game.

one), the Storyteller may apply a +1 Difficulty modifier for improvised or unreliable tools.

Behind The Curtain

Here's the mess the coterie's about to land itself in.

Archangel is the leader of a powerful coterie, the **Midnight Angels**. To further entrench his power, he's secretly establishing himself within the Circulatory System, a human trafficking network that supplies blood from captive mortals to domains all over the world. While other points of the **Circulatory System** usually keep their vessels in a single location and bring the Kindred to them, Archangel's an entrepreneur. He's reached out to some thin-blooded alchemists desperate for the Camarilla's protection and connections and set up a deal. They are attempting to make him substances that turn bagged blood into edible blood for vampires, allowing him to ship the blood of his captives to anywhere in the world, and he'll pull some strings to get them out of the Anarchs and into the Camarilla. They don't know he can't hold up his end of the bargain, but he's starting to

catch on that they can't do what they promised, either; all their alchemical efforts have failed so far. And with mounting pressure from his clients, plus the awful things their experiments are leaving in his basement, the thin-bloods are more of a liability than asset at this point, one more mess for him to clean up.

The Circulatory System itself isn't morally offensive to the city's Camarilla as a whole, but he's responsible for several high-profile missing persons cases in the city; beyond the unavoidable difficulties all startups face (accidental deaths, a few escaped victims who remember more than they should), his ghoul has chosen some poor targets, ones who will be missed and maybe avenged. It's not just a blow to his image as a "moral vampire," but a genuine threat to the Masquerade. The Prince's laws also specifically forbid true Kindred from associating with their thin-blooded peers.

Archangel is aware of all this and has a three-point plan to save his skin. The first is to get on the Primogen council. He knows he deserves to be there, and it gets him close enough to the upper echelons of power to enact the second phase: he'll pin the disappearances on the Anarchs

and encourage Sheriff Paul Campana and his hounds to start a purge. He'll use his position as Primogen to push for the acceptance of thin-blooded into the city's Camarilla, making him look magnanimous and ensuring his operation's stability.

The third phase keeps the mortal investigators at bay: he's reaching out to organized vampire-hunting groups under an alias. What the Camarilla starts, the forces of the Second Inquisition will finish. All of this is kept in the basement of the Blue Moon and under the watchful eye of Adriana Rollins, both of which are his latest acquisitions. Everything was going well until one of his subordinates caught Snap lurking around the bar. In

a panic, he improved the bar's security and incited his coterie to attack the Anarchs.

Speaking to the thin-blooded could be dismissed as a *faux pas* (though taking them hostage or disposing of them would be another story), but the sloppiness of his human-trafficking operation would keep Archangel out of power, and his dabbling in thin-blood alchemy could provoke the wrath of Kindred elders. Talking to vampire hunters, even to strike at the Camarilla's enemies, is enough to get him to face the sun. He'll still take a risk and make a formal proposal to be the Primogen of the West Side. He's convinced that the attacks have scared the Anarchs off the trail and that it's all smooth sailing from here. He's about to learn he's dead wrong.



CHAPTER ONE:

THE BLUE

MOON

When the characters follow the address to the Blue Moon, read out or paraphrase:

The Blue Moon is a bar tucked between an alleyway and a long-closed fabric shop. If it wasn't for the half-functioning neon light depicting a smiling blue crescent rising over the horizon, you'd never know if you've made it to the right place.

From outside, you hear sub-par electronic music blasting from tinny speakers and raucous laughter. It's hard to tell through the frosted glass, but it looks like the place is packed, despite its appearance. Two old white men are sitting at a table outside the bar. They're having a smoke and taking in the night air. They acknowledge you for a moment, holding back grins.

There's a closed-circuit TV camera above the bar entrance and at the basement entrance around back in the alley. One way or another, you're going to need to find a way into the basement.

What do you do?

There's two ways into the Basement. The quietest way is through the back (*The Lock Outside*), but a bold coterie could try heading into the bar (*The Crowd Inside*) and getting into the basement through the backrooms. The coterie may decide to split up according to their strengths and flaws here, with those less adept at social infiltration (Obvious Predators, Known Corpses, or Nosferatu) heading into the alley while Kindred with Looks and Presence go directly to the bar.

Regardless of which way the coterie enters the Blue

Moon, there are security cameras to contend with if they want to maximize their time finding evidence in the basement or avoid being tracked down by Archangel in the future. The security camera feeds are displayed on Adriana's phone, and since it's a new system, she's not exactly in the habit of checking it as often as she should.

The Two Old Men (Optional)

The old men outside, Kent and Melvin, are curmudgeons, amused at the coterie's presence. If the coterie heads into the bar or hangs around outside long enough for them to notice, Kent jokingly wonders if the characters are the "fresh young faces" the new management promised they'd bring.

Chatting with the old men reveals that the Blue Moon's been around for years. They're regular patrons, the only original regulars left after the previous owner, Adriana (p. 27), sold off "her pride and joy" to "some young blonde tightwad she can't get enough of." She's still working at the bar tonight. The men invite the coterie to head inside if they want to see "a sad old woman try to keep up with the times."

With Presence or a Charisma + Persuasion test at Difficulty 2 the coterie could convince the old men to

vouch for them when lying to or manipulating Adriana. Using them this way reduces any Difficulty on such tests by 1; a success with a high margin means that Adriana considers the characters about as trustworthy as Kent and Melvin — tests to lie to, charm, or distract her automatically succeed, within reason.

If the characters are heading in through *The Lock Outside*, they can take this opportunity to build a cover story with the two men, posing as maintenance or delivering supplies; it's unlikely they'll fool Adriana in this way, but it could keep bartenders and other mortals from asking questions about their presence.

The Crowd Inside

Examining the security cameras at the main entrance and inside the bar is an Intelligence + Technology test, Difficulty 2. A win reveals that they're top of the line cameras, almost certainly installed after Snap got caught, but they're also connected to the internet and full of coding exploits; consider rewarding exceptional successes by lowering the Difficulty of the next test or disabling the cameras outright for a set amount of time. Access to proper tools (see *Equipment and Preparedness Tests*) and a Wits + Technology test (Difficulty 3) or a Wits + Larceny

test (Difficulty 4) keep the cameras' eyes off the coterie for the rest of the scene. Winning either test at a cost could draw attention to the characters, requiring them to spend extra time or make additional social skill tests to avoid suspicion; bestial failures or messy criticals could mean more dire complications, possibly with a limited audience to avoid derailing the story before it fully begins.

The characters can pose as normal patrons and walk into the bar with no issue, but getting in unnoticed without an appropriate use of *Obfuscate* is more complicated. Sneaking into the bar in this crowd without disabling the security cameras in the building is a Dexterity + Stealth test, Difficulty 5. A good enough distraction, like starting a bar fight, making enough noise to get the crowd to look outside, or clearing out the place with a false fire alarm reduces the Difficulty to 3, but might require other tests at the Storyteller's discretion. If the cameras are disabled, the test starts at Difficulty 4 but can be reduced to 2 with a sufficient distraction.

The crowd inside the bar consists of college-aged kids and older office worker types trying to look like college-aged kids. The lighting's dingy, save for a hastily made dance floor in the center lit by two spotlights. It's a good place for a drink if the characters are so inclined; the Blue Moon is a Difficulty 2 hunting ground. Table 3: Hunting (p. 21) contains the predator type and likely



dice pools for the pre-generated characters, with more detailed information available in *Hunting* (**Vampire**, p. 306). To avoid having failures derail the story, offer narratively appropriate options for winning at a cost, such as requiring a character to spend extra time cleaning up after a messy attempted feeding or getting caught by a territorial Kindred who accuses the character of poaching on their turf. The Storyteller can also introduce consequences that the character has to deal with in the future, such as arousing suspicion in a mortal colleague or incurring Stains that threaten the character's humanity.

There are three vampires in the crowd, all with the Blush of Life activated. They're working for Archangel, but they're not part of his coterie. They're working security for the operation in hopes that they'll get to join and get a fast track to membership in the Camarilla once he's on the Primogen; they might balk at seeming to take orders from a ghoul like Adriana, but if they want Archangel's help, they don't have much choice. Until the coterie starts heading for the basement door, tries to start a distraction, or feeds on crowd members in an unobtrusive way, the vampires won't take notice of them. If the coterie draw attention to themselves, the vampires can detect them with Sense the Beast; test Resolve + Animalism (using the stats for Midnight Angels, p. 27 or just assume 3 successes) against the character's Composure + Subterfuge (**Vampire**, p. 245).

Among the busy bartenders is a frazzled white woman in her late 50s, the oldest person working there. That's Adriana. Archangel told her to keep an eye out for any suspicious characters. If any member of the coterie has humanity of less than 7 and isn't using Blush of Life, gets a little too rough on the bar's patrons, or has a feeding go wrong, they're in her sights. Otherwise, she'll treat them like any other guest.

PLAYING MORTAL

The pre-generated characters are all Humanity 6 or 7, so they'll need to use Blush of Life if they want to have a "normal" drink at the bar without vomiting it up (**Vampire**, p. 237).

Some of the pre-generated characters have a harder time passing for human than others; Kindred with the flaws **Obvious Predator** as well as those with **Known Corpse** are at risk of drawing unwanted attention, and the **Folkloric Bane** against ultraviolet light could come into play when bartenders check IDs with a black light or if the bathroom uses blue light to deter drug use. Even characters without these specific flaws can run into trouble if their Contacts

or **Touchstones** are out for a drink at the same bar.

If the coterie knows about the "new management" from the old men and strikes up conversation with Adriana, she brushes off their concerns. She tells the coterie how her business suffered for years until "her guardian angel" came along. She talks about the bar's new owner, who she calls "Michael," the way someone might talk about a crush. It's sweet, but there's just enough physicality in there that it's awkward. She says that the two of them are up to some big things but won't get into the details.

The door to the basement is behind the bar, which is currently occupied by bartenders and patrons. Most of the customers are too busy drinking and chatting to notice a few people sneaking into the backroom but might call them out because of a failed test. The bartenders are more aware, especially Adriana.

With the right words and a solid cover story (e.g. being a health inspector, a maintenance worker, or a gig delivery driver), the coterie could convince one of the bartenders to let them in the back. Convincing any of the bartenders to let them in is a Manipulation + Persuasion test at Difficulty 2, but they'll let Adriana know that the characters are heading into the back without an incentive or Discipline to convince them otherwise. Convincing Adriana to let them in is a test at Difficulty 3 and even then, she'll want to only let one person in the back, whom she'll escort. A major bribe (Resources 3 or higher), a successful use of an appropriate Discipline, or convincing her that the coterie is connected to "Michael" lets her relent long enough to give the coterie time to gather evidence in the basement.

Adriana and the bartenders are tough folks, and any test to intimidate them starts at Difficulty 4.

The Lock Outside

The basement door in the alleyway is watched over by a security camera. If the coterie doesn't have the technological prowess to disable it (same rules as *The Crowd Inside*, p. 11), they have more options here. They could cover the camera with nearby objects like a trash can lid, making a Dexterity + Athletics test at Difficulty 3. Destroying the camera without being seen is a Strength + Stealth test at Difficulty 4; winning at a cost here attracts attention, but depending on the coterie's actions in *The Old Men*, they may have established a cover story for

their presence. Cutting the camera off from the rest of the power source is a Dexterity + Technology or Larceny test at Difficulty 3. Adriana notices that the outside camera feed's blacked out soon, but these'll buy the coterie enough time to get the door open and explore the basement.

The door's locked with a set of three strong locks, two of which have clear signs of recent installation. Unlocking them all in succession is a Dexterity + Larceny test at Difficulty 4. If the cameras are still active and the coterie wants to try unlocking the door through the camera's blind spot, the Difficulty increases to 5. Characters can win at a cost, possibly by leaving clear evidence of their presence behind or needing to Dominate or otherwise subdue a bystander. If subtlety isn't in the coterie's nature, any character with at least 4 Strength or using an appropriate Discipline can yank the door off its hinges. Installing new locks in an old door severely weakened its integrity. Failure here shortens the amount of actions they're able to take in the basement before someone arrives to stop them.

If the camera's on when the door's open and they're coming in, Adriana sees them on the feed and arrives to confront the players' characters after they have time for two actions. An active effort to hide their faces buys the coterie time to explore the basement.

The Basement

The staircase to the basement is right in front of them if they're coming in from the back, and three doors down to the right if they're coming in from the bar, bypassing a supply closet and an employee bathroom. As they enter the basement, read out or paraphrase:

The stairs creak as you make your way down. The soft but familiar scent of blood hits your nose. Then comes the sound of a mechanical drone punctuated by low moans and sobs. When

you step into the basement, you see it: three people strapped to gurneys, their veins hooked up to blood-drawing machines. Two of them are unconscious, and the third is hanging on by a thread, looking up at you with near-lifeless eyes.

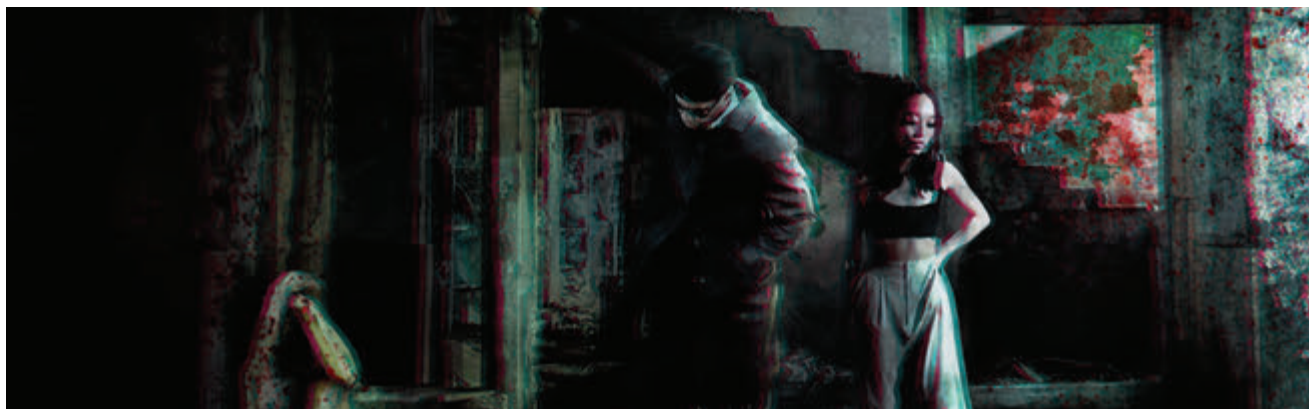
There's a fridge in the center of the room, and a door to your right with a single padlock. A rancid smell poorly covered by a cheap lemon scent comes from it. On your left, a computer quietly clicks. The sounds of the bar leak through the basement ceiling.

What do you do?

The basement is the operations center for Archangel's Circulatory System branch, or what's left of it. There's some signs mortals may have been kept in residence here once, like a typical Circulatory System operation, but for now the place is operating more like a ghost kitchen, tapping mortals for blood that can only be sold to Baggers. Adriana selects targets in the bar and traps them down here, often with the help of Archangel's security who Dominate targets but sometimes drugging them herself, hoping to please "Michael" by taking initiative. She's in charge of maintaining the system during daylight hours and helps keep the captives in a semi-conscious state.

The basement has six empty gurneys, and plenty of space to add more. It's clear to the coterie that Archangel's planning on expanding.

There's two cameras on each side of the room. If the system hasn't already been disabled or otherwise dealt with, or if the characters have drawn attention to themselves as described above, Adriana catches them after the coterie completes two different actions. If the cameras are taken care of, she realizes the basement feed's gone after three. If the whole network's down or if she's actively being distracted by a character upstairs, the coterie gets four actions before she acts. Actions set the clock for the scene, so time is the resource characters stand to lose if they want to win at a cost or try again



with a different dice pool. The Storyteller can adjust the number and timing of these actions, possibly distributing them on a per-player basis to make sure spotlight time is distributed evenly in a convention setting.

Unhooking the victims on the gurney safely is a Dexterity + Medicine test at Difficulty 2 or Intelligence + Streetwise at Difficulty 3; a critical success restores the victim to consciousness. Unhooking each victim is considered its own separate action. The victims can't say much aside from mumbling questions about who the coterie is and if they're with their tormentors. If left to

their own devices, they'll climb up the stairs and try to find help, which gets Adriana's attention. Any character that feeds from them gets a hit of the narcotics Adriana's pumped into them and suffers a -2 penalty to Physical dice pools until the end of the next scene.

Unlocking the padlocked room is a Dexterity + Larceny test at Difficulty 4. If the coterie wins, they might wish they hadn't. Two corpses are inside, one appearing freshly dead and the other in an advanced state of decay. With clear signs of poorly applied needles, there's no test necessary to determine how these people died, but a test

TABLE 2: EVIDENCE

EVIDENCE (WEAPON)	USE	SEVERITY ADD SOMETHING FOR WEAPON CONVERSION
Pictures of captives or corpses (+1)	Uncover identities of missing persons in the city	Archangel's operation is at least unseemly enough to keep him out of the Primogen, and at worst a Masquerade breach requiring punishment. If characters didn't discover the presence of a thin-blooded vampire corpse, they could have another opportunity to attempt that test if they have a picture of the corpse, at the Storyteller's discretion.
Pictures of blood bags (+1)	Labels indicate extensive alchemical experimentation	His human trafficking is outside the bounds of what the Circulatory System engages in, and his operation is entirely dependent on thin-blooded Anarch alchemists. Whether this constitutes a Masquerade breach or something else dire depends on what characters can learn or prove regarding the identities of the victims and conspirators.
Samples of bagged blood or "special sauce" (+1)	Holds evidence of Archangel's use of thin-blood alchemists	As above, this evidence also implicates Archangel in fraternization with the thin-blooded (a minor offense). Plus, word has it the reclusive Prince considers alchemy to be especially distasteful, something akin to watered-down diablerie.
Spreadsheet of victims, clients, and co-conspirators (+1)	Reveals the extent and timeline of Archangel's operations	At the Storyteller's discretion, names could be added to the client or conspirator list that implicate other members of the Camarilla or otherwise complicate the use of this evidence for the story, giving characters options ranging from further investigation to outright blackmail. In a longer chronicle, the spreadsheet can provide hooks for future stories.
Thin blood corpse (+2)	Archangel has infringed on the Prince's right of destruction	Using this evidence might require the coterie to persuade the Camarilla of what took place, giving a presentation using the projector. The pre-generated characters could use Academics (Teaching) or Medicine to persuade the Camarilla that this could not be a mortal corpse. And someone on the Court using Archangel's services could have a strong reaction to inadvertently drinking from another Kindred, even a thin-blood.
Correspondence with FBI (+2)	Evidence of clear violation punishable by final death	If the coterie leaves with this evidence, the more brazen options for confronting Archangel in Chapter Five are much more likely to succeed. The Storyteller can choose to give this evidence additional numerical weight in lowering the Difficulty of associated tests or give it weight through narrative means, such as rewarding characters with Camarilla entry if they succeed.

of Intelligence + Investigation or Medicine at Difficulty 4 reveals that the age of the decaying corpse doesn't square with how long Archangel has owned the bar. That's because it isn't a normal corpse but the body of a thin-blooded vampire; the late stage of decomposition reflects the time that's passed since their mortal existence ended.

The fridge isn't locked. It contains blood bags labeled by age, lifestyle, and any drugs that might be in the blood. There's also a tub of margarine with a piece of tape labeled "special sauce." Examining the tub and winning an Intelligence + Occult test at Difficulty 3 reveals that the "sauce" is a work of alchemy, similar to a Defractionate (**Vampire**, p. 285) elixir used to make fractionated plasma (medical "blood bags") palatable to Kindred without the Iron Gullet merit (**Vampire**, p. 182). Only the thin-blooded can make something like that, and they're not permitted in the city's Camarilla. It was either stolen from a thin-blooded alchemist, or Archangel's been making deals with Anarchs. A critical or high margin of success (+2) on this test prompts the character to examine the other strange detritus around the room (moldy spinach, various factory chemicals and bizarre garbage); Archangel definitely has thin-blooded alchemists working for him, and they're trying to develop something new.

The computer is locked with a password. Adriana set it up, and it's easier to circumvent than she realizes. An Intelligence + Technology test at Difficulty 3 cracks it, while a Wits + Investigation test at Difficulty 2 finds it written in a drawer on the computer's desk, "Guardian1." Actions to search the desk also turn up a golden business card that acts as an invitation to the Waterfall Parlor; the Storyteller can reward exceptional successes here with more cards, up to the number of characters in the Story. The computer contains all kinds of information about the operation. There's a list of potential clients, a "payroll" of vampires and ghouls in on the project, and a spreadsheet detailing all the captives. Spending an additional action examining the computer (or uploading its contents for later study with a Wits + Technology test at Difficulty 2) also yields communications between Archangel and prospective clients promising ethically sourced, universally palatable bagged blood; it's clear that's not what he's producing down here, and the clients are putting pressure on him to deliver what he's promised. A critical or high margin of success on tests using the computer reveals some poorly encrypted files, consisting of correspondence between Archangel under a fake name (Michael Baxter) and an

agent of the Special Affairs Division of the FBI. Archangel claims that he has important information about some missing persons cases in the city (some of which are in this very room), and the agent expresses interest.

Evidence against Archangel

In the final chapter, the coterie must make their case against Archangel to the Camarilla, using the evidence they've gathered in the basement. *Following Up* (p. 19) details how the coterie gains information based on any photographs taken. The following table can be used to keep track of what they have (and might lose in **Chapter Two** if the engage in a physical conflict) and what approach they might take in **Chapter Five** based on the strength of their case.

If they manage to take Adriana's phone, what they find (if they can get access, using some combination of social or technological manipulation) is up to the Storyteller's discretion, but this should be a big "get" for the coterie. In a longer chronicle, this is a good place to store leads for further stories, but for one-shot play, the phone should contain some kind of combination of information available from the other evidence above and act as a +2 weapon in Chapter Five.

Use of remembered names and information from lost evidence, captured victims, or other complicating elements are subject to the Storyteller's discretion; if you have additional time, tracking down these leads (possibly at the cost of forgoing Hunting or other preparation in Chapter Three) could result in equivalent evidence to that derived from photos, or additional evidence such as testimony. Alternatively, if you're pressed for time, the Camarilla has no reason to take the coterie at their word, so while they might follow up on any names or information later on, such evidence doesn't count towards the coterie's efforts in Chapter Five.

The Storyteller can decide whether to allow the coterie to capture any victims (or Adriana); to control for time, fragile victims could die in transit, and kidnapping Adriana could draw more unwanted attention from the police (and Captain's ire along with it).

The coterie should have enough time to collect at least one piece of evidence. When they have at least one piece of evidence they can use against Archangel, when they've reached their action limit, or when it's dramatically

CHAPTER TWO: BUSTED!

appropriate, Adriana heads into the basement and Chapter Two begins.

Read out or paraphrase:

Before you gather anything more, the basement door slams open above you. Four people run down the stairs, one older woman and three young men. One man carries a machete, another a pistol, and the last a knife.

The woman leading the pack has a shotgun. "I think you've seen enough," she says.

Some of the men smile, exposing their fangs. No need for the Masquerade in a room like this. Maybe you can still talk your way out of this, or try to escape. But if you're itching for a fight, they all seem ready to oblige.

What do you do?

Adriana has found the coterie and she's brought company. They've prepared for an intrusion over the past few days, but they weren't expecting one so soon. At minimum, the coterie can expect a round of Social Combat, but depending on how they open the interaction, they might be able to avoid Physical Combat altogether. If you're short on time, limit the coterie to one attempt at defusing hostilities; if the coterie rolls a bestial failure in their attempts to lie or deescalate the situation, you can choose to proceed directly to *Physical Combat*.

REWARDING CLEVER PLANS

If the characters made plans that could reasonably preclude the intervention of security, such as distracting Adriana or the Kindred at the bar, or if their margins of success or number of criticals argues for a mechanical reward, the Storyteller can adjust who shows up in the basement. Modify the read-aloud text as needed to have Adriana stumble in alone or flanked by ghouls instead of Kindred, or introduce a single Kindred with a new victim, or some other combination of threat that feels narratively

appropriate.

Lying: Adriana and the Kindred don't recognize the coterie as Anarchs on sight. The characters can play this to their advantage. Unless they've made their ties to the Anarchs clear, they could pass themselves off as independent actors or even Camarilla investigators. This kind of play is a Charisma + Performance or a Manipulation + Subterfuge test at Difficulty 3. A win doesn't entirely calm their fears, but it opens the door to negotiation. A critical win or a margin of success of at least 4 either throws them off guard and gives the coterie a +1 bonus to dice pools for the coming conflict, or defuses all hostilities entirely at the Storyteller's discretion. The coterie can still attempt to deescalate or proceed to *Social Conflict*, p. 7.

Deescalating: If Adriana and her Kindred buddies know that the coterie are Anarchs or can't be convinced that they aren't, there's still a chance at de-escalation. A Charisma + Leadership (Difficulty 3), Manipulation + Intimidation (Difficulty 4), or Wits + Politics (Difficulty 5) test either scares them into parley, convinces them that they're worth listening to, or reminds them of the tense peace between the sects. Invoking the name of a Mawla, describing the threat "Michael's" actions pose to her or to himself, or bearing fangs or using Presence on an unaccompanied Adriana can all reduce the Difficulty of an appropriate test. A critical win here also either gives the coterie a +1 dice bonus for the coming conflict or defuses all hostilities, at the Storyteller's discretion. Proceed to *Social Conflict* (p. 17).

If characters attempt to escape or immediately turn to physical violence, proceed directly to *Physical Conflict* (p. 17).

Adriana's vampire backup uses the Anarch

Revolutionary antagonist template (*Vampire*, p. 374), with Health and Willpower reduced to 5. A modified example is provided in *Appendix One* (p. 27) under Midnight Angels. If Adriana is accompanied by ghouls instead of Kindred, they have stats similar to her own; any victims accompanying her should be treated as unfit for combat.

When the conflict's over, go to **Chapter Three**.

Social Conflict

If the coterie convinces them to put the weapons down long enough to talk, they enter a Social Conflict.

Adriana does most of the talking here. The ghoul attacks by insisting that this project is all for the greater good. It reduces a vampire's need to hunt and provides enough blood so that everyone has a fair shot at getting some. Once he finds the right formula, she believes that her domitor's project will change the world as the Kindred know it.

The three vampires don't come anywhere close to her ideals and settle for insults and taunts. Their words hide their thin skin, and any social attack implying that they're only petty servants to Archangel or Adriana counts as a +1 Willpower damage weapon. Evidence of the thin-blooded corpse counts as a +3 Willpower damage weapon against these opponents.

The coterie wins the conflict if Adriana and the vampire guards take more Willpower damage than them. They're willing to make a deal with the coterie: they'll let them get out untouched if they don't tell anyone anything. It's a bad deal and they know it, but the coterie's proven their dominance. If any of them end the conflict Impaired, they might even consider betraying Archangel and siding with the coterie, at the Storyteller's discretion; if this happens, they might agree to serve as *Back-Up* (p. 20) in the coming conflict with Archangel. Otherwise, winning Adriana and any accompanying Kindred over can be rewarded by granting access to additional evidence, adding one +1 or +2 weapon to the final conflict in Elysium, or giving the characters access to enough gold cards that they can all enter the Waterfall Parlor.

If the coterie loses the conflict, Adriana and the vampire guards waste no time and escalate to a Physical Conflict, aiming to throw them out and take any evidence they have with them.

Physical Conflict

If the coterie tries to escape or attacks Adriana or the vampire guards, they enter a Physical Conflict. Any chance to shift into a Social Conflict is gone, but they aren't trying to kill the coterie. Their priority is recovering any evidence the coterie took and destroying it. If they can capture any characters and present them to Archangel, even better.

Adriana and the guards try their best to keep the fight to the basement. If the coterie moves the fight into the bar, they'll back off but threaten to call the police. Given the bodies in the basement, this is likely a bluff on Adriana's part, but an alarmed mortal bartender might, which could post a Masquerade risk the coterie likely can't afford to run. They'll continue to fight if the conflict moves to the alley but limit their Discipline use. Once it's clear that the coterie's out of the alley or bar, they won't pursue. The guards take some time to figure out who the coterie is and where their havens might be, but that's a problem for another night.

The conflict lasts for three rounds. The coterie wins under two conditions: their opponents suffer the most damage, or they're able to escape the basement through one or both of its exits. If the coterie doesn't already have weapons, there's a set of surgical tools nearby one of the gurneys with three scalpels that serve as a +1 Superficial Physical damage melee weapon. If they defeat Adriana and search her pockets, they find a golden business card.

The coterie loses the conflict if they take more Health damage than their opponents after three rounds, or if every character is restrained or otherwise unable to act. The guards search the coterie and take their weapons and anything on their person that seems like it might take pictures or hold information. A Wits + Stealth test at Difficulty 4 lets the coterie hide their things while the guards pat them down. The coterie can win at a cost on this roll: they may keep evidence on them equal to their rolled successes minus 1. If the entire coterie only has a single piece of evidence, the test is at Difficulty 2 instead, with options for winning at a cost (anything from taking damage to leaving behind evidence of their own presence) if they fail. Unless this is part of a longer chronicle, with options for the coterie to pursue other angles of investigation with help from Captain, the coterie cannot progress in the story without at least one piece of evidence, even if it's being held by a captured character.

If Adriana and the guards restrained one or more characters at the end of the conflict, the guards capture them. The remaining characters may make one last Strength + Brawl test to rescue them at Difficulty 3; after this, either mortal authorities called by the bartenders or additional backup from the Midnight Angels arrive, forcing them to flee or surrender. A character may only rescue one captured member at a time. Failure could

get the would-be rescuers captured as well, and bestial failures or messy criticals could be especially dangerous if the fight is taking place inside the bar.

If any of the coterie's captured, it's not the end for them. Archangel plans to use them as unscheduled entertainment in his Elysium, giving them a chance to learn the whole plan in **Chapter Three** and to escape and aid the rest of the coterie in **Chapter Four**. After escaping from the Blue Moon with something to

ADJUSTING FOR TIME

The Storyteller has a lot of discretion here when it comes to letting the fight run longer or ending it quickly by summoning mortal police or Kindred antagonists. If pressed for time, consider keeping the party together. If overwhelming force arrives, all characters can be captured and brought together to the locked room in the Waterfall Parlor, bypassing the *Following Up* and *Arranging Preparations* sections of the story entirely. Otherwise, any captures can be converted into costly escapes — possibly by having those characters leave something behind that implicates them in the break-in or the trafficking operation itself — so that the coterie moves together into **Chapter Three**.

If the party is split between captured and escaped characters, the Storyteller should be mindful of pacing in **Chapter Three**. Don't keep any players' characters out of play for too long, and if there's time, encourage any captured characters' efforts to make the most of their situation tactically.

CHAPTER THREE: ALL ABOUT ARCHANGEL

take Archangel down, the players have the rest of the night (or a few hours, if the meeting's later that night) to follow up on evidence or prepare for the challenge to come. If some members of the coterie were captured in **Chapter Two**, they have their own concerns.

Take some time to talk with your players about the next steps their coterie wants to take. This chapter is less of a scene and more of an opportunity for players to plan (and a good place to adjust for time, either by roleplaying interactions and introducing complications, or speeding things up by zooming out). Their initial ideas might have changed since the start of the story, and it's possible that what they want to do with (or to) Archangel shifted; for convention play, the pre-generated characters have Convictions that prompt them to react differently to what they've just seen and what they're about to do.

When the players are ready to go, start **Chapter Four**.

Following Up

If time is running short, the Storyteller can skip the tests here and give characters the relevant information from Table 2 (p. 14) regarding the evidence they've collected.

If the coterie has pictures of the captives and the corpses in the basement, an Intelligence + Academics test at Difficulty 3 reveals that each one of them went missing in the city sometime during the past few months. There's

no obvious pattern aside from visiting the Blue Moon somewhere between a week to a couple of days before their disappearance. If the coterie released some of the prisoners, they'll make the news tomorrow.

If the coterie took pictures of the blood bags (or has some on hand), examining the labels with an Intelligence + Occult test at Difficulty 2 reveals that the ingredients described are being used for alchemical experiments designed to preserve blood and make it palatable to any Kindred regardless of age or clan. The earliest sample comes from three months ago.

The coterie can call Snap using the burner phone to report their findings and ask about the thin-blood alchemy. Snap isn't horrified by the operation itself but is shocked at its scope. There's a tone of disappointment in their voice when they talk about the thin-blooded alchemists involved. A Wits + Insight test at Difficulty 2 confirms that Snap not only knows the thin-blooded that created the sauce but is also convinced that they're working with Archangel willingly. If confronted, they promise that they'll deal with the sauce's creators when this is over. If characters discovered the thin-blood corpse, Snap will confirm their suspicions.

In a longer chronicle, the Storyteller can devise similar tests to research evidence more deeply, possibly revealing connections to existing plot or character elements such as relationships between characters and any captured mortals or missing thin-blooded.

Arranging Preparations

Players might want to use the time before the Camarilla meeting to prepare to infiltrate it and enact their plans against Archangel. If this story takes place over two nights, they have the rest of the first night. If this story is one night long, they have at most two hours before the Camarilla meeting begins. Any action with no stated length of time is determined by Storyteller discretion.

Captain informs the characters that entering the Waterfall Parlor on the night of the meeting requires an invitation, in the form of a gold business card (at least, it does if they're entering through the front door). If any characters have been captured, she has a hunch that Archangel's the type to bring them to Elysium so he can humiliate them, in addition to whatever ultimate punishment he has planned.

Lock and Load

In most Camarilla domains, violence is forbidden at Elysium, and bringing the Final Death without the Prince's sanction is a crime. But Anarchs don't have to care about what the Camarilla or some Prince says, if they can survive the consequences. If the coterie is (understandably) reluctant to enter Elysium, the Storyteller has several options for convincing them. If you're running short on time, reminding characters of the threats Archangel poses detailed in Table 1 (p. 8) should do the trick, but in a longer chronicle, consider having characters roleplay this reluctance by contacting Captain or Snap. They might put the coterie in contact with someone who could eventually become a Mentor (Mawla) for guidance on how to act at Elysium, or reassure them that, as long as the coterie doesn't break the rules of Elysium, their safety is secured.

If the coterie is expecting or planning to make the meeting go loud, they can acquire weapons and other tools through relevant Advantages. For pre-generated characters, these Advantages include Contacts (activists, gang members, and a private investigator), Resources, and Fame. It's too late at night and too soon to obtain these things through legal means, but any character with criminal or underground connections should have little problem obtaining firepower. This creates its own challenges in later chapters.

Back-Up

The Anarchs sent the coterie on this assignment because of their relative anonymity in the city, but some plans might need more people power. If the characters look for back-up, these are their options.

- **Captain and the Anarchs:** The coterie's burner phone puts them in touch with Snap, which also gives them a line to Captain. The Anarchs aren't willing to go to the Waterfall Parlor if the coterie's planning to kill Archangel outright, but they might support plans to kidnap him if given a very good reason (e.g. Archangel's plans with the FBI or the murder of a thin-blood). They are willing to show up in an official capacity for more peaceful plans.
- **Allies, Contacts, and Retainers:** Any Allies (*Vampire*, pp. 184–185) are willing to answer a call for help, as are Retainers. If a character's Contact is especially close, they could assist at the Storyteller's discretion, but in general they only provide material support or information. Getting mortals into Elysium poses its own challenges and probably isn't on the table for one-shot play. The pre-generated characters' relevant Contacts are as follows: the Zealous Reformer has Contacts among local activists, the Rugged Survivalist has Contacts among gang members (the Westside Kings), and the Soft-Hearted Detective has a private investigator as a Contact.
- **Turned Assets:** If the coterie were able to turn Adriana or her guards to their side in **Chapter Two**, they're willing to provide support in secret. Adriana still feels great affection for her domitor and won't have any part in any violent plan, but would be willing to reveal his operation. The guards are willing to help in any plan the coterie thinks of.

Hunting

The characters can hunt to keep their Hunger at bay for the obstacles ahead or for extra opportunities to heal with the Blood. This is zoomed-out hunting (*Vampire: The Masquerade*, pp. 306–307). A successful hunt either takes half of the rest of the first night, or just enough time to do something short and quick before the meeting begins, depending on story length. Any purloined blood bags from the Blue Moon can, at the Storyteller's discretion, be used by Baggers either as normal or with ensuing complications from any experiments done on the

samples.

TABLE 3: HUNTING STYLES

CHARACTER	PREDATOR TYPE (POOL)
Zealous Reformer	Scene Queen (Local Activists; Manipulation + Persuasion)
Vengeful Occultist	Cleaver (Manipulation + Subterfuge)
Rugged Survivalist	Alleycat (Strength + Brawl)
Soft-Hearted Detective	Bagger (Intelligence + Streetwise)
Charming Impresario	Osiris (Manipulation + Subterfuge or Intimidation + Fame)
Domineering Opportunist	Sandman (Dexterity + Stealth)

Captured Kindred

If one or more members of the coterie were captured, take this opportunity to run a small scene after the other players have had a chance to prepare for the next chapter. Read or paraphrase:

They didn't have to throw you in the room with the corpses,

but they did.

They didn't bother tying you up or restraining you any further than they already have, which might feel like an insult.

The door opens, and a white man steps inside. He's not too tall or too short, but his shoulders are broad, and his jaw could cut glass. His long, blond hair is perfect.

He tosses a bag of blood at you. From the looks of it, this bag's fresh from the tap.

"On the house," he says with a smile. "Let it never be said I don't provide hospitality to Anarchs."

His smile melts into a grimace. "I'm Archangel. Who are you?"
What do you do?

Archangel takes the opportunity to interrogate his captives. Through the interrogation, he casually drops elements of his plan if the characters ask about it. He says that he respects the characters for doing this much only on the Anarchs' orders, noting that they could have been "a fine member of the Camarilla, in better circumstances."

When he's satisfied with the characters' answers, or if they've put up such a fuss that he gets angry, he says that they'll get to see Elysium tomorrow night — because he'll request the Prince condemn them to death there, using his authority as the new Primogen. He takes a moment to enjoy the character's reaction, if any, before staking them through the heart.

Keep this scene quick, ideally right before **Chapter**



CHAPTER FOUR:

PARLOR

GAMES

Four.

If this is a new night, remember to have the players make a Rouse Check.

When the coterie arrives at the Waterfall Parlor, read or paraphrase:

The Waterfall Parlor is the Blue Moon's opposite. It's a jazz club in the heart of the city, designed with a modern eye for architecture. Tonight, it's closed off for a "private event." This is where Archangel will make his bid to join the Primogen council.

You see a few people flashing golden business cards to the bouncer, who lets them in. There's an employee entrance in the back and a greenroom entrance on the side. A small security detail circles the perimeter.

Once you go in, there's no turning back. Archangel is coming out of that club a disgrace or he's not coming out of there at all. What do you do?

Getting In

The coterie has a few entry points:

- Not every person with a golden business card, the Camarilla's invitation, is a vampire. Some are ghouls or mortals in the know. Winning social tests, using an appropriate Discipline, or theft can get these cards. Every coterie member coming in through the front

needs a card and must go through a weapons check.

- The club's mortal employees are working tonight. Characters can try to get their key cards by winning on a social test (perhaps a Performance or Subterfuge test to pose as caterers or entertainers), using an appropriate Discipline, or just stealing one. The electronic lock can be unlocked without a card with a Wits + Technology or Larceny test at Difficulty 4, which can be reduced with access to appropriate tools (*Equipment and Preparedness Tests*, p. 7) at the Storyteller's discretion; winning at a cost might require a more substantial bribe or automatically alert Paul to their presence (*Inside Elysium*).
- Evading the security detail to get to the greenroom is a Dexterity + Stealth test at Difficulty 5. It also has an electronic lock and needs the same test as the employee entrance.
- If one or more of the coterie was captured in **Chapter Two**, they're already inside. They begin the chapter inside the greenroom, staked and paralyzed, with an unknown Kindred standing over them, smiling mischievously. They'll later recognize the Kindred as Avery Vega, the city's Herald, but for now, they wrench the stake from the character's heart. "And don't let Captain say I never do anything for her," they say on their way out. "I trust you'll find a way to thank me. And soon." In a longer chronicle, captured characters may have additional security measures to overcome or be Dominated to obey the rules of

Elysium, but for convention play, the coterie should be reunited as soon as possible.

If the coterie looks like they're clearly armed or about to cause a scene, increase the Difficulty of all social tests to enter the Waterfall Parlor or to go unnoticed while there by 1.

Inside Elysium

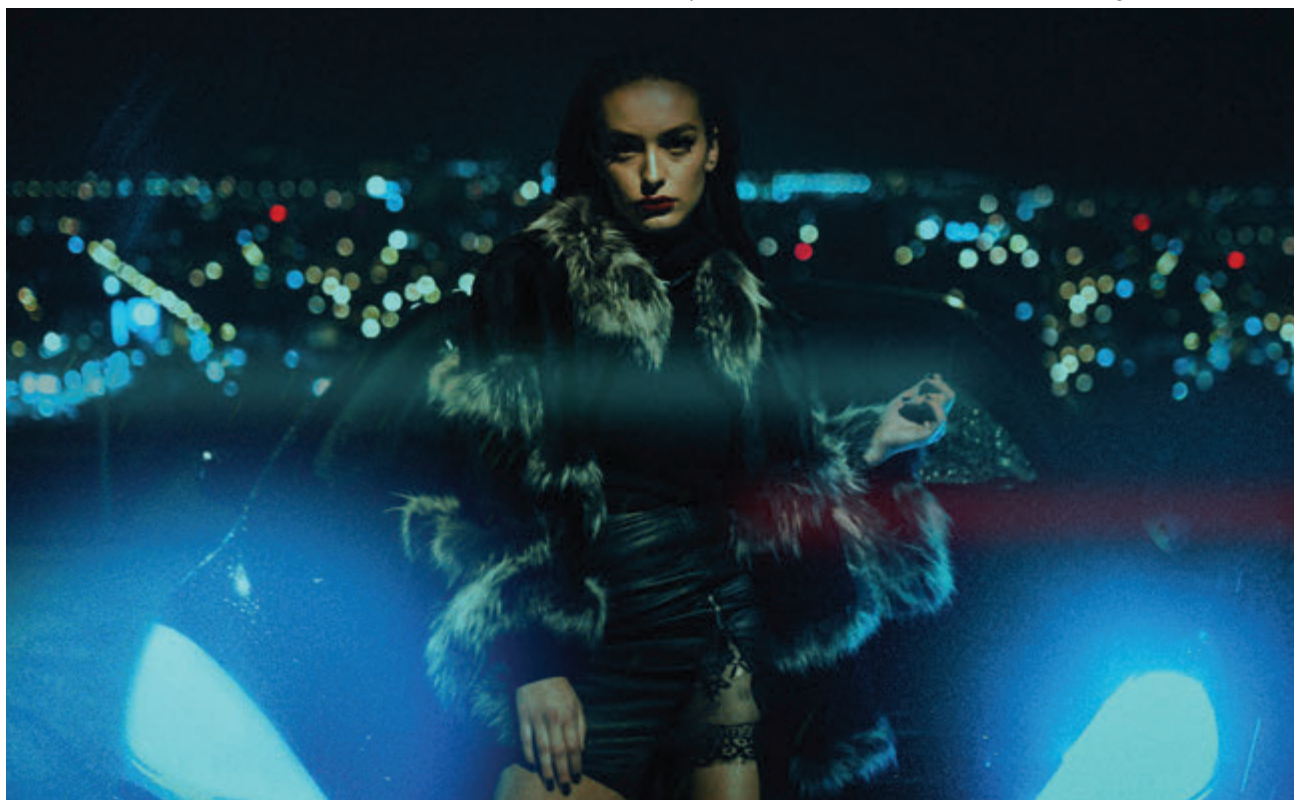
The Waterfall Parlor has an opulent interior. In the center, a band plays jazzy renditions of classical music standards on the center stage, behind the titular waterfall. The tables and bar around the stage are reserved for the mortals and ghouls; the real event is in the VIP room. Adriana is at a table near the center stage if she's still alive after **Chapter Two**. If she wasn't turned to the coterie's side, she could alert the authorities if she spots the coterie.

There's a ghoul guard at the VIP room door, which is the only way in to the Primogen meeting. Unless the security detail, the bouncer, or Archangel is aware the coterie's here and have warned her about them, she'll assume the characters belong here if they have no Blush of Life. If characters are armed or clearly hostile, however, she has an opportunity to use notice them using Sense

the Beast (**Vampire**, p. 245; as in *The Crowd Inside* but using Adriana's stats for the ghoul), prompting her to alert some Kindred nearby who roughly escort the coterie into the meeting. Otherwise, entering this way means that someone's going to catch them eventually, but the coterie can hold this off with either Obfuscate or a Wits + Stealth test at Difficulty 5. A win gives that character additional time to prepare for the confrontation in **Chapter Five**, and a win at a cost means that only Paul (p. 28) takes notice but chooses to hold back for now.

Inside the VIP room, the upper crust of the Camarilla meets. Avery (p. 28) leads the proceedings along with the current Primogen in the center of the room, with the rest of the city's Kindred elite seated around them. Paul sits behind them. Archangel is seated as close to the Primogen as he can get. If any of his three goons from **Chapter Two** are still active and on his side, they're nearby.

If undetected, the coterie watches Avery go over the meeting's order of business, which begins with an "important announcement" from Archangel, who has an opportunity to notice them (likely after they get a little time to prepare, as described above). If only Paul notices them, he waits for the coterie to make a move before speaking up. If they're caught immediately, or if they've physically attempted to force their way past the guard, all eyes fall on the coterie. **Chapter Five** begins.



CHAPTER FIVE:

TUMBLING

DOWN

If the coterie doesn't immediately break into violence, read out or paraphrase:

A hush falls over the gathering. Then come the murmurs.

"Who the hell are these people?" "Archangel's security must be terrible!" "Oh, these Anarchs are in for it now."

The big Latino man — you know him as Paul, the Sheriff — stands up. "That's far enough."

A tall white man with long blond hair and a chiseled jaw stands up. That's Archangel.

"Well," he says, "Before I was rudely interrupted—"

The Latine announcer with the wiry brown hair holds up their hand. "Heard something on the wind about this. I want to see where this goes."

"What?!" Archangel's rage shocks the crowd. "With all due respect, Herald..."

"Avery, Archangel, thank you," they say. They turn to you. "What does Captain's merry band want with us now?"

What do you do?

Avery's only a Herald for the reclusive Prince of the city, but the Camarilla treat their word as if it were the Prince's law. It's by that word that the coterie won't get thrown out in the cold or staked in front of an open window at this moment.

Archangel is furious, even more so if a character he thought he captured is standing with the coterie. He gestures to his guards, who get ready.

This is the moment of truth. The coterie's plans could fall into one of these three categories or could end up as a mixture of them. This story can't account for every plan a table could create, but these should be the most common.

If the coterie killed any Kindred at the Blue Moon, Archangel can use this information once as a +1 Willpower damage weapon in any of the Social Conflicts below.

Exposing Archangel

The coterie lays out their evidence and hopes the Camarilla Court will listen.

This is a Social Conflict between the coterie and Archangel. Any guard still loyal to him assists him. He defends himself with what he's done for the Camarilla and attacks with claims of an Anarch conspiracy against him. The coterie attacks with their experiences in the story; their successes provoke visible reactions of rage and disgust among the Kindred present. Any piece of evidence on hand counts as a one-use +1 Willpower damage weapon; evidence can be given additional weight according to Table 2, p. 14. Take into account any preparations the group has made before being called out in the VIP room, especially when determining consequences for dramatic successes or failures. Due to the intense scrutiny, once a character is out of Willpower, they're out of the scene and someone else needs to step up to present evidence.

There's a nearby laptop connected to a projector the coterie can use. The *Social Combat* section of **Vampire: The Masquerade** (p. 304) has suggestions for building dice pools according to the characters' approach. This scene can provide an opportunity for creative players to put some of their less frequently used skills into play, such as the pre-generated Vengeful Occultist's skill in Academics (teaching) to lay out the evidence for the Camarilla. The coterie can benefit from teamwork (**Vampire**, p. 122) as narratively appropriate.

The coterie wins if they inflict the most Willpower damage after three rounds. The Camarilla upper crust believes them, and Paul steps in to subdue Archangel. His fate depends on his Willpower track. If he has any free boxes left, he'll be exiled from the domain. If his Willpower is Impaired, he's facing the sun or a blood hunt, something the Prince decides later. However it ends, Paul gives the coterie a running start. The club is no longer an Elysium, and the coterie is still a threat.

The coterie loses if they take the most Willpower damage after three rounds. Avery pledges an investigation but declares that Archangel gets to remain free. He demands a seat on the Primogen. He gets a chilly reception and it's clear that he's no longer the shoo-in he seemed only a few minutes ago. The coterie can accept this (and take advantage of that running start to get out) or escalate to force in *Killing Archangel*, p. 25.

Capturing Archangel

Unwilling to trust the Camarilla's justice, the coterie captures Archangel and brings him into the Anarchs' custody.

If the coterie wants to convince the upper crust to let them take Archangel, one member can make a Charisma + Leadership test at Difficulty 7. Each piece of evidence the coterie has reduces the Difficulty by 1, and the rules for teamwork could apply here. There's no win with a cost here, it's all or nothing, so the coterie should consider the strength of their evidence against him. If the coterie has evidence of Archangel's collaboration with the FBI, for instance, this could help convince the Court to distance themselves from Archangel immediately and allow the Anarchs to do the dirty work.

On a win, the upper crust is convinced that they should let the Anarchs take care of it. Archangel and his guards threaten a fight but Paul blocks his guards and stakes

him. He shoves the captive in the coterie's direction and demands they leave.

On a failure, Avery mocks the coterie and lets them know that the Camarilla doesn't do mob justice. Paul escorts them out, by force if necessary. As they leave, they get to see Archangel demand a seat on the Primogen to a frosty reception. Perhaps a small victory is enough.

If the coterie decides to capture Archangel without talking, follow the advice in *Killing Archangel* (p. 25), except replace killing Archangel with restraining him and removing him from the VIP room in three rounds.

Killing Archangel

Archangel's a fool, a walking Masquerade breach, and better serves the Kindred as dust. The coterie decides that killing him is the only option.

Starting a fight in Elysium is a bad idea. Starting a fight in a room with socially and physically powerful vampires like the Camarilla upper crust is a terrible idea. But, if anyone's willing to commit to terrible ideas, it's vampires. This is a Physical Conflict, and there's no turning back.

At minimum, the coterie faces Archangel, whatever guards he has left, and Paul. If that's not enough, the Sheriff has up to three hounds, who use the unaltered Anarch Revolutionary stat block. All combatants aim to kill the coterie or put them in Torpor.

The conflict lasts for three rounds. The coterie succeeds in killing Archangel if they either net three critical wins on him, decapitate him, or get at least one critical win on him after putting him in Torpor. If they can't do this after the third round, there aren't any more chances. Archangel's allies help him escape from the VIP room, and the coterie must either fight their way out of the club or go down swinging.

Make the consequences of this very clear to the players if they go this route. This might not be appropriate for a chronicle opener, but it could make for a fantastic one-shot climax; use any of the Vampire Antagonist templates (*Vampire: The Masquerade*, p. 374) or stat blocks from Appendix One (p. 27) to allow the coterie to play the fight out if there's time. If the players aren't willing to risk parting with their characters, suggest exposing or capturing Archangel instead.

EPILOGUE:

DOMINO

EFFECT

If this is a one-shot, the story ends here. If this is the start of a chronicle, award the coterie experience as normal (1–3 XP); successful groups may gain Captain as a Mawla (**Vampire**, p. 192) or buy the first dot of status with the Anarchs (or the Camarilla, depending on the outcome).

Here's some consequences that could lead to future stories.

- If Archangel's destroyed, there's still a power vacuum in the city's Primogen. Camarilla coterie resort to bigger and more blatant displays of power, eventually fracturing the peace and heating up the war between the Camarilla and Anarchs.
- If Archangel's in the coterie's custody, they have a powerful bargaining chip. He's also remorseful about his actions and even seems interested in learning about the Anarchs. Is he a potential convert, or is he just biding his time?
- If Archangel's disgraced and in exile, the coterie's made a powerful enemy. In another city, he takes power and tries to start a war between his new domain and the coterie's. He might even give in to his darker nature, abandoning his lineage and joining the shadowy sect known as the Sabbat.
- If the coterie's plans didn't succeed, Archangel's lying his way through the Camarilla's investigation in hopes of becoming Primogen. Just when it looks like he might take the seat, he suddenly vanishes. His FBI contact found him, and now FIRSTLIGHT's setting up shop.
- Even if Archangel is defeated, his (albeit compromised) operation doesn't just vanish. And neither do the thin-blood alchemists and other reluctant Anarchs who were counting on his promised favors as Primogen. Their revenge could be an obstacle to the coterie's future endeavors, or they could become allies should the coterie want to take over some aspect of Archangel's old business.
- If the coterie's investigation at the Blue Moon resulted in them leaving any evidence behind, Archangel's contacts with local authorities could put FIRSTLIGHT on the coterie's trail.
- If any of the coterie were rescued by Avery, the Herald won't take long to call in that favor, especially if they failed to dispose of Archangel.

This section contains descriptions of major characters in the story. For any characters in the story not mentioned here, assume a General Difficulty of 2/2 and a 4 in all dice pools. Discipline ratings in this section don't have powers attached to their dots. Feel free to choose what Discipline powers each dot has the first time the vampire uses it; for instance, Archangel's security at the Blue Moon would benefit from having Sense the Beast, and Archangel's Presence could be used to Daunt or Awe a captured character, or for a longer scene, affix the character with a Dread Gaze.

APPENDIX ONE:

ALLIES &

ANTAGONISTS

Midnight Angels

The Midnight Angels are a rising coterie in the West Side of the city. Formed by the charisma of a single Toreador, this assortment of subordinate Kindred and ghouls focus on three things: economic advancement that keeps them rich in money and blood, stronger ties with the Camarilla of the greater region, and the extermination of every single Anarch.

General Difficulty: 4/3

Blood Potency: 2

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

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Athletics 7, Brawl 7, Firearms 6, Larceny 7

Disciplines: Animalism 2, Fortitude 3, Potence 2

Brenton “Archangel” Finlay

Brenton’s been dreaming about this moment since the night he was Embraced. The Toreador has spent years building a base of power and bringing all kinds of Kindred to his side. Outwardly, he presents himself in a genteel and respectful manner, even to the Anarchs he loathes. His image is that of a “moral vampire,” a man of honor among kine and Kindred. He’s so dedicated to it

that it’s almost believable. But the skeletons in his closet, both metaphorical and literal, threaten to tear him down, and the Anarchs see that it does.

General Difficulty: 5/3

Blood Potency: 2

Standard Dice Pools: Physical 4, Social 6, Mental 5

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Firearms 6, Intimidation 7, Persuasion 6, Subterfuge 8

Disciplines: Auspex 2, Celerity 3, Presence 3

Adriana Rollins

Adriana believes that she’s the second-in-command of the Midnight Angels, and it’s true to an extent. The ghoul manages the coterie’s daytime affairs and keeps an eye on the blood prison beneath the Blue Moon. But even with the sacrifices she’s made to keep them in the black and the red flowing, Brenton will never see her as a partner, only a tool.

General Difficulty: 3/2

Standard Dice Pools: Physical 4, Social 3, Mental 3

Secondary Attributes: Health 3, Willpower 2

Exceptional Dice Pools: Firearms 4, Stealth 5, Intimidation 6, Awareness 5

Disciplines: Presence 1 (Daunt)

The City's Camarilla

The city's been Camarilla territory since it was just an overgrown trading post. Unlike some other cities of the Ivory Tower, this city keeps its court slim. There's a Prince, a Sheriff, a Herald, and four Primogen each representing the strongest coterie in the four corners of the city.

A month ago, the West Side Primogen went missing, and her coterie scattered to the winds. The city's reclusive Prince is ready to seek out replacements.

Avery Vega

Very few Kindred have seen the Prince, but everyone's seen Avery. As the city's Herald, they're the go-between for the Kindred at large and their ruler. They have a near-photographic memory and a head for names, but the Malkavian can't keep tabs on everyone in the city. They're suspicious of Brenton's ambitions but can't find anything to pin on him.

General Difficulty: 4/3

Blood Potency: 2

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

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Etiquette 7, Insight 6, Streetwise 7, Politics 8

Disciplines: Auspex 3, Dominate 2, Obfuscate 3

Paul Campana

When it was clear that he had to choose between his clan and his obligations, Paul chose the latter. The Brujah's loyalty was rewarded with an appointment to Sheriff, a title he's held in the years since. He has a grudging respect for the Anarchs for keeping their end of the deal and not causing the city's cold war to turn hot so far, but that could change very soon. He protects the court, the sanctity of Elysium, and then himself, in that order.

General Difficulty: 5/3

Blood Potency: 2

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

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Brawl 8, Firearms 6, Melee 6, Intimidation 7

Disciplines: Celerity 2, Potence 3, Presence 1

The Local Anarchs

The Anarchs were the Camarilla's loyal opposition for almost a century. When the Ivory Tower decided to throw them under a bus with the advent of the Second Inquisition, the city's Camarilla followed suit, and things soured from there. They quickly established a council of the best and brightest to serve as the first among equals. That the "first among equals" can just draft a bunch of vampires to do their dirty work goes without saying.

Monique "Captain" Russell

They call her Captain because she was the first to lead the Anarchs into the city's new status quo. The Gangrel's pretty sure that it's just as much teasing as it is a sign of respect. The thought of herself as a Baron terrifies her to the core, but when the Anarchs need someone to make the final decision, Monique's willing to make the call. Out of respect for the Anarch principles of freedom and self-rule, she's willing to let the coterie use whatever methods they can to take Brenton down.

General Difficulty: 4/2

Blood Potency: 2

Standard Dice Pools: Physical 5, Social 5, Mental 4

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Athletics 7, Survival 6, Leadership 6, Subterfuge 6

Disciplines: Animalism 2, Fortitude 2, Protean 2

Shanon "Snap" Beasley

Shanon's the eyes and ears of the Anarchs. They're the one who first brought up Brenton's ambitions to the council. The Nosferatu claims that they've been trying to find anything that might thwart those ambitions, but Archangel's goons have been keeping an eye out for them. They'll provide the coterie with whatever information they need but would like them to maintain the Masquerade.

General Difficulty: 4/2

Blood Potency: 1

Standard Dice Pools: Physical 5, Social 4, Mental 5

Secondary Attributes: Health 4, Willpower 4

Exceptional Dice Pools: Stealth 8, Streetwise 7, Awareness 6, Investigation 5

Disciplines: Animalism 1, Obfuscate 3, Potence 2

APPENDIX TWO: PLAYER CHARACTER COTERIE

While *The Primogen's Gambit* may be played by any group looking for an introduction to an Anarch chronicle or a standalone story, the following pages give players character options for those who don't have prepared characters and want to jump right into playing the game.

As a newly formed Coterie of fledglings, they've yet to develop a specific type (*Vampire: The Masquerade*, pp. 197), but after this story, they could become a type like Marechal, Questari, or Watchmen. A coterie attempting to take over Archangel's operation in his absence could function as a Hunting Party, or their entrepreneurship could draw the attention and favor of Ministry vampires (*Player's Guide*, p. 33).

Ben "Freebird" Irwin (Zealous Reformer)

From an early age, Ben knew that the world was unfair. He thought he could change the system from the inside as a local politician's aide, but a bad night and the Embrace of a Camarilla loyalist seeking power over his boss proved the world's corruption went deeper than he imagined. Free of his sire's control, he won't make the same mistake twice.

His invitation to the Anarch gathering arrives by bike

messenger, slipped into a delivery order for his activist housemates. The note scrawled on the receipt mentions information about a local protestor whose disappearance has his Herd worried.

Clan: Brujah

Embraced: 2016 (Born 1996)

Ambition: Tear down any system that exploits the weak.

Predator: Scene Queen (Local Activists)

Convictions: Protect the innocent from harm.

Touchstones: Alex Lee, long-suffering single father.

Humanity: 7

Generation: 13th

Blood Potency: 1

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

Secondary Attributes: Health 6, Willpower 3

Skills: Athletics 4, Brawl 3, Driving 3, Melee 2, Intimidation 3, Leadership (Local Activists) 2, Streetwise 2, Academics (Research) 1, Awareness 1, Medicine (First-Aid) 1

Disciplines: Celerity 2 (Cat's Grace, Fleetness), Potence 2 (Soaring Leap, Prowess)

Advantages: Fame (Local Activists) 1, Contact (Local Activists) 1, Haven (Rented House: Good Size, Library) 3, Resources 2, Herd (Local Activists) 2

Flaws: Disliked (City Government), Known Blankbody

Daniella “Ley Line” Newton (Vengeful Occultist)

Daniella sought the truth for years, but she never expected the truth to find her. Her studies on modern-day occult practices attracted the attention of one of the Tremere, a clan whose members are dedicated to mastery over the Blood. She accepted her sire's invitation into the night, an invitation her sire's superiors didn't approve of. Not long after she rose from the dead, agents of the Camarilla destroyed her sire, shifting the Blood inside her into something unrecognizable. From her childhood home, she plans for some payback.

Her invitation to the Anarch gathering arrives as a stray card in her tarot deck. It doesn't say much, just the name of her sire's murderer and the meetup location.

Clan: Caitiff

Embraced: 2017 (Born 1970)

Ambition: Create a unified theory of supernatural beings and events.

Predator: Cleaver

Convictions: The guilty must be punished.

Touchstones: Taylor Reed, last remaining mortal descendant of her sire.

Humanity: 7

Generation: 12th

Blood Potency: 1

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

Secondary Attributes: Health 5, Willpower 6

Skills: Athletics 2, Firearms 2, Stealth (Hiding) 1, Insight 3, Subterfuge (Coverups) 2, Academics (Teaching) 3, Awareness 3, Investigation 1, Medicine 1, Occult 4

Disciplines: Animalism 1 (Bond Famulus: Bobbi, family Great Dane), Blood Sorcery 2 (A Taste for Blood, Extinguish Vitae), Celerity 1 (Rapid Reflexes)

Blood Sorcery Rituals: Clinging of the Insect

Advantages: Linguistics (German, French, Spanish) 3, Haven (Family Guest Home: Good Size) 2, Herd 2, Resources 2

Flaws: Dark Secret (Cleaver) 1, Suspect

Harris “Tick” Porter (Rugged Survivalist)

Harris grew up in the city and wanted to get as far away from it as they could when they came of age. They built a decent life in a forest cabin, only going into the city twice a month for anything nature couldn't provide. It was a nighttime supply run that brought them the Embrace: someone hunted them like they'd hunt deer. They don't know who did it to them, and they'd love to find them and give 'em a piece of their mind.

Their invitation to the Anarch gathering was tucked under their truck's windshield wiper on their last run to the city: a political mailer about anti-deforestation protests, with the address info crossed out and replaced with the location of the secret meeting. They might have thrown it out just the same, but the Camarilla insignia scrawled across the back gets their attention.

Clan: Gangrel

Embraced: 2018 (Born 1993)

Ambition: Carve out a safe home for me and mine.

Predator: Alleycat

Convictions: None may control me.

Touchstones: Sally Ward, forest ranger.

Humanity: 6

Generation: 13th

Blood Potency: 1

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

Secondary Attributes: Health 8, Willpower 4

Skills: Athletics 3, Brawl (Grappling) 2, Larceny 1, Melee 3, Stealth 2, Survival 4, Animal Ken 2, Insight 3, Streetwise (Urban Survival) 1, Medicine 1

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

Advantages: Bloodhound, Contacts (Gang: The Westside Kings) 3, Haven (The Cabin: Good Size, Postern, Surgery) 4, Resources 2

Flaws: Obvious Predator

Floyd “Sherlock” Benson (Soft-Hearted Detective)

Floyd’s old friends would describe him as “unlucky,” and while he never agreed with them then, now he thinks they might have a point. His love for untangling complex problems brought him into the private detective business, and getting too close to the kidnapper in a missing person’s case brought him into the Kindred. His looks took a turn for the worse, but he’s still a keen investigator with a deep sense of empathy. How long will that last? His invitation to the Anarch gathering was slipped under the door of his office at Benson Investigations, disguised as a blood toxicity report. Except the details in the report match those of his missing person, and he hasn’t had a lead on that case in months.

Clan: Malkavian

Embraced: 2021 (Born 1986)

Ambition: Solve my mortal self’s last case.

Predator: Bagger

Convictions: Sometimes doing the right thing gets people hurt.

Touchstones: Penny Gutierrez, his childhood best friend.

Humanity: 7

Generation: 13th

Blood Potency: 1

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

Secondary Attributes: Health 4, Willpower 5

Skills: Athletics 2, Larceny (Lock-Picking) 1, Firearms (Quick-Draw) 1, Stealth 3, Animal Ken 1, Insight 2, Intimidation 2, Persuasion 3, Awareness 3, Investigation 4

Disciplines: Obfuscate 3 (Cloak of Shadows, Unseen Passage, Mask of a Thousand Faces), Auspex 1 (Heightened Senses)

Advantages: Contacts (Mary Ross, fellow PI) 2, Iron Gullet, Resources 2, Haven (Benson Investigations Office: Small Size, Location, Postern) 3

Flaws: Enemy (Scott Ross, phlebotomist) 2, Folkloric Bane: Ultraviolet Light, Folkloric Block: Garlic

Lorenzo “Swan” Sykes (Charming Impresario)

Lorenzo never had a head for creating music. Their true talent lay in finding those that could and making them stars. As a manager, they brought two rock bands, four pop stars, three emcees, and a DJ with them on the road to fame and fortune. Their meteoric rise as the person-behind-the-person came to a halt when a rival producer shot them after a concert. An Anarch Toreador who ran in the same scene saw an opportunity and offered a dying Lorenzo the Embrace. They’re still getting their head around the specifics of vampire politics, but the Kindred feel awfully familiar.

Their invitation to the Anarch gathering came as an audio recording. Normally someone else handles all the tapes that make their way in from hopeful artists seeking Lorenzo’s representation, but this came as a cassette: Stump Davis, live at the Blue Moon. “Live” is crossed out, and the only thing on the tape itself is someone reading the location for the meeting.

Clan: Toreador

Embraced: 2019 (Born 1983)

Ambition: Establish a media empire.

Predator: Osiris

Convictions: An action isn’t evil so long as the intention is good.

Touchstones: Fred “Stump” Davis, washed-up country musician.

Humanity: 7

Generation: 12th

Blood Potency: 1

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

Secondary Attributes: Health 5, Willpower 5

Skills: Athletics (Climbing) 1, Melee 2, Stealth 1, Etiquette 3, Leadership 4, Performance (Piano) 2, Persuasion 3, Streetwise 3, Subterfuge 2, Finance 1

Disciplines: Presence 3 (Awe, Lingering Kiss, Entrancement), Auspex 1 (Heightened Senses)

Advantages: Fame 1, Herd 2, Resources 3, Haven (Sykes Sound Studios: Good Size, Luxury, Location) 4

Flaws: Enemies (Preston “DJ Jeff” Jefferies, Would-Be Murderer) 1, Disliked (Other Music Producers) Stigmata, Known Corpse

Aliyah “Princess” Shaw (Domineering Opportunist)

Aliyah’s life and unlife were decided for her. The youngest in a family of Ghouls, the blood-addicted servants of a vampire, her sire hand-picked her for a promotion into undeath. The Camarilla was fun, but any path to greater power was cut off by older vampires of greater stature. When she realized that anyone in the Anarchs could rise to dominance through sheer gumption, she knew what to do. Her sire and her family are pissed, but they’re far away now. Here, Aliya’s the master of her own destiny. Her invitation to the Anarch gathering arrives on Julian Howard’s letterhead. She gets ready to move to a new crash pad, again, but the envelope is empty, a timestamp written on the inside. When she reviews that moment on her home security system footage, the camera is covered, only for an instant, by a piece of paper bearing the details of the Anarch meeting.

Clan: Ventrue

Embraced: 2020 (Born 2002)

Ambition: Become Baron of this charming little city.

Predator: Sandman

Convictions: Always keep your sworn word.

Touchstones: Rob Watson, distant relative but close friend.

Humanity: 7

Generation: 12th

Blood Potency: 1

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

Secondary Attributes: Health 5, Willpower 5

Skills: Athletics 2, Driving 1, Firearms 2, Larceny 1, Etiquette 3, Stealth 1 (Break-In), Intimidation 2, Leadership 3, Persuasion 4, Subterfuge 3

Disciplines: Auspex 1 (Sense the Unseen), Dominate 2 (Compel, Mesmerize), Fortitude 1 (Unswayable Mind)

Advantages: Looks (Beautiful), Resources 4, Haven 3 (Crash Pad: Small Size, Luxury, Security System)

Flaws: Adversary (Julian Howard, Sire) 2

APPENDIX THREE: ADAPTATIONS

Adapting the story for your city

Alter references to the West Side as appropriate to encompass a relevant neighborhood, district, or the city itself if it's too small to be feasibly divided among different Primogen.

If you have a downtown, you have a dive bar, and you probably have a suitably fancy stand-in for the Waterfall Parlor as well. The Anarchs' meeting in the Herrick's, the parks and neighborhoods where pre-generated characters have their Havens, and any unspecified secondary locations can be easily adapted to reference their local counterparts, or left as generic grocery stores and offices.

Alternate beginnings

For a Camarilla coterie, Captain can be replaced with an existing character within the organization, perhaps someone the characters would appreciate having as a Mawla or someone with other authority to convince them to act against Archangel.

The "high-profile kidnappings" could provide a good alternate hook for an existing chronicle, one that could easily

dispense with the prologue and/or alter the Captain's role and affiliation to accommodate a Camarilla or other coterie that doesn't fit the current Anarch setup. A Camarilla coterie could also approach this story from the angle of investigating the disappearance of one of the Primogen and the vampire rumored to be likely to fill that seat.

Storytellers can easily adapt the anonymous invitation the coterie receives in the Prologue, as well as Captain's promised rewards — or perhaps threats — to integrate the story within an existing chronicle.

A Toreador "Angel" named Michael?

Brenton probably chose the name *Archangel* and *Midnight Angels* because they sounded cool, like many young Kindred. He is woefully ignorant of his clan's history and previous Toreador using the word *angel*. This could cause added conflict with any members of the Nephilim cult, also known as the Children of the Angel (see *Cults of the Blood Gods*, pp. 105–114). One or more Nephilim believers may take offense at the name or have manipulated Brenton into serving as their unwitting pawn.

VAMPIRE

THE MASQUERADE

Name Aliyah "Princess" Shaw	Concept Domineering Opportunist	Predator Sandman
Chronicle The Primogen's Gambit	Ambition <i>Become Baron of this charming little city</i>	Clan Ventrue
Sire Julian Howard	Desire	Generation 12th

ATTRIBUTES

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●●○○○	Charisma	●●●●○	Intelligence	●○○○○
Dexterity	●●○○○	Manipulation	●●●○○	Wits	●●○○○
Stamina	●●○○○	Composure	●●●○○	Resolve	●●○○○

Health		Willpower	
□□□□□	■	□□□□□	■

SKILLS

Athletics.....	●●○○○	Animal Ken.....	○○○○○	Academics.....	○○○○○
Brawl.....	○○○○○	Etiquette.....	●●●○○	Awareness.....	○○○○○
Craft.....	○○○○○	Insight.....	○○○○○	Finance.....	○○○○○
Drive.....	●○○○○	Intimidation.....	●●○○○	Investigation.....	○○○○○
Firearms.....	●●○○○	Leadership.....	●●●○○	Medicine.....	○○○○○
Melee.....	○○○○○	Performance.....	○○○○○	Occult.....	○○○○○
Larceny.....	①①○○○	Persuasion.....	●●●●○	Politics.....	○○○○○
Stealth <i>Break-Ins</i>	①○○○○	Streetwise.....	○○○○○	Science.....	○○○○○
Survival.....	○○○○○	Subterfuge.....	●●●○○	Technology.....	○○○○○

DISCIPLINES

Auspex	●○○○○	Dominate	●●○○○	Fortitude	●○○○○
Sense the Unseen		Compel		Unswayable Mind	
		Mesmerize			
	○○○○○		○○○○○		○○○○○

Resonance

Hunger □□□□□

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

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Always keep your sworn word — Rob Watson, distant relative but close friend.</p>	<p>Drinking mortal blood outside their preference costs Willpower points equal the Bane Severity or the blood taken surges back up as scarlet vomit.</p> <p>With a Resolve + Awareness test (Difficulty 4 or more) your character can sense if a mortal possesses the blood they require. Feeding from non-preferred victims</p>
--	---	--

Advantages & Flaws

Looks (Beautiful)	●●○○○
Resources	●●●●○
Haven (Crash Pad: Size Small, Luxury, — security system)	●●●○○
	○○○○○
	○○○○○
-Adversary (Julian Howard, sire)	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Notes

Blood Potency ●○○○○○○○○○○

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

Total Experience

Spent Experience

True age	21
Apparent age	18
Date of birth	2002
Date of death	2020
Appearance	
Distinguishing features	
History	<p>Aliyah's life and unlife were decided for her. The youngest in a family of Ghouls, the blood-addicted servants of a vampire, her sire hand-picked her for a promotion into undeath. The Camarilla was fun, but any path to greater power was cut off by older vampires of greater stature. Realizing that that anyone in the Anarchs could rise through sheer gumption, she knew what to do. Her sire and her family are pissed, but they're far away now. Her invitation to the Anarch gathering arrives on Julian Howard's letterhead. She gets ready to move to a new crash pad, again, but the envelope is empty, a timestamp written on the inside. When she reviews that moment on her home security system footage, the camera is covered, only for an instant, by a piece of paper bearing the details of the Anarch meeting.</p>

VAMPIRE

THE MASQUERADE

Name Ben "Freebird" Irwin	Concept Zealous Reformer	Predator Scene Queen (Local Activists)
Chronicle The Primogen's Gambit	Ambition <small>Tear down any system that exploits the weak.</small>	Clan Brujah
Sire	Desire	Generation 13th

ATTRIBUTES

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

SKILLS

Athletics	●●●●○	Animal Ken	○○○○○	Academics Research	●○○○○
Brawl	●●●○○	Etiquette	○○○○○	Awareness	●○○○○
Craft	○○○○○	Insight	○○○○○	Finance	○○○○○
Drive	●●●○○	Intimidation	●●●○○	Investigation	○○○○○
Firearms	○○○○○	Leadership Local Activists	●●○○○	Medicine First Aid	●○○○○
Melee	●●○○○	Performance	○○○○○	Occult	○○○○○
Larceny	○○○○○	Persuasion	○○○○○	Politics	○○○○○
Stealth	○○○○○	Streetwise	●●○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	○○○○○	Technology	○○○○○

DISCIPLINES

Celerity	●●○○○	Potence	●●○○○		○○○○○
Cat's Grace		Soaring Leap			
Fleetness		Prowess			
	○○○○○		○○○○○		○○○○○

Resonance

Hunger □□□□□

Humanity

Chronicle Tenets

Touchstones & Convictions

Clan Bane

Protect the innocent from harm.	Alex Lee, long-suffering single father.	Subtract dice equal to the Bane Severity of the Brujah from any roll to resist fury frenzy. This cannot take the pool below one die
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Advantages & Flaws

Blood Potency ●○○○○○○○○○○

Fame (Local Activists)	●○○○○○
Contact (Local Activists)	●○○○○○
Haven (Rented House: Good Size, Library)	●●●○○○
Resources	●●○○○○
Herd (Local Activists)	●●○○○○
	○○○○○○
-Disliked (City Government)	○○○○○○
-Known Blankbody	○○○○○○
	○○○○○○
	○○○○○○

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

Total Experience

Spent Experience

True age	27
Apparent age	20
Date of birth	1996
Date of death	2016
Appearance	
Distinguishing features	
History	<p>From an early age, Ben knew that the world was unfair. He thought he could change the system from the inside as a local politician's aide, but a bad night and the Embrace of a Camarilla loyalist seeking power over his boss proved the world's corruption went deeper than he imagined. Free of his sire's control, he won't make the same mistake twice.</p> <p>His invitation to the Anarch gathering arrives by bike messenger, slipped into a delivery order for his activist housemates. The note scrawled on the receipt mentions information about a local protestor whose disappearance has his Herd worried.</p>

Notes

VAMPIRE

THE MASQUERADE

Name Daniella "Ley Line" Newton	Concept Vengeful Occultist	Predator Cleaver
Chronicle The Primogen's Gambit	Ambition Create a unified theory of the supernatural	Clan Caitiff
Sire	Desire	Generation 12th

ATTRIBUTES

Physical

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

Social

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

Mental

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

Health

□□□□□ ■■■■■■

Willpower

□□□□□ □■■■■■

SKILLS

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

DISCIPLINES

Animalism ●○○○○	Blood Sorcery ●●○○○	Celerity ●○○○○
Bond Famulus: Bobbi, family Great Dane	A Taste for Blood	Rapid Reflexx
	Extinguish Vitae	
○○○○○	Blood Sorcery Rituals ○○○○○	○○○○○
	Clinging of the Insect	

Resonance

Hunger □□□□□

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

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	The guilty must be punished — Taylor Reed, last remaining mortal descendant of her sire.	The Storyteller may always impose a one or two dice penalty on Social tests against fellow Kindred who know they are Caitiff, regardless of their eventual Status.
--	--	--

Advantages & Flaws

Linguistics: German, French, Spanish	●●●○○
Haven (Family Guest Home: Good Size)	●●○○○
Herd	●●○○○
Resources	●●○○○
	○○○○○
-Dark Secret (Cleaver)	●○○○○
-Suspect	●○○○○
	○○○○○
	○○○○○
	○○○○○

Notes

Blood Potency ●○○○○○○○○○○

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

Total Experience

Spent Experience

True age	53
Apparent age	47
Date of birth	1970
Date of death	2017
Appearance	
Distinguishing features	
History	<p>Daniella sought the truth for years, but she never expected the truth to find her. Her studies on modern-day occult practices attracted the attention of one of the Tremere, a clan whose members are dedicated to mastery over the Blood. She accepted her sire's invitation into the night, an invitation her sire's superiors didn't approve of. Not long after she rose from the dead, agents of the Camarilla destroyed her sire, shifting the Blood inside her into something unrecognizable. From her childhood home, she plans for some payback.</p> <p>Her invitation to the Anarch gathering arrives as a stray card in her tarot deck. It doesn't say much, just the name of her sire's murderer and the meetup location.</p>

VAMPIRE

THE MASQUERADE

Name Floyd "Sherlock" Benson	Concept Soft-Hearted Detective	Predator Bagger
Chronicle The Primogen's Gambit	Ambition Solve my mortal self's last case	Clan Malkavian
Sire	Desire	Generation 13th

ATTRIBUTES

<i>Physical</i>	<i>Social</i>	<i>Mental</i>
Strength ●●○○○	Charisma ●●○○○	Intelligence ●●●○○
Dexterity ●●○○○	Manipulation ●●○○○	Wits ●●●●○
Stamina ●○○○○	Composure ●●○○○	Resolve ●●●○○

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

SKILLS

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

DISCIPLINES

Auspex ●○○○○	Obfuscate ●●●○○	○○○○○
Heightened Senses	Cloak of Shadows	
	Unseen Passage	
	Mask of a Thousand Faces	
○○○○○	○○○○○	○○○○○

Resonance

Hunger □□□□□

Humanity

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Sometimes doing the right thing gets people hurt — Penny Gutierrez, his childhood best friend.</p>	<p>When the Malkavian suffers a Bestial Failure or a Compulsion, their curse comes to the fore. Suffer a penalty equal to your character's Bane Severity to one category of dice pools (Physical, Social, or Mental) for the entire scene. This is in addition to any penalties incurred by Compulsions.</p>
--	---	--

Advantages & Flaws

Contacts (Mary Ros, fellow P.I.)	●●○○○
Iron Gullet	○○○○○
Resources	●●○○○
Haven (Benson Investigations Office: Small Size, — Location, Postern)	●●●○○
	○○○○○
-Enemy (Scott Ross, phlebotomist)	●●○○○
-Folkloric Bane: Ultraviolet Light	●○○○○
-Folkloric Block: Garlic	●○○○○
	○○○○○
	○○○○○

Notes

Blood Potency ●○○○○○○○○○○

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

Total Experience

Spent Experience

True age	37
Apparent age	35
Date of birth	1986
Date of death	2021
Appearance	
Distinguishing features	
History	<p>Floyd's old friends would describe him as "unlucky," and while he never agreed with them then, now he thinks they might have a point. His love for untangling complex problems brought him into the private detective business, and getting too close to the kidnapper in a missing person's case brought him into the Kindred. His looks took a turn for the worse, but he's still a keen investigator with a deep sense of empathy. How long will that last?</p> <p>His invitation to the Anarch gathering was slipped under the door of his office at Benson Investigations, disguised as a blood toxicity report. Except the details in the report match those of his missing person, and he hasn't had a lead on that case in months.</p>

VAMPIRE

THE MASQUERADE

Name Harris "Tick" Porter	Concept Rugged Survivalist	Predator Alleycat
Chronicle The Primogen's Gambit	Ambition Carve out a safe home	Clan Gangrel
Sire	Desire	Generation 13th

ATTRIBUTES

Physical

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

Social

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

Mental

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

Health

□□□□□ □□□■

Willpower

□□□□■ ■■■■■■

SKILLS

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

DISCIPLINES

Fortitude ●○○○○	Potence ●○○○○	Protean ●●○○○
Resilience	Lethal Body	Eyes of the Beast
		Feral Weapons
○○○○○	○○○○○	○○○○○

Resonance

Hunger □□□□□

Humanity [x][x][x][x][x] [x]□□□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	None may control me — Sally Ward, forest ranger	
--	--	--

Advantages & Flaws

Bloodhound	○○○○○
Contacts (Gang: The Westside Kings)	●●●○○
Haven (The Cabin: Good Size, Postern, Surgery)	●●●●○
Resources	●●○○○
	○○○○○
-Obvious Predator	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Notes

Blood Potency ●○○○○○○○○○○

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

Total Experience

Spent Experience

True age	30
Apparent age	25
Date of birth	1993
Date of death	2018
Appearance	
Distinguishing features	
History	<p>Harris grew up in the city and wanted to get as far away from it as they could when they came of age. They built a decent life in a forest cabin, only going into the city twice a month for anything nature couldn't provide. It was a nighttime supply run that brought them the Embrace: someone hunted them like they'd hunt deer. They don't know who did it to them, and they'd love to find them and give 'em a piece of their mind.</p> <p>Their invitation to the Anarch gathering wa0s tucked under their truck's windshield wiper on their last run to the city: a political mailer about anti-deforestation protests, with the address info crossed out and replaced with the location of the secret meeting. They might have thrown it out just the same, but the Camarilla insignia scrawled across the back gets their attention.</p>

VAMPIRE

THE MASQUERADE

Name Lorenzo "Swan" Sykes	Concept Charming Impresario	Predator Osiris
Chronicle The Primogen's Gambit	Ambition Establish a media empire.	Clan Toreador
Sire	Desire	Generation 12th

ATTRIBUTES

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

SKILLS

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

DISCIPLINES

Auspex	●○○○○	Presence	●●●○○		○○○○○
Heightened Senses		Awe			
		Lingering Kiss			
		Entrancement			
	○○○○○		○○○○○		○○○○○

Resonance.....

Hunger □□□□□

Humanity

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