



# VAMPIRE

## THE MASQUERADE

**VAMPIRE THE MASQUERADE 5TH EDITION**  
**ALPHA PLAYTEST**  
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Hello, and thank you for being part of the alpha playtest for Vampire the Masquerade 5th Edition.

**What is Vampire the Masquerade?** Vampire is a storytelling game of personal and political horror.

In Vampire, you are the monster; you are a vampire struggling for survival, supremacy, and your own fading humanity. You're afraid of what you are capable of (personal), and afraid of the inhuman conspiracies and mysteries that surround you (political).

### **Development Status**

This alpha playtest draws on 25 years of Vampire the Masquerade. We have selected some rules and concepts from different editions, choosing what we felt each edition did best to help us create this newest version of the game. Some rules, like Hunger, are completely new. Nothing here is final, and almost everything will go through several iterations of design, redesign, and testing before it is finalized.

This document also reflects the comments, opinions, and feedback from hundreds of pre-alpha playtesters.

### **Feedback**

We appreciate your opinions, your feedback, and your assistance: please help us improve these alpha rules by sharing your opinions about it with us. You can provide us with feedback as part of the playtest or immediately after, any time that you see us at a convention or trade show, or through the playtest survey that we will publish on [www.worldofdarkness.com](http://www.worldofdarkness.com) shortly after GenCon.



To live as a Vampire is to live with horror.  
Always squatting on one's shoulder like a warlock's fiend is the knowledge  
of the Hunger.  
And always, always, does it approach. Sometimes slowly and  
surreptitiously, sometimes with great haste, but always ravenously.  
The Hunger can never fully be satiated.

Hunger, we call it, yet the term is woefully inadequate.  
Mortals know hunger, even starvation, but this is as nothing.  
The Hunger replaces almost every need, every drive known to the  
living – food, drink, sex, security – and it is more compelling than all of  
them combined.

More than a drive, it is a craving, a drug, one to which we are born with a  
hopeless addiction.  
In the taking of blood lies not only our survival, but also a pleasure  
beyond description.  
The Hunger is a physical, mental, and spiritual ecstasy which throws all  
the pleasures of mortal life into shadow.

To be a Vampire is to be trapped by the Hunger.  
The Beast may only be kept subdued by the greatest effort of will; to  
deny the Hunger enrages the Beast, until nothing may keep it in check.

Thus we must commit monstrous acts to stop ourselves  
from becoming monsters. That is the Riddle.  
Monsters we are, lest monsters we become.





**BASIC ACTION**  
**RESOLUTION**

## DICE POOL

Vampire is a dice pool game. This means for most actions, you'll roll a pool of 10-sided (d10) dice that represent some combination of traits on your character sheet. The most common dice pool is Attribute + Skill.

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### EXAMPLE:

*Helen and Timothy are vampires who are sneaking around in a police department headquarters. They are looking for some information about a recent crime that may compromise Helen's childe, Lucas. While Timothy keeps an eye on the lone police detective working the night shift at the front desk, Helen attempts to access the department computer files from a laptop in an adjoining room. The Storyteller sets the Difficulty at 2. Helen's Intelligence Attribute is 3 and her Computer Skill is 2, so she has a dice pool of 5 (3 + 2 = 5) to accomplish this task*

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### HOW TO SUCCEED

When you roll a dice pool, every die result that is 6 or higher is a success. This includes 10 (represented as "0" on most d10s).

The Storyteller determines how many successes you need for each role, depending on the difficulty of what you're trying to accomplish. Example difficulties:

**EASY** = 1 SUCCESS

**STANDARD** = 2 SUCCESSES

**MODERATE** = 3-4 SUCCESSES

**CHALLENGING** = 5 SUCCESSES

**HARD** = 6 SUCCESSES

**VERY HARD** = 7-8 SUCCESSES

**NEARLY IMPOSSIBLE** = 9-10 SUCCESSES

**IMPORTANT:** In V5, Difficulty means the number of successful dice required to succeed at a task, not the target number for the individual dice (which is always 6+)

Some rolls are opposed. Instead of comparing successes to a static difficulty number, you and the Storyteller (or another player) will both roll dice pools, and compare the total number of your successes. The acting character needs an equal or higher number of successful dice than the opposer for the action to succeed. Note that the individual pools need not include all the same traits.

### THE PRICE OF FAILURE

If your roll includes no successes, your character failed. Failure sometimes means only that your character didn't achieve the desired result; sometimes it means dire consequences occur. The Storyteller defines what failure means according to situation and circumstances, and decides whether or not you can try again after a failure.

**You may spend a point of Willpower to re-roll any or all dice (ANY roll, including Hunger and Frenzy), see Willpower, below.**

**EXAMPLE:**

*Timothy distracts the mortal detective at the front desk while Helen searches the files. He decides to pretend to be an ordinary citizen who wants to file a missing person's report. The Storyteller decides that the officer is suspicious and that this will be an opposed roll. Timothy's dice pool is Manipulation 3 + Persuasion 3 = 6. The detective's pool is Wits 2 + Subterfuge 2 = 4. Timothy rolls six dice and gets 2,3,5,5,5,9, that's only one success. The detective rolls 1,4,8,8, that's two successes. He's not buying what Timothy is selling, and reacts with very open disbelief.*

Timothy could opt to spend Willpower and re-roll any or all of the dice in his pool.

**SUCCEED AT A COST**

If your roll includes any successes, but fails by one success, you may opt to "succeed at a cost." You succeeded in your attempt, but something happened to make things worse for you anyway: you take damage, attract unfriendly (and powerful) notice, lose something you value, etc. Any player (including you) or the Storyteller can suggest the cost; if it's too high, you can always opt to fail instead.

**EXAMPLE:**

*Timothy failed by one success; he suggests that he successfully pretended to file the report but left a fingerprint behind. The Storyteller thinks that's not immediately costly enough, and counters by suggesting Timothy accidentally used Lucas' name in the report, linking the two of them in police records. Timothy decides to take the failure rather than piss off Helen by getting her child more heat.*

The Storyteller may rule that you cannot succeed at a cost in circumstances in which nobody can think of an adequate cost.

**TAKE HALF**

We encourage the Storyteller to "Take Half" when making opposed rolls for Non-player characters (NPCs), to speed action resolution whenever the situation seems appropriate. To Take Half, count the number of dice in the opposed pool, divide in half, and that's the number of successes. Round up any fractions.

**BASIC ACTION SUMMARY**

1. Storyteller identifies the task or situation (throw a punch, climb a wall, intimidate an enemy, etc.) and whether the test is Static or Opposed.
2. Storyteller determines a Difficulty: that is the number of successes required if Static, or what pool to compare if Opposed.
3. Player creates a Dice Pool of d10s using a number of dice equal to the total number of appropriate traits. For vampire characters, one or more of these dice may be Hunger dice.
4. Player rolls the dice pool. Every 6+ rolled equals one Success. If the roll is opposed, Storyteller rolls dice pool or Takes Half.
5. Player needs Successes equal to or more than Difficulty, or the number of opposed Successes.
6. Only one success short = Player can opt to Succeed at a Cost
7. No successes = Total Failure (very bad consequences, cannot retry)

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**EXAMPLE:**

*In the previous example, the Storyteller could have chosen to Take Half instead of rolling for the police detective. The detective's pool is 4, and so if the ST decides to Take Half the detective gets 2 successes on his roll.*

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**SPENDABLE TRAITS AND PENALTIES**

Some situations may impose penalties to a roll, and sometimes the penalties are so severe that the dice pool drops to 0 or less. Penalties can never cause a pool to drop below 1 die.

When a dice pool includes a trait that has its own pool, such as Willpower, always use the current value of the trait. A pool of zero still gets to roll a single dice, as dice pools can never fall below 1.

**TEAMWORK**

If two or more PCs can effectively work together on a task (lifting a car, or tag-teaming a mark in a confidence game) they can make rolls separately and add their successes together. They do not combine all their dice into one pool: each character rolls her own appropriate dice pool.

**CRITICALS**

When you roll the dice, look for the tens (“0”) that come up, if any.

**A result of 0 on two normal dice (00) is a critical success:** You succeed at your task much faster,

more stylishly, or more completely than a normal success. For example, in a combat against a nameless mortal, you easily dispatch your foe without needing to add up damage; against a vampire, you do damage based only on your number of successes (see ‘Criticals in Combat’).

**Any result of 0 on a Hunger die (see Hunger, below) is a “messy critical.”** Your Hunger has driven you to greater than normal performance – at the cost of control. You killed the bouncer, but you clearly snapped his spine or tore out his throat. You found the right book, and tore the rest of the bookcase down in your exultation. You eluded the guards by biting out the throat of the one who saw you before he could cry out, leaving a very informative corpse in your path. The Storyteller and the player work together to decide on the level of success and the level of mess: by and large, they scale upward together. If you can’t come up with a good “messy” result for your roll, lose 1 Composure and move forward.

A regular critical (00) on a Composure roll allows you to regain a point of Composure. As you do not roll Hunger dice on non-skillchecks you cannot get a messy critical on this roll.

A result of one normal 0 and one Hunger die 0 is a messy critical.

A result of two normal 0s and one Hunger die 0 is a regular critical success: you control your power and your Hunger in the moment.

**CHARACTER**

**TRAITS**



## ATTRIBUTES

Every Vampire character has Attributes; they represent the basic potential of every person in the world, as well as most other living (and unliving) things. Most people have Attribute scores between 1 (poor) and 3 (good), though exceptionally gifted individuals may have scores of 4 (excellent) or even 5 (peak human capacity). Some vampire elders, those of strong Blood, are rumored to have scores higher still.

### PHYSICAL

Physical attributes measure your character's general strength, agility, and stamina. A character with modest Physical attributes is not very athletic, while a character with high Physical attributes is exceptionally strong, dexterous, or tough. Vampires may expend Blood points to supernaturally augment their Physical (and only their Physical) attributes for a short time.

### STRENGTH

Strength is the raw, brute power of a character. It governs how much weight a character can lift, how much he can physically push and how hard he can hit another character or object. The Strength Trait is added to a character's damage dice pool when he hits his opponent in hand-to-hand combat. It is also used when a character wishes to break, lift or carry something, as well as when a character tries to jump a distance.

- **POOR:** YOU CAN LIFT 40 LBS.
- ● **AVERAGE:** YOU CAN LIFT 100 LBS.
- ● ● **GOOD:** YOU CAN LIFT 250 LBS.
- ● ● ● **EXCEPTIONAL:** YOU CAN LIFT 400 LBS.
- ● ● ● ● **OUTSTANDING:** YOU CAN LIFT 650 LBS. AND CRUSH SKULLS LIKE GRAPES.

### DEXTERITY

The Dexterity Attribute measures a character's general physical prowess. It encompasses the character's speed, agility and overall quickness, as well as indicating the character's ability to manipulate objects with control and precision. Also included under Dexterity's heading are hand-eye coordination, reflexes and bodily grace.

- **POOR:** YOU ARE CLUMSY AND AWKWARD. PUT THAT GUN DOWN BEFORE YOU HURT YOURSELF.
- ● **AVERAGE:** YOU'RE NO CLOD, BUT YOU'RE NO BALLERINA, EITHER.
- ● ● **GOOD:** YOU POSSESS SOME DEGREE OF ATHLETIC POTENTIAL
- ● ● ● **EXCEPTIONAL:** YOU COULD BE AN ACROBAT IF YOU WISHED.
- ● ● ● ● **OUTSTANDING:** YOUR MOVEMENTS ARE LIQUID AND HYP-NOTIC - ALMOST SUPERHUMAN.

### STAMINA

The Stamina Trait reflects a character's health, toughness and resilience. It indicates how long a character can exert herself and how much punishment she can withstand before suffering physical trauma. Stamina also includes a bit of psychic fortitude, indicating a character's grit and tenacity not to give up.

- **POOR:** YOU BRUISE IN A STIFF WIND. A PUNCH OR TWO.
- ● **AVERAGE:** YOU ARE MODERATELY HEALTHY AND CAN TAKE A PUNCH
- ● ● **GOOD:** YOU ARE IN GOOD SHAPE AND RARELY FALL ILL.
- ● ● ● **EXCEPTIONAL:** YOU CAN RUN - AND PERHAPS WIN - ANY MARATHON YOU CHOOSE.
- ● ● ● ● **OUTSTANDING:** YOUR CONSTITUTION IS TRULY HERCULEAN.

## SOCIAL ATTRIBUTES

Kindred are manipulative creatures, using humans (and one another) as building blocks in their attempts to advance personal schemes. Social attributes describe a character's appearance, charm, and ability to interact with others. If your character has few Social attributes, she is awkward, shy, or just plain-looking. A character with a high rating in her Social attribute is attractive, compelling, and smooth, more capable of convincing others to do as she desires.

### ☀ CHARISMA

Charisma is a character's ability to entice and please others through her personality. Charisma comes into question when a character tries to win another character's sympathies or encourage others to trust her. Charisma does not indicate necessarily a silver tongue or a skill with bullying. Rather, it is the simple power of a character's charm and influence. Charisma delineates a character's ability at convincing others to see her point of view.

- **POOR:** STOP PICKING YOUR NOSE
- ● **AVERAGE:** YOU ARE GENERALLY LIKABLE AND HAVE SEVERAL FRIENDS.
- ● ● **GOOD:** PEOPLE TRUST YOU IMPLICITLY.
- ● ● ● **EXCEPTIONAL:** YOU HAVE SIGNIFICANT PERSONAL MAGNETISM.
- ● ● ● ● **OUTSTANDING:** ENTIRE CULTURES COULD FOLLOW YOUR LEAD

### ☀ MANIPULATION

Manipulation measures a character's ability for self-expression in the interests of getting others to share her outlook or follow her whims. In short, it's getting others to do what she wants. Manipulation comes into play when a character tries to influence or subtly guide another's behavior. Manipulation is used to trick, bluff, fast-

talk and railroad other characters. Whether or not the characters in question actually like the manipulator is irrelevant (this is why Manipulation differs from Charisma); a skilled motivator can even employ the talents of people who hate her. Manipulation is a dangerous affair, especially among the Kindred (though it is their coin of the realm). Failed attempts at manipulation often earn the ire of the would-be patsy.

- **POOR:** A PERSON OF FEW (OFTEN INEFFECTUAL) WORDS.
- ● **AVERAGE:** YOU CAN FOOL SOME OF THE PEOPLE SOME OF THE TIME, JUST LIKE ANYBODY ELSE.
- ● ● **GOOD:** YOU NEVER PAY FULL PRICE.
- ● ● ● **EXCEPTIONAL:** YOU COULD BE A POLITICIAN OR CULT LEADER.
- ● ● ● ● **OUTSTANDING:** "OF COURSE I'LL TELL THE PRINCE IT WAS I WHO TRIED TO STAKE HIM!"

### ☀ APPEARANCE

Appearance is both more and less than words - it appeals to the lower levels of the psyche, so it shapes first impressions and the nature of memories thereafter. No matter how open-minded a person is, no matter how vehemently he claims, "Her personality is more important than her looks," a person still thinks of another in relation to the subject's appearance. This Trait is used for more than getting potential vessels to heed your beckon across a crowded dance floor. In situations in which first impressions are paramount, or that involve people who view Appearance as very important, a character may have no more dice in a Social dice pool than her Appearance score. Thus, it is critically important to either look your best or get to know people before you start trying to convince them to fire-bomb the Justicar's haven.

- **POOR:** UGLY AS A MUD FENCE.
- ● **AVERAGE:** YOU DON'T STAND OUT IN A CROWD, FOR BETTER OR FOR WORSE.
- ● ● **GOOD:** STRANGERS OFFER TO BUY YOU DRINKS AT BARS.
- ● ● ● **EXCEPTIONAL:** YOU ARE APPEALING ENOUGH TO BE A MODEL, AND PEOPLE OFTEN GO OUT OF THEIR WAY TO TELL YOU SO.
- ● ● ● ● **OUTSTANDING:** PEOPLE REACT TO YOU WITH EITHER INSANE JEALOUSY OR BEATIFIC AWE.

- **POOR:** PERHAPS YOU ARE ABSURDLY SELF-ABSORBED, PERHAPS MERELY AN AIRHEAD; IN ANY EVENT, EVEN THE MOST OBVIOUS DETAILS ELUDE YOU.
- ● **AVERAGE:** YOU ARE OBLIVIOUS TO THE VERY SUBTLE, BUT AWARE OF THE BIGGER PICTURE.
- ● ● **GOOD:** YOU PERCEIVE MOODS, TEXTURES AND MINUSCULE CHANGES IN YOUR ENVIRONMENT.
- ● ● ● **EXCEPTIONAL:** ALMOST NOTHING EVADES YOUR NOTICE.
- ● ● ● ● **OUTSTANDING:** YOU INSTANTLY OBSERVE THINGS ALMOST IMPERCEPTIBLE TO HUMAN SENSES.

## MENTAL ATTRIBUTES

Mental attributes indicate a character's aptitude for problem-solving, learning, deduction, and general alertness. A character with high Mental attributes is attentive, logical, or intuitive. On the other hand, if a character has low Mental attributes, she is not as capable. Such a character may be poorly educated, naive, or mentally slow.

### PERCEPTION

Perception measures a character's ability to observe his environment. This may involve a conscious effort, such as searching an area, but it is more often intuitive, as the character's keen senses notice something out of the ordinary. Perception is a sensitivity to the character's surroundings, and is seldom present in the cynical or jaded (who have seen it all before). Perception is used to determine whether or not a character understands a given situation or detects an environmental stimulus. It can warn a character of ambushes, help a character identify a metaphor, distinguish a clue from a pile of refuse or uncover any other hidden or overlooked detail, whether physical or otherwise.

### INTELLIGENCE

The Intelligence Attribute refers to a character's grasp of facts and knowledge. More importantly, however, it governs a character's ability to reason, solve problems and evaluate situations. Intelligence is almost a misnomer, as the Attribute also includes critical thinking and flexibility of thought. Intelligence does not include savvy, wisdom or common sense, as those are properties of the character's personality, not Traits. Even the smartest character may be too foolish to keep her mouth shut or too daft to assume the thugs who want her car keys are up to no good.

Characters with low Intelligence aren't necessarily stupid (though they might be), they are just uneducated or simple thinkers. Likewise, characters with high Intelligence aren't all Einsteins; they may be better at rote memorization or have particularly keen judgment.

●	<b>POOR:</b> NOT THE SHARPEST KNIFE IN THE DRAWER (IQ 80).
● ●	<b>AVERAGE:</b> SMART ENOUGH TO REALIZE YOU'RE NORMAL (IQ 100).
● ● ●	<b>GOOD:</b> MORE ENLIGHTENED THAN THE MASSES (IQ 120).
● ● ● ●	<b>EXCEPTIONAL:</b> YOU'RE NOT JUST BRIGHT, YOU'RE DOWN- RIGHT BRILLIANT (IQ 140).
● ● ● ● ●	<b>OUTSTANDING:</b> CERTIFIED GENIUS (IQ 160+).

 **WITS**

The Wits Trait measures the character's ability to think on her feet and react quickly to a certain situation. It also reflects a character's general cleverness. Characters with low Wits scores are thick and mentally lethargic, or maybe glib and unsophisticated. By contrast, characters with high Wits Traits almost always have a plan immediately and adapt to their surroundings with striking expedience. Characters with high Wits also manage to keep their cool in stressful situations.



●	<b>POOR:</b> PULL MY FINGER
● ●	<b>AVERAGE:</b> YOU KNOW WHEN TO BET OR FOLD IN POKER.
● ● ●	<b>GOOD:</b> YOU ARE SELDOM SURPRISED OR LEFT SPEECHLESS.
● ● ● ●	<b>EXCEPTIONAL:</b> YOU'RE ONE OF THE PEOPLE WHO MAKE OTHERS THINK, "OOH, I SHOULD HAVE SAID.. ." THE NEXT DAY.
● ● ● ● ●	<b>OUTSTANDING:</b> YOU THINK AND RESPOND ALMOST MORE QUICKLY THAN YOU CAN ACT.

## SKILLS

Skills represent the experience and training a character has received throughout her life — both mortal and immortal. Unlike attributes, skills represent abilities cultivated over time, a combination of knowledge, knack, and application. As a part of your dice pool, skills represent your expertise for a particular situation.

You have up to 5 dots of each skill. Characters who have one dot in a skill have a modicum of training in a subject, with five dots representing significant expertise, the equivalent of a doctorate.

Skills provide three kinds of bonuses to your character:

-  The 3rd dot of a skill grants the character the ability to perform most repairs related to the subject. For example, a character with the third dot of the Firearms skill can repair a jammed gun or a character with the third dot of the Technology skill can repair or upgrade a computer.
-  For many skills, the 4th and 5th dot of a skill grants characters a bonus specialization that allows for a dedicated expertise. In most cases, a player gains one specialization at the fourth dot, and may select a second with the fifth.

## SKILL SPECIALIZATIONS

A skill specialization represents a particular expertise for one aspect of a skill. These are fields where you may be especially practiced, or where you've devoted additional time and study. If a scenario falls under a specialization, the player gains an extra die for her dice pool. Sample specializations are included for each skill, but there are a number of possibilities beyond what's presented.

In certain cases, such as with Crafts and Linguistics, purchasing each level of a skill will grant you a new specialization.

## USING SKILLS

To use any skill, add the number of dice equal to the skill rating to a number of dice equal to the relevant Attribute: that's the basic dice pool. (Before rolling, add dice for any applicable specializations or situational modifiers, and remove dice for any penalties.)

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### EXAMPLE:

*Helen's ploy worked: the Police Officer saw the fake alert that she created, and left his desk to investigate. Now Helen has a little extra time to finish her original task. The Storyteller decides that the situation allows her to include her Technology (Databases) specialization on her next roll to hack the department's records. Her pool is 6 (Intelligence 3 + Technology 2 + Databases 1).*

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Although skills are grouped under the attribute they're most commonly associated with, there is nothing preventing you from rolling a different combination, should the ST deem it appropriate.

## SKILL DESCRIPTIONS

The following skills are available to your character.

### MENTAL

#### ☀️ ACADEMICS

You possess a collegiate level of scholastic achievement beyond general knowledge learned via primary schooling. This skill reflects your education in the Humanities, allowing you to express educated opinions on artistic criticism, comment on the classics, discuss philosophy and history, and indulge in cultural debate. For every dot of Academics that you possess (in-

cluding the first), you gain a specialization in a new field of study.

**Specializations:** art history, literature, philosophy, journalism, or theology.

#### ☀️ AWARENESS

Your senses are keen, and you are trained to notice unusual things in your environment, even when you're not actively looking for them. You also have visceral reactions to the presence of danger or the supernatural, such as a headache or a strange feeling in the pit of your stomach.

**Specializations:** Ambushes, Traps, Mystical Objects, or Werewolves

#### ☀️ FIREARMS

You have been trained to handle a wide variety of firearms, from holdout pistols to heavy machine guns. You can clean, repair, recognize, and accurately fire most forms of simple modern weaponry.

**Specializations:** Automatic Weapons, Pistols, Rifles, or Quick Draw

#### ☀️ INVESTIGATION

You've learned to notice details others might overlook, and you make for a crack investigator. You observe the little things and can connect disparate pieces of information into a solid line of deductive reasoning. With effort, you can set a jumbled mass of data into patterns, discovering clues that others would have overlooked.

**Specializations:** Deductive Reasoning, Forensics, Puzzles, or Pattern Recognition

### 🌟 LINGUISTICS

You have a gift for learning other languages. With the proper tools, books, and time, you can translate or decode almost anything. Or alternatively, you can obfuscate text into a series of codes. For every dot of Linguistics that you possess (including the first), you gain a specialization in a foreign language, indicating fluency.

**Specializations:** Dutch, German, Japanese, Phoenician, Latin

### 🌟 MEDICINE

You have a trained knowledge of human anatomy, including knowledge of medicines and the ability to treat wounds or diagnose diseases. Medicine is of great use to those Kindred with an interest in repairing, damaging, or reworking the human body.

**Specializations:** Pathology, Pharmaceuticals, Hematology, Trauma Care, or Surgery.

### 🌟 OCCULT

You are familiar with occult topics such as mystic philosophy, curses, magic, or folklore. Occult includes knowledge of many traditions such as Jewish Kabbalah, primitive shamanism, New Age beliefs, or psychic research, but is always appropriate to mystic studies. It does not imply a command of hard facts, but basic knowledge of rumor, myth, legend, and hearsay. However, the secrets to be learned in this field are worth centuries of sifting legend from fact. High levels of Occult imply a deep understanding of vampire lore, as well as a good grounding in other aspects of the occult.

Specializations: Feng Shui, Infernalism, Vampire Lore, or Voodoo

### 🌟 SCIENCE

You've learned the scientific method, categorizing and breaking down the world into many different forms. The methods of logic and reason give sentient beings the means to understand the universe, or at least small pieces of it. Education in the Science skill covers techniques of inquiry, modern studies, and a broad range of underpinning work in a diverse range of fields. For every dot of Science that you possess (including the first), you gain a specialization in a new field of study.

Specializations: Biology, Botany, Chemistry, Geology, Physics, Metallurgy, Electrical Engineering, or Mathematics

### 🌟 TECHNOLOGY

Living in the modern nights requires some basic understanding of technology, but you possess a broad acumen with electronics, advanced machinery and computers, both hardware and software. This is the wide-ranging skill may be used to bypass the password on a laptop, disable a security camera, or writing custom software. In addition, you have a fundamental understanding of the internet, including website management, data-mining, and hacking.

**Specializations:** Coding, Data Mining, Smartphones, Networks, or Hacking

## PHYSICAL

### 🌟 ATHLETICS

You have a knack for athletic endeavors, such as running, jumping, throwing, and most sports. This skill is useful when attempting physical activities or feats of strength, when fighting with thrown weapons, or when using a bow. However, this skill doesn't replace feats covered by another, more specific, skill such as Dodge.

**Specializations:** Archery, Climbing, Jumping, or Swimming

## **BRAWL**

You've learned how to hold your own in a fight, dishing out punishment with your hands and feet. Maybe you were trained formally in the martial arts in a dojo or perhaps you endured rigorous military training. Alternatively, you might have grown up in a rough neighborhood where you needed your fists to survive. This skill covers any combative use of your body, from hands and feet to fangs and claws. 1.

**Specializations:** Boxing, Krav Maga, Kung-Fu, Ju-jitsu, or Wrestling

## **CRAFTS**

You are artistically talented and have the training or experience needed to create art or build items. You can create beautiful and expensive objects. Each dot of this skill gains you an additional specialization, as you expand the scope of your talents. Note that some artistic fields are better represented under the Performance skill.

**Specializations:** Carving, Painting, Sculpting, or Sewing

## **DODGE**

You have the instinct and quick reaction to get out of trouble's way. You can evade blows and shots, preventing injury. You can use Dodge to attempt to evade an attack that you're aware of, such as diving for cover as someone fires a gun or twisting away from a sword.

A character can use Dodge in place of any combat skill in a resisted combat roll, but will in that case never inflict any hits on the opponent, no matter how many successes are rolled. Note that, as per the combat rules, trying to dodge a bullet without available cover will result in going prone.

**Specializations:** Dive for Cover, Laying Prone, Leap, or Sidestep

## **DRIVE**

Most folks in modern night can drive, but you have the skill and training to perform difficult and dangerous maneuvers while behind the wheel of an automobile. You know how to weave in and out of traffic. You can stop on a dime or making seemingly impossible jumps, pushing your vehicle to its mechanical limits.

**Specializations:** All-Terrain vehicles, Big Trucks, Motorcycles, or Muscle Cars

## **MELEE**

With a weapon in your hand, you are a terrifying combatant. This skill represents your ability to use non-ranged weapons of all kinds, from swords and spears to esoteric martial-arts weaponry such as sai or nunchaku. And, of course, the utility of the wooden stake cannot be underestimated...

**Specializations:** Axes, Improvised Weapons, Knives, Stakes, or Swords

## **SECURITY**

You have the skills to be an expert security consultant or an incorrigible thief. You know about modern white-collar criminal techniques, modern security protocols, and the best tricks of the burglary trade. Even pick pocketing and larceny are within your ability, allowing you to lift keys off unsuspecting guards and relieving unsuspecting rubes of their wallets and cell phones.

**Specializations:** Breaking and Entering, Forgery, Hot Wiring, Picking Locks, or Safecracking

**☀ STEALTH**

You know how to take advantage of surrounding cover, how to act nonchalant, and you understand the uses of timing and diversion. By taking the appropriate precautions and using your natural skill, you can blend into the crowd and remain unnoticed even without supernatural powers.

Stealth is tested against someone else's Perception + Awareness. This skill is, for obvious reasons, highly useful in stalking prey.

**Specializations:** Crowds, Hiding, Silent Movement, or Tailing

**☀ SURVIVAL**

You know the ways of the wilderness and you feel at home in untamed environments. You know how to navigate a variety of terrains, find shelter, and survive in hostile habitats. You can control your responses and act with temperance and composure, having suffered numerous hardships with ease.

**Specializations:** Hunting, Jungle, Tracking, or Woodlands.

**SOCIAL****☀ ANIMAL KEN**

You might have the touch with animals, or your presence is so commanding that they can't help but obey you. You've learned how to handle and care for animals and you understand their behavior.

**Specializations:** Dogs, Falconry, Horses, or Wolves

**☀ EMPATHY**

You understand the emotions of others, and can sympathize with, feign sympathy for, or play on

such emotions as you see fit. You are adept at discerning motive, and might be able to discern when someone's lying to you.

**Specializations:** Emotions, Insight, Motives, Lying

**☀ ETIQUETTE**

You know the proper way to move through mortal and vampire society. You know the people in the know and how best to contact them (without offending them). You know who is top dog and who is at the bottom of the pack.

**Specializations:** Corporate, Camarilla, Anarch, Sabbat, Elysium, Gangs

**☀ INTIMIDATION**

You're good at being fearsome and have often used this talent to terrify others or cow them to your will. Your tactics might be based on your physical size, fighting prowess, reputation, or just knowing how to push someone's buttons and play on her fears. It needn't be coarse or callous, and a well-placed intimidating word under the right circumstances might well be called "diplomacy" in certain circles.

**Specializations:** Blackmail, Physical Coercion, Staredowns or Veiled Threats

**☀ LEADERSHIP**

You possess a combination of personal authority, strategic thinking, and understanding of team dynamics. You know how to organize groups, inspire others to follow your cause, and to motivate them listen to your commands. Alternatively, you can look at a group and figure out who's in charge.

**Specializations:** Command, Inspiration, Oratory, or Team Dynamics



### 🌟 PERFORMANCE

You have the gift of entertaining a crowd, and commanding their attention and adoration. This skill represents your talent and technical ability, as well as the ability to enthrall an audience and keep them wanting more. Each dot of this skill gains you an additional specialization, as you expand the scope of your talents.

**Specializations:** Acting, Dancing (Jazz, Hip-hop, Ballroom), Singing (Opera, Bluegrass, Pop), or Spoken Word

### 🌟 PERSUASION

Persuasion is your character's ability to change minds and influence behaviours through logic, fast-talking, or appealing to desire. It relies on the finesse of your character's personality to sway the listener. Persuasion is perhaps the safest way to convince a potential meal to meet in private.

**Specializations:** Fast Talk, Guilt, Logic, or Word-play

### 🌟 STREETWISE

You're a savvy individual, completely capable of taking care of yourself no matter how difficult the circumstances. The streets and the underbelly of urban areas hold no danger for you, and you know the local criminal organizations and how to contact – or avoid – them. You can recognize tagging and other territorial markers, and you know the signs, colors, and accoutrements that are used as identification by those who make their homes in those areas.

**Specializations:** Black Market, Drugs, Fencing, or Gangs

### 🌟 SUBTERFUGE

You are all too familiar with the art of lies, bluffs, and subtle games of manipulation and decep-

tion. An individual trained in this skill is capable of hiding her intentions and redirecting the attention of others in order to deceive them. Like the old hucksters used to say, there's a sucker born every minute.

**Specializations:** Seduction, Impeccable Lies, Feigning Mortality, the Long Con

## BACKGROUNDS AND MERITS

**Backgrounds** are character traits that define assets. They can be material, social, or supernatural, and they are usually acquired as part of character creation or between game sessions. They can be used during play or between games.

Merits are advantages that are linked to Attributes, Skills, Backgrounds, Clan, faction, or a character trait. They are usually acquired at character creation, but can sometimes be acquired or lost during or between game play.

## WILLPOWER

Willpower measures a character's inner drive and competence at overcoming unfavorable odds. It's a reserve of personal strength that characters can expend to exert themselves forcefully. Willpower is a spendable trait (or "pool"), but the current value is always rolled rather than the maximum (noted on the character sheet).

⚙️ After rolling a dice pool, spend a Willpower to reroll any or all dice used in a single roll once, except Hunger dice (Hunger dice that result in a 1 may not be re-rolled)

Willpower is also used to model resistances by adding it to a relevant Attribute in situations where your character is facing extreme stress, terror, coercion, provocation, etc.

**EXAMPLE:**

Outside the police precinct office, Helen's childe Lucas is trying to find a way into the building. Investigating a dark alley he interrupts another vampire as it feeds from a victim. This vampire is huge and horrifically scarred, perhaps a Nosferatu (or something else?). It tries to scare Lucas, punching a hole in the alley wall just a few centimetres from his face. The brute vampire has a dice pool of Strength 5 + Intimidate 3 for a total of 8, and the Storyteller decides to Take Half, giving him 4 successes. The Storyteller decides that Lucas must roll Charisma + Willpower to resist. His dice pool is Charisma 2 + Willpower 3, so he rolls 5 dice and gets 1,4,4,7,8. That's two successes but the brute vampire has four, so Timothy suffers a setback: he turns around immediately and leaves the alley very quickly. Alternately, Lucas could have spent a Willpower to reroll his failures.

**You're always tempted by your Vice, and surrendering to this temptation always refreshes 1 spent Willpower point (up to 1 per scene).**

**Being virtuous is always harder than giving in to your Vice, so whenever you follow your Virtue at personal risk, your entire spent Willpower points refresh.**

**Sample Virtues:** Generous, Just, Loyal, Ambitious, Courageous, Honest, Hopeful, Loving, Patient

**Sample Vices:** Arrogant, Competitive, Greedy, Addictive, Corrupt, Cruel, Deceitful, Dogmatic, Hasty, Hateful

It's beyond the scope of this playtest to examine Virtue and Vice mechanics deeply. Use these rules as guidelines while playing today, and do your best to apply them when regaining Willpower.

## VIRTUE AND VICE

Virtue and Vice are traits that are central to defining your character. Both are adjectives that describe these dominant personality traits. Virtue is a point of strength and integrity in the character's life, Vice is a place of weakness.

**CONFLICT AND  
COMBAT**

As predatory creatures, vampires often clash; with each other, with their prey (sometimes), and with those who would try to keep them from their prey.

Sometimes, these clashes get bloody.

## WHO GOES FIRST?

Every character has an Initiative rating equal to their Wits + (Combat Skill). This must be the skill the vampire uses first in this combat: a vampire with a high Brawl but a low Firearms has to decide whether to use a gun and go later, or stick to fangs and claws and go earlier.

In a formal duel, such as a gunfight at high midnight, you might substitute Dexterity for Wits in the Initiative rating, but in most combats knowing what's happening is more important than being able to react to what you know.

In virtually all combats, the combat skills are Brawl, Melee, or Firearms. (Vampires fighting a tank duel might restrict combat skills to Firearms and Drive, for example.)

The participant in the combat with the highest Initiative acts first; the rest of the combatants act in descending order of Initiative. You do not make an Initiative test. Initiative ratings stay the same during the combat, even if a combatant changes the combat skills they use.

In case of ties, player characters act before Storyteller characters.

Break all other Initiative ties as follows: vampires before mortals, then by highest Awareness, highest Dexterity, and finally by highest Hunger. If you're still tied, roll a die.

## SURPRISE ATTACKS

To attempt a surprise attack, test your Wits + Stealth against your target's Perception + Awareness. (Remember you can Take Half for large parties of NPC foes to speed up play.)

A surprised foe goes later than every unsur-

prised combatant. If the surprised foe lost the contest by 5 or more successes, they lose their action for the round.

## FIGHTING

Attacks are opposed rolls. Remember that NPCs can always Take Half instead of making an opposed roll, to speed up the conflict.

At the beginning of the round, each combatant declares their action in reverse (ascending) Initiative order: slower characters declare before faster ones, giving faster ones the chance to respond to those declarations.

Combatants then act by turns in Initiative order as mentioned above.

When every combatant has gone or been knocked out of the fight, the combat round ends and a new one begins, with the survivors declaring in reverse Initiative order and acting in descending Initiative order.

## CLOSE COMBAT

This includes talon-to-talon brawling and attacks with hand-held weapons excluding firearms and other ranged weapons.

Both the attacker and their target test Dexterity + (Brawl or Melee); the combatant who receives the most successes does damage to the other. Yes, this means that the "defender" can wind up damaging the "attacker" on the "attacker's turn." Close combat is messy and dangerous.

### GRAPPLING

A combatant can attempt to grapple, hold, tackle, or otherwise restrain a foe by rolling Strength + Brawl. If they get more successes than their opponent, they do no damage but restrain them. On the next round, the grappler and their foe engage in a contest of Strength + Brawl. If the grappler succeeds, he can do damage to the foe or simply hold him immobile; if the grap-

pled combatant succeeds, he can escape and act freely the next round.

**DODGING**

Combatants must declare a dodge action to use Dodge.

A dodging combatant tests Dexterity + Dodge. If successful, he receives no damage. He inflicts no damage regardless of the number of successes he achieves.

After a successful Dodge, a standing combatant can attempt to flee using Strength or Dexterity + Athletics. (See Chases.)”

**RANGED COMBAT**

This includes all manner of ranged weapons, from pistols to crossbows to vehicle-mounted machine guns.

In a standard “guns blazing” battle, each combatant tests Wits + Firearms.

In a sniper contest, combatants test Perception + Firearms.

The Storyteller can change this test during the battle: if the player characters are ambushing a truck, the first shot might involve a Perception + Firearms test. The truck’s guards react with Wits + Firearms test, and the ambushers, now under counter-fire, return fire with Wits + Firearms tests.

A combatant successfully dodging gunfire gets behind cover. If no cover is available, they go prone and lose their next action.

Unlike close combat, targets don’t make a roll unless they attempt to Dodge. Instead, the attacker must make a number of successes depending on range and cover:

<b>RANGE</b>	
POINT-BLANK	2
EFFECTIVE RANGE FOR WEAPON	4
EXTREME RANGE FOR WEAPON	6
SNIPER WEAPON, USING SCOPE, ETC	+2 DICE TO ATTACK TEST

**COVER**

Modify the target number of successes depending on the amount of the target vulnerable.

**COVER**

- NO COVER OR PRONE IN THE OPEN:** -1 SUCCESS
- HALF COVER (POPPING AROUND A CORNER OR UP FROM BEHIND COVER TO SHOOT):** +0 SUCCESSES
- THIN COVER (LEAVES, CARDBOARD, ANYTHING THAT PROVIDES NO USEFUL ARMOR BUT CONCEALS THE TARGET):** +0 SUCCESSES
- FULL, EFFECTIVE COVER (FIRING SLIT IN AN ARMORED DOOR):** +2 SUCCESSES

**THROWN WEAPONS**

Including things not usually considered weapons, like pieces of I-beam, or cars.

A character throwing a weapon at a target tests Dexterity + Athletics.

A heavy thrown object uses the vampire’s Strength as its Damage Value (see below). A cutting or piercing heavy thrown weapon (e.g., a halberd, a tow hook or anchor, a whaling harpoon) may add even more Damage Value for its blade or point.

**FULL AUTO**

Fully automatic weapons such as assault rifles or submachine guns add dice to the attack roll.

A weapon firing a 3-round burst adds +2 dice to the attack roll.

A weapon firing on full auto (a 10-round burst) adds +8 dice to the attack roll. A shooter can only fire most weapons on full auto twice before reloading.

**RELOADING**

Reloading uses an action unless the shooter’s Dexterity + Firearms is 8 or more, in which case the shooter can fire at the end of a reloading round.

## MULTIPLE ATTACKS AND MULTIPLE ATTACKERS

A combatant attempting attacks against multiple foes must split the successes on their attack roll between them. The Storyteller must also agree that such multiple attacks are possible in the first place.

They might put all their successes against one foe and likely take damage from the others, or divide them enough to block incoming damage but leave few dice left over to inflict wounds.

Remember that you declare before you act: you must declare a multiple attack before rolling.

A combatant engaged by multiple attackers in close combat subtracts one die for every additional opponent from their defensive dice pool. The first defensive test takes no penalty, the second defense subtracts one die, the third defense subtracts two dice, etc.

A combatant engaged by multiple attackers in ranged combat is no harder or easier to hit.

## CRITICALS IN COMBAT

A combatant who rolls a critical success beats a combatant who does not roll a critical success, regardless of the number of successes on both sides.

If both combatants roll a critical success, a regular critical (oo) beats a “messy critical” (any o on a Hunger die). If both combatants roll regular criticals, they cancel each other out; determine the outcome of the round normally.

To speed up play, if a vampire rolls a critical in combat against a nameless mortal foe, the human dies without the need for damage calculation.

The Storyteller may allow dramatically important (or well-armored) human defenders to use the standard critical damage rules, which are:

The combatant who rolled a critical success does not subtract his foe’s successes from his total. All of his successes turn into damage.

## WEAPON DAMAGE

If you win the opposed attack roll, you inflict damage on your opponent depending on how many successes you beat their roll by. Damage is the number of successes scored above the results of the opposed attack roll, plus the Damage Value of the weapon (if any).

Vampire fangs have a Damage Value of +2; vampire talons use the vampire’s Strength as their Damage Value.

### SAMPLE WEAPON DAMAGE VALUES

BRASS KNUCKLES	+1
SWITCHBLADE	+2
CROSSBOW BOLT	+2
VAMPIRE FANGS	+2
BATON, CLUB, BASEBALL BAT	+2
STAKE	+3*
COMBAT KNIFE	+3
9MM PISTOL	+3
RIFLE (SINGLE SHOT)	+3
.357 MAGNUM	+4
12-GAUGE SHOTGUN	+4
ASSAULT RIFLE OR SMG BURST	+5

\* If an attacker with a wooden stake beats the vampire by 4 or more successes, the stake pierces the vampire’s heart and paralyzes them.

## HEALTH AND DAMAGE

Health represents the amount of damage a character can suffer before becoming incapacitated in the current scene. Health equals Stamina +5.

There are two types of damage: Superficial and Aggravated.

### SUPERFICIAL DAMAGE

Superficial damage is painful and can impair a character’s actions, but is usually not lethal unless inflicted in massive amounts. For mortals

this is bashes, sprains, bruises and general body fatigue. For vampires, it's all this plus damage from things that could kill mortals, such as bullets, knives, swords, and animal bites.

Always divide Superficial damage in half before applying it to the Health Track.

Mark Superficial damage on the character sheet by making a "/" on the Health Track.

**AGGRAVATED DAMAGE**

Aggravated damage can kill very quickly. For mortals, it's nearly anything exceeding bashes, sprains, bruises, and general body fatigue. For vampires, it's limited to a very few things, including fire, sunlight, and the teeth and claws of other supernatural creatures.

Mark Aggravated damage on the character sheet by making a "X" on the Health Track.

**THE HEALTH TRACK**

A character's Health Track has Stamina + 5 spaces. When they sustain enough damage (of any type or mix) to fill the track, the character is Impaired, and suffers a -2 penalty to all dice pools.

Further damage to the character has serious effects:

For every damage point of either kind that a character takes of any type while Impaired, one previously sustained Superficial damage point is converted to Aggravated damage, on a 1-for-1-basis. Turn the "/" to a "X" on the track.

Remember to halve Superficial damage as usual before converting it.

Once damage is converted, roll a d10 on the Critical Injury table, adding the number of Aggravated Damage points currently on the track to the roll.

A character with their Health track completely filled with Aggravated Damage falls into a coma (if mortal) or Torpor (if a vampire), and probably has some pretty serious Critical Injuries to deal with on top of this.

**CRITICAL INJURY**

After taking damage while Impaired and after converting it, roll a d10 on the Critical Injury table, adding the number of Aggravated damage points currently on the track to the roll. This can lead to further penalties (or even instant death), tracked independently of the abstract damage on the Health Track.

1-3	<b>STUNNED</b> – PAY A POINT OF WILLPOWER OR LOSE A TURN.
4-6	<b>KNOCKED OUT (MORTAL) / STUN AS ABOVE (VAMPIRE)</b>
7	<b>EYES GOUGED</b> – VISION-BASED ROLLS AT -3
8:	<b>CONCUSSED</b> – DEXTERITY ROLLS -2; MENTAL ROLLS -2
9	<b>BROKEN LIMB OR JOINT</b> – DEXTERITY ROLLS -2; ATHLETICS AT -4
10	<b>SKULL FRACTURE</b> – DEXTERITY ROLLS -2; MENTAL ROLLS AT -4
11	<b>MASSIVE WOUND</b> – ALL ROLLS AT -3
12	<b>CRIPPLED</b> – LIMB LOST OR MANGLED BEYOND USE
13+	<b>DEATH (MORTAL) OR IMMEDIATE TORPOR (VAMPIRE)</b>

**EXAMPLE:**

*Eric the vampire has Stamina 3, and thus has a Health Track of 8. He has sustained 6 points of Superficial damage from bullets in a fight against some security guards. As he tries to escape, a guard manages to hit him again, dealing 6 damage. As gunshots are Superficial damage to vampires, this is halved to 3, and thus the two final boxes on his track are filled, making him Impaired. The third point of damage turns a previous Superficial damage into Aggravated. Being injured (that third point of damage) while Impaired necessitates a roll on the Critical Injuries table. Eric rolls a 5 and adds his 1 point of Aggravated damage for a result of 6: he is temporarily stunned. He gladly pays a point of Willpower and escapes.*

**ARMOR**

Each point of armor changes one point of Aggravated damage (per damage roll) to Superficial damage, which is then halved according to the standard rules for Superficial damage.

**SAMPLE ARMOR VALUES**

KEVLAR VEST	2
TACTICAL SWAT/MILITARY ARMOR	4

**RECOVERING FROM DAMAGE**

For mortals (including ghouls), if the Superficial damage sustained in a fight is less than their Stamina, they can remove all Superficial damage from their Health Track at the end of a scene.

If it's more than their Stamina, they can remove half the Superficial damage at the end of the scene and the rest heals the next day.

**MORTAL HEALING**

A character with Medicine can convert Aggravated damage to Superficial damage on a human patient, with the following limits:

- ⚙ They must succeed at an Intelligence + Medicine test; the number of successes needed equals the total Aggravated damage sustained by the patient.
- ⚙ Converting one point of damage takes the patient's total Aggravated damage in rounds (in combat) or minutes (out of combat). This total stays the same throughout the scene; it doesn't drop as Aggravated damage converts.
- ⚙ The maximum points of Aggravated damage that can be converted is half the character's Medicine total (rounded up).

Critical Injuries take medical care and often weeks to heal fully; they are beyond the scope of this playtest.

**VAMPIRIC HEALING**

Vampires' inert bodies stay bruised and pummeled until they call upon the Blood. Healing 1 point of Superficial damage forces the vampire to make a Hunger roll.

Healing 1 point of Aggravated damage takes until the next morning, adds 1 point of Hunger, and then forces a Hunger roll.

On the bright side, healing 1 point of Aggravated damage allows the removal of one Critical Injury sustained.

**(FINAL) DEATH**

A mortal with his Health track filled with Aggravated Damage dies in Stamina minutes, unless first aid is applied. Simply stabilizing a victim requires an Intelligence + Medicine test; the number of successes needed equals half the total Aggravated damage sustained by the patient (round up).

A mortal can also die as a result of Critical Injuries, as noted on the chart. This injury cannot be stabilized with first aid.

A vampire in Torpor suffers the Final Death if their head is removed or their body is destroyed.



**HUMANITY**

Humanity measures how close you are to your human life, to specific people that draw you toward life and light, and to human concerns generally.

Most vampires lose Humanity as they age, and as the alien Blood within them gnaws away at their sentiments, their memories, and their connections to the daylight world.

**A Vampire character begins with Humanity 7.**

A vampire loses 1 Humanity by Embracing a human and turning them into the undead.

At the Storyteller’s discretion, a vampire loses 1 Humanity by engaging in a truly bestial and appalling act: heinous mass murder and painting walls with blood and offal, etc.

## TOUCHSTONES

Each vampire begins with three Touchstones: living humans who represent what you used to value in life. A Touchstone might be:

- ⚙ Your surviving human spouse or lover or parent
- ⚙ Your human child, or (for older vampires) a descendant of your family line
- ⚙ A human you admired in life
- ⚙ A human related to someone you killed very early in your unlife, someone you swore you didn’t have to kill because you aren’t a monster not really
- ⚙ Someone you have come to recognize as a rare decent person even in your blood-rimmed eyes: a volunteer at the animal shelter, a priest, a nurse, a social worker, a nice old lady in the neighborhood
- ⚙ Someone who represents something you once held dear in life: a soldier, a baseball player, a musician or artist, clergy from the faith you held in life
- ⚙ Someone who guards, symbolizes, or protects a thing you value: the doorman on

the building you used to live in, the cop on your old beat, a crusading reporter, the single mom living in your childhood home, the caretaker who sweeps your gravesite

While it is theoretically possible that, say, a former IRA terrorist turned vampire has an old knee-capping buddy as a Touchstone, for better dramatic contrast in most games the Storyteller should guide the player to create a Touchstone who represents the best (or at least the not actively evil) in humanity. The former terrorist vampire might have a soldier as her Touchstone, because she valued courage, for example, or a gifted poet, because she loved Yeats in life.

### DAMAGING AND DESTROYING TOUCHSTONES

A Touchstone is damaged when something bad happens to them, usually something caused by the Kindred at a remove, or even something stirred up by the vampire’s actions. (It’s up to the Storyteller whether a “normal” disease or job loss counts as “bad” in this case.) A Touchstone is also damaged if they change in a way the vampire doesn’t approve of: his widow remarries, the priest leaves the parish, the ballplayer moves from the White Sox to the Twins. By trying to prevent the Touchstone from changing, of course, the vampire may make things bad enough to damage the Touchstone anyway. A damaged Touchstone reduces the vampire’s Humanity by 1.

A Touchstone is destroyed when they betray their convictions (specifically, when they betray the conviction for which the vampire values them), when they are killed violently or Embraced, or when something truly disastrous happens to them. A destroyed Touchstone reduces the vampire’s Humanity by 2.

If a vampire directly caused the damage or the destruction of her own Touchstone, she increases her Humanity loss from that occurrence by 1. Of course, any Storyteller worth her salt creates story and drama that puts pressure

on the player to decide between harming their Touchstone and achieving some vampiric goal.

If, by contrast, your Touchstone dies peacefully or just in the normal course of things, you may be able to transfer your fixation to another human connected to them: their child or sibling, their successor in the position, etc. This requires at least a Composure test while meeting or observing them, and likely requires further story action.

## WHEN HUMANITY FAILS

Humanity is what keeps the Beast at bay. Thus, as Humanity drops, Frenzy becomes more likely. (See Frenzy rolls.)

As Humanity drops, so does the vampire's ability to interact with humans outside a predator-prey context.

HUMANITY 5	-1 TO DIE POOLS TO DEAL WITH HUMANS
HUMANITY 4	-2 TO DIE POOLS TO DEAL WITH HUMANS
HUMANITY 3	-3 TO DIE POOLS TO DEAL WITH HUMANS
HUMANITY 2	-4 TO DIE POOLS TO DEAL WITH HUMANS
HUMANITY 1	-5 TO DIE POOLS TO DEAL WITH HUMANS

These penalties apply to most Social rolls, especially Empathy and Persuade, but not to terrifying Intimidation or inhuman Subterfuge (Seduction), or to any roll to hunt or kill a human.

## LOSING THE LAST DROP

A vampire who loses her last point of Humanity, from 1 to 0, goes out in a spectacular Frenzy. All her physical Attribute scores increase to 5 and all Discipline use is free (no Hunger rolls) for that scene; if she survives this Wassail she becomes a wight, a complete puppet of the Blood and an NPC.

Both Storytellers and players will likely have ideas for a suitably dramatic and grandiose final scene for a vampire: don't waste the Wassail on incidental scenery damage.

## INCREASING HUMANITY

A vampire can only increase Humanity by selflessly involving herself in human life and human concerns. Increasing Humanity should be a major personal story arc, involving (at least) the gaining of a new Touchstone and the deliberate turning away from Kindred society and power.

If a vampire goes a year without using a Discipline or drinking human blood, she might increase her Humanity by 1, if the Storyteller agrees she has muzzled the Beast.

**LEST I HUNGER,  
LEST A BEAST I AM,  
LEST I BECOME  
A BEAST I AM,**

## THE HUNGER

The Hunger is the Beast at its very worst – a relentless, undeniable, and utterly unquenchable thirst for mortal blood. In *Vampire: the Masquerade Fifth Edition*, this insatiable craving is the mechanical center of the game. It is a constant reminder that the Beast is always snarling in the vampire's gut, always rattling the bars of its cage, always demanding its release...it wants its freedom, and every vampire learns sooner or later that freeing their Beast always comes at a terrible price. Always.

*It will have blood, they say.*

*Blood will have blood.”*

MACBETH III.IV

### HUNGER DICE

We represent this terrible conflict within every vampire by introducing a new game mechanic: the Hunger.

All vampires have a unique trait, Hunger, that is measured on a sliding scale. A vampire with a hunger of 0 is sated and satisfied, whereas a vampire with a hunger of 5 is ravenous.

The higher the number, the more starved for blood the vampire becomes, and the hungrier the vampire is the harder it becomes to resist the influence of the Blood.

The default level of Hunger is 1. This is the normal state for vampires, where the thought of blood is appealing all the time, though they can resist it with little difficulty.

We represent Hunger mechanically by red 10-sided dice known as Hunger Dice. Hunger dice take the place of regular dice in a player's dice pool.

### USING HUNGER DICE

Hunger is a persistent problem for all vampires. Though it can be avoided in the short term, it never abates, and to deny yourself blood is to deny your very essence. Whenever you are

hungry (whenever you have at least Hunger 1), you're at risk of falling victim to your own undead nature.

To reflect this in the game, you always use your current Hunger dice as part of a dice pool for Skill rolls, including when using Disciplines.

Hunger dice otherwise function as regular dice, scoring Successes on a 6+.

Hunger Dice are limited by your Dice Pool. If you are at Hunger 5, and your Dice Pool is 4, you only roll

4 dice as shown below.



#### EXAMPLE:

*Helen thinks that her childe, Lucas, has been running with those filthy Anarchs who hang out in the Barrens. She wants proof, so she searches his haven for evidence linking him to the group. She's concerned enough that she's going to activate Auspex to help her search. Her dice pool is 6 (Perception 3 + Investigation 3). Helen has Hunger 2, and so she removes 2 dice from her pool and adds both Hunger dice to it. Her dice pool is still 6, but 2 of the dice in the pool are Hunger dice.*



**On roll including Hunger dice:** If you roll a single 1 on your Hunger dice, your hunger has distracted you momentarily, and you lose your next turn. (This has little consequence unless in a turn-by-turn scene, but can be disastrous if that's the case.) If you roll two or more 1s (1 1) on your Hunger dice, the gnawing hunger in your veins forces you to select a Compulsion (see below). If you roleplay through the Compulsion exceptionally well, the Storyteller may elect to have you regain a Composure point.

In both of the above cases, the only way to avoid these consequences is to spend a point of **Composure**, cancelling all Hunger dice 1s and allowing you to quash the unwanted impulse, at least temporarily.

Note that it's not the action itself that inflicts the Compulsion: it's that hunger that you haven't dealt with yet by feeding. Searching through a haven or driving a car are relatively mundane tasks, but the effects of Hunger can strike anytime, anywhere, and without warning. You must stay well fed in order to reduce these risks.

If you roll at least one "o" with a Hunger die you score a potential "messy" critical success. See Criticals, above.



#### EXAMPLE:

*Helen's roll has the following results: 1, 1, 5, 7, 7, 9. That's three successes, more than enough for her to find what she is looking for in the haven. However, the 1 results are both on the Hunger dice. Her Beast has roused and inflicts a Compulsion upon her Helen must make a decision.*

*Her options are to allow her Beast a little freedom (accept the Compulsion and roleplay the consequences), and possibly regain a Composure point. Or she can spend a Composure point to resist the call of the Hunger.*



## INCREASING HUNGER

Blood powers the vampire's abilities and prolongs its unlife, but when roused it brings with it a savage appetite for more.





Every time you rise in the evening you add 1 Hunger: the act of animating your body awakens your appetite.

Every time you heal one point of Aggravated damage you add 1 Hunger: your body craves sustenance as it knits itself together.

### THE HUNGER ROLL

Other actions cause you to make a Hunger roll: roll one die. If your Hunger roll comes up 1-3, gain 1 Hunger. If it comes up 4-0, you have resisted your cravings for now.

Make a Hunger roll immediately after you do any of the following things:

-  Temporarily increase an Attribute by one dot for the remainder of the scene (roll once for each additional dot) This can increase an attribute up to 5.
-  Activate or use a Discipline
-  Heal Superficial damage (roll once per point healed)
-  Gain the Blush of Life to appear human for one scene (simulate breathing, skin warmth, eye blinking, etc.)

Any number of Hunger rolls can be made in a single turn, but the dice must be rolled consecutively. As soon as Hunger reaches 5 no more voluntary Hunger rolls can be made. (And a Hunger Frenzy check is needed, see Frenzy below.)



#### EXAMPLE:

*Helen is surprised by a dangerous hunter in a dark alley. She starts the combat with a Hunger of 1. During the scene, she increases her Strength by two dots (rolls twice: 2, 7; she gains 1 Hunger), activates a Celerity power (rolls once: 4), and tears out her foe's liver with her talons. By the end of her fight, Helen has Hunger 2 ... and a delicious hunter to feed on, if she wishes.*



## FEEDING

Vampires are unliving creatures unable to process and experience life and emotions the same way as humans do. Feelings of love, joy, and contentment are fleeting memories which appear more to be naive fancies with each passing night. Left only with angst, ennui, and greed, they become petty and cruel as the decades and centuries pass. Only one thing comes close to rousing their passion – the rush of drinking blood, a high unlike anything they've ever felt. It's a highly addictive sensation. Vampires will seek comforting and familiar ways of feeding to enjoy the high they need.

## THE KISS

The Kiss creates an intensely euphoric sensation in the victim which ends the victim's resistance as the vampire drains their blood. Humans in this state will cease all activity, losing himself to the pleasure of the sensations. Combined with the effects of blood loss, most will assume the victim of a feeding to be either mildly intoxicated, or suffering a temporary bout of dizziness or light-headedness.

A vampire can reduce Hunger through Feeding in the following ways:

- ⚙️ A vampire can feed on animals. Draining numerous small animals lowers your Hunger by 1. Draining one large animal lowers your hunger by 2.
- ⚙️ A vampire can drink a small, non-fatal amount of blood from a human. This lowers your Hunger by 1. The human is left with few ill effects; they probably feel light-headed and maybe confused or lethargic. If your Hunger is 3 or above, you must spend a point of Composure to feed in this manner, to avoid consuming more blood.
- ⚙️ Drinking a bag of blood from a blood bank or other medical facility reduces your Hunger by 1. The Storyteller might allow a truly gluttonous amount of bagged blood to lower your Hunger by 2 or even 3.
- ⚙️ A vampire can drink a large quantity of blood, which will harm the vessel. This lowers your Hunger by 2. The human's health is at risk, and will need medical treatment within the next hour to avoid long-term injury. If your hunger is at 4, you must spend a point of Composure to feed in this manner.
- ⚙️ A vampire can drink all the vessel's blood, killing the human. This lowers your Hunger all the way to 0. The human dies unless she receives an immediate blood transfusion, or perhaps the Embrace...

No animals, bagged blood, or nonfatal feeding on humans can reduce your Hunger to 0. Unless you feast on a human until they are completely drained of blood (killing them) you can never reduce your Hunger below 1 die.

## YOU ARE WHAT YOU EAT

Not all blood is equal. Residues of the vessels emotional state, memories and sometimes even supernatural traits can elevate certain blood beyond simple sustenance. Sample bonuses and / or penalties for different victims will be noted in the scenario. This can include, but is not limited to, bonuses to certain Attributes, Skill checks, Discipline levels and temporary supernatural Merits or Flaws.

Unless otherwise stated a vampire can only benefit from a single victims bonuses at a time, and only by drinking at least one Hunger level's worth of Blood. Unless otherwise stated, the effect lasts until the next feeding or until Hunger reaches 5.

## COMPULSIONS

A Compulsion is a behavioral urge a vampire must endure when she cannot or will not control her Hunger.

Each time a dice pool roll results in two 1s (11) on the Hunger dice, the vampire must either expend a point of Composure or suffer a Compulsion.

## NARRATIVE COLLABORATION

When her character suffers a Compulsion, the player may either choose a Compulsion from the appropriate list, or—if she doesn't want to choose—she may ask the Storyteller to choose or to roll randomly for the result.

Compulsions are chosen by the player from the Compulsion Chart. The level of the Compulsion chosen must match the level of the vampire's current Hunger. If a vampire already suf-

**COMPULSION CHART**

HUNGER LEVEL	COMPULSION
1	<b>PREDATORY Demeanor:</b> You adopt a distinctly predatory demeanor, such as pacing in a circle like an anxious wolf or taking on aggressive body language. You are down a die on all social rolls with humans.
1	<b>LAPSE OF COMposure:</b> You lose conscious control over a mildly vampiric characteristic, such as allowing your fangs to protrude, or your eyes to glow. If you are using Blush of Life, it ends immediately and very visibly. This compulsion only lasts briefly, but it has potential for making your life difficult. Another vampire might see it as an act of aggression and seek to challenge you. If a human catches you at the wrong time, you could break the Masquerade.
1	<b>CLAN COMPULSION LEVEL 1:</b> Each clan has its own additional set of Compulsions, please see the list for your Clan and make a choice from there.
2	<b>PREDATORY FIXATION:</b> Your attention is immediately captivated by the nearest source of mortal blood. You will continuously monitor this individual's position until she leaves your line of sight, in which case, your attention will be taken up by the next closest. If there is no mortal nearby, an animal can be your fixation. You are down 1 die on any Perception rolls until you have fed.
2	<b>GLUTTONOUS URGE:</b> If blood is available, you will refuse to travel outside the nearby immediate area until you have fed and reduced your Hunger by at least 1 die.
2	<b>CLAN COMPULSION LEVEL 2:</b> see below
3	<b>RAVENOUS:</b> Your hunger has robbed you of your intellect. You can't concentrate enough to remember arcane details as you once did. You are so focused on your Hunger that you are down 3 dice on any Academics, Occult, or Lore rolls until you have fed.
3	<b>RECALCITRANCE:</b> Your hunger has robbed you of any subtlety or cunning. You are so focused on your Hunger that you are down 3 dice on any Persuasion or Subterfuge rolls until you have fed.
3	<b>CLAN COMPULSION LEVEL 3:</b> see below
4	<b>IMMEDIATE PURSUIT:</b> You will immediately begin stalking the nearest source of blood with intent to feed. You may exercise discretion, but will not voluntarily abate or be deterred from hunting this source of blood. You are so focused on your Hunger that you are down 4 dice on any Awareness or Investigation rolls until you have fed.
4	<b>SANGUINE OBSESSION:</b> Your hunger has left you with a single-minded focus on feeding. You may not use any Mental or Social powers unless they are against a target you seek to feed from.
4	<b>CLAN COMPULSION LEVEL 4:</b> see below
5	<b>RECKLESS ABANDON:</b> You think of nothing else but your hunger. You can no longer hide your vampiric nature from humans. Until you have fed, you are a walking breach of the Masquerade.
5	<b>RARIFIED TASTE:</b> You are stricken with an insatiable thirst for vampire blood, friend or foe, and you'll do anything to get that fix. Other vampires sense your hunger and will avoid you if possible, lest they become your next meal. Until you have fed, you may not use any Mental or Social powers one any vampires. Once you have tasted a vampire's blood, you must expend a Composure to stop drinking from them, lest you try to diablerie them.
5	<b>CLAN COMPULSION LEVEL 5:</b> see below



fers from another Compulsion, she must pick one she doesn't currently possess.

If a vampire already possesses all of the Compulsions at a level, she automatically gains another Hunger die.

**EXAMPLE:**

*Helen has decided against spending a Composure to resist the new Compulsion. She doesn't know what the night will bring her and she needs to be sharp. Currently, her Hunger is 2 and she already suffers from the Compulsion **Predatory Fixation**. Her choices are **Gluttonous Urge** or **Brujah Clan Compulsion Level 2: Intractable**. She decides that for this scene, it makes sense that Helen would have **Compulsion Level 2: Intractable**.*

A compulsion lasts so long as the vampire is at that level of Hunger. If she feeds and lowers her Hunger, the Compulsion fades away quickly and then ceases completely.

**EXAMPLE:**

*Helen feeds and lowers her Hunger to 1. She immediately drops both of her 2-point Compulsions: **Predatory Fixation** and **Compulsion Level 2: Intractable**.*

A vampire who gives in to her Compulsion and plays it out may receive a Composure point at the Storyteller's discretion: if the fiction makes it believable, if giving in to the Compulsion slaked the Beast, or if the player roleplayed the Compulsion well.

**CLAN COMPULSIONS**

A hungry vampire is a fearsome sight to behold. In addition to the standard Compulsions, each clan has its own set of Compulsions, which are tied to the Curse of Caine inflicted upon it. The Storyteller may choose to apply a Compulsion specific to your character's clan in place of the ones above.

**BRUJAH**

LEVEL	COMPULSION
1	<b>INTOLERANCE:</b> Your hunger rises, and your worst passions rise with it. You fume at the thought of being interrupted or silenced. Any such incursion earns a gruff response.
2	<b>INTRACTABLE:</b> The impatience of the blood leaves little room for finesse. You are unyielding in your position, refusing to accept anything less than complete agreement as correct. You are, however, free to withdraw or defer to the group, acting against your "better judgment".
3	<b>EASILY BAITED:</b> Your sense of restraint fades, and holding your tongue becomes impossible. Should you so much as overhear a contrary opinion, you must stop what you're doing and interject your own opinion—forcefully, if necessary. You will be heard!
4	<b>I DO WHAT I WANT!:</b> The urgency of your hunger leaves you little tolerance for dissent. You will attack anyone who seeks to obstruct or inhibit you from doing whatever it is you want until they either submit or are incapacitated.
5	<b>PREDATORY CONTENTION:</b> You will immediately seek out and attempt to feed from someone whose ideals appear to be the most fundamentally opposed to yours, choosing this individual from all persons present. If there is no mortal nearby fitting this description, you will turn your hunger on the nearest vampire who does.

**GANGREL**

LEVEL	COMPULSION
1	<b>FERAL PERCEPTIONS:</b> Sensory input becomes a puzzle which you must sort out through more animalistic means. You are overcome with the urge to survey the scene in an unorthodox way, such as sniffing the air, flicking your tongue, or finding the highest perch from which to watch the goings-on.
2	<b>HOUSEBROKEN:</b> Any attempt to speak or socialize is interspersed with a series of bizarre animal grunts, chirps, or growls. Your body language becomes more animalistic as well; you may thump your chest in anger, scan the area for the nearest escape route if nervous, or bare your neck if afraid.
3	<b>PRIMITIVE INTELLECT:</b> Your hunger manifests itself as intolerance for all things civilized. Courtesy and manners are pointless absurdities to you in this state. You are unable to use any mental skills until you feed, though you may speak and converse normally.
4	<b>MINDLESS FEROCITY:</b> Your comprehension for technology and tool usage fades as the beast mind overtakes you. You are unable to communicate or use any devices or tools aside from simple melee weapons. You may even destroy technological devices or advanced tools, like a smart phone or a television.
5	<b>ACT OF SAVAGERY:</b> You lose the ability to speak, use mental or social skills, and carefully stalk the nearest source of blood using only your bare hands and fangs. You may exercise discretion in your attack, but will drink until sated, leaving behind a mangled corpse.

**NOSFERATU**

LEVEL	COMPULSION
1	<b>ALIENATION:</b> The pressures of living as a monstrous outsider lingers at the corners of your mind, and sometimes it's better to be overly forward rather than let others judge you. You cannot engage in prolonged conversation without making some aspect of your vampire nature known, or drawing attention to some aspect of your deformity.
2	<b>WALLFLOWER:</b> You develop a sudden distaste for social interaction. You will gruffly and pointedly remove yourself from any conversation you are taking part in, seeking to avoid any dialogue beyond short, simple questions and answers.
3	<b>PAINFUL WITHDRAWAL:</b> You are overcome with the immediate urge to disappear from those around you, as you cannot stand to be looked upon. You must immediately seek to be unseen, either through solitude, or through the use of the Obfuscate discipline.
4	<b>EYE OF THE BEHOLDER:</b> You are overwhelmed with a profound rage, and will seek to vandalize or destroy any work of art, photograph, or sculpture in the vicinity.
5	<b>DESTRUCTIVE ENVY:</b> You are overcome with a powerful sense of envy. You crave the life's blood of the most attractive person in the room.

**FRENZY**

Frenzy is a state of intense fear or anger that can bloom suddenly and cause the vampire to lose control completely. It is usually provoked by outside circumstances but can sometimes

be triggered by a vampire's own unchecked appetites.

Check for Frenzy by rolling a dice pool equal to your current Composure. Unlike other die rolls, a success on this roll means rolling "low," specifically, rolling under your current Humanity.

If you roll at least 1 success, you master your emotions and do not frenzy. If you don't get at least 1 success, you Frenzy. In this state you try immediately and indiscriminately to destroy or run away from the source of provocation. You will also call unconsciously on the power of your Blood to help you fight or flee as long as your Hunger is at 5 or less.

### HUNGER FRENZY

Any time your Hunger dice reach a total of 5 (you have Hunger 5), you must immediately make a Hunger Frenzy check—even if this happens in the middle of a scene. This also applies every time you fail a Hunger Roll while already at 5 Hunger, unless you're already in Frenzy.

### OTHER FRENZY PROVOCATIONS

Some frenzy provocations might include:

- ⚙ Strong smell of blood when Hunger is 3+
- ⚙ Physical provocation
- ⚙ Fire (uncontrolled flames)
- ⚙ Sunlight
- ⚙ Public humiliation
- ⚙ (If Blood Bonded) Regnant Hurt
- ⚙ Losing a point of Humanity (except during an Embrace)

**SYSTEMS**

The image features a bold, black, sans-serif word 'SYSTEMS' oriented diagonally across a white triangular area. The background is a complex composition of black and dark red splatters and textures, creating a high-contrast, industrial aesthetic. The diagonal split separates the clean white space from the chaotic, splattered black and red areas.

## CHASES

It's very simple. A chase can either be:

- ⚙️ A one-and-done contest: each participant makes a Chase test, the winner either catches the runner or gets away.
- ⚙️ A best-of-three series of contests: each participant makes a Chase test, the winner of two out of three contests either catches the runner or gets away.

### CHASE TESTS

The specific test depends on the circumstances: a foot chase is probably Strength + Athletics, but a dizzying chase up and down the fire escapes and rooflines of the city might be Dexterity + Athletics. A long, marathon chase across the whole city might be Stamina + Athletics; a chase between humans in a hall of mirrors (or between vampires in an abattoir) might be Perception + Athletics.

A car chase is almost always Dexterity + Drive, but again, as the above examples indicate, the Storyteller should target the test to the fiction, not the other way around.

## REACTION ROLLS

In general, NPCs react to the characters based on their actions: brash, irritating vampires will not win friends and influence Princes no matter how high their rolls go. But average NPCs may give in, or a mob may follow them, or the Prince may have his own reasons for agreeing with the PCs, or for concealing his distaste for them.

That's where Social skill tests come in.

The player decides which Social Attribute and what Social skill to use to influence the NPC, and rolls Attribute + Skill, adding relevant specialties. The NPC's pre-existing attitude, social or power differential, or personal agenda modifies the Difficulty of that roll, as does the difficulty or danger of the request.

## PRE-EXISTING ATTITUDES

The Difficulty of Social tests based on the NPC's pre-existing attitude toward the PCs or to troublemakers like them:

LOYAL/DEVOTED	STANDARD (2)
FRIENDLY/WEAK:	MODERATE (4)
INDIFFERENT	CHALLENGING (5)
AGGRESSIVE/ UNFRIENDLY	VERY HARD (8)
HOSTILE/VIOLENT:	NEARLY IMPOSSIBLE (10)

- ⚙️ **Loyal/Devoted:** Targets may risk their careers, and possibly their lives, for you. They will give any information they think will help you, whether requested or not, and may perform services such as watching prisoners, medical care, breaking down doors, or distracting the cops. They will follow your lead and agree to your plan with few questions asked, even if it seems risky.
- ⚙️ **Friendly/Weak:** Targets will not readily harm you, and may try to prevent others from harming you. They will answer any questions you ask, if it seems reasonable or safer. They will recommend reliable service providers, speak up in your behalf, or give the occasional helpful tip. They are willing to be convinced of your plan, and will sign on if the benefits are clear.
- ⚙️ **Indifferent:** Targets will not go out of their way to harm you without clear orders or benefit. They may answer some questions, if politeness or profit beckon. They will not bestir themselves to help you without clear reason. Your plan strikes them as risky and foolish, but they are unlikely to actively prevent you from trying it as long as they can stay safely out of it.
- ⚙️ **Aggressive/Unfriendly:** Targets will harm you if they think they can get away with it, keep a wary eye on you, and will egg others on to harm you. They will clam up in your presence, or offer misleading answers to

questions. They will give bad advice if they give advice at all. They will not help you, and will oppose your plan regardless of its merits unless it is the only thing keeping them alive.

- ⚙️ **Hostile/Violent:** Targets will risk their careers, and possibly their lives, to harm and possibly kill you. They will actively prevent others from giving you answers, help, or comfort of any kind. They may even help your enemies; they will certainly do everything possible to sabotage your plan, even if they cannot immediately torpedo it.

## POWER DIFFERENTIALS AND PERSONAL AGENDAS

- ⚙️ **NPC is of higher rank or power:** +1 to +5 Difficulty depending on differential
- ⚙️ **NPC is of lower rank or power:** -1 to -5 Difficulty depending on differential
- ⚙️ **PC offers valuable trade or favor payable in advance:** -2 to Difficulty

PAYABLE LATER	-1 TO DIFFICULTY
TRADE OR FAVOR SPECIFICALLY CUSTOMIZED FOR NPC DESIRES OR NEEDS	-3 TO DIFFICULTY
SO A SPECIFICALLY CUSTOMIZED BUT PAYABLE-LATER FAVOR	-2 TO DIFFICULTY

- ⚙️ **NPC personal agenda/desires/morality agrees with request:** -1 to -3 to Difficulty

## REQUEST TYPE

- ⚙️ **Simple/safe/profitable request:** -1 to Difficulty
- ⚙️ **Complex/risky request:** +2 to Difficulty
- ⚙️ **Unknown/dangerous/costly request:** +3 to Difficulty
- ⚙️ **Skill or specialty badly chosen for NPC (e.g., Intimidation to a werewolf):** +1 OR +2 to Difficulty
- ⚙️ **Skill or specialty well chosen for NPC (e.g., Subterfuge (Seduction) to a dude on the make):** -1 or -2 to Difficulty
- ⚙️ **Change NPC attitude for the scene:** add the difference in Difficulties; e.g., changing Indifferent (Difficulty 5) to Devoted (Difficulty 2) is +3 to Difficulty

# APPENDIX 1



## CRITICAL INJURIES

Roll a D10 and add current Aggravated damage on the Health track.

1-3	<b>STUNNED</b> – Lose a turn. Can be shaken with a point of WP.
4-6	<b>KNOCKED OUT (Mortal)</b> / Stun as above (Vampire)
7	<b>EYES GOUGED</b> – Vision-based rolls at -3
8	<b>DRY GULCH</b> – Social rolls at -3
9	<b>KNEECAPPED</b> – Movement reduced. Athletics at -4
10	<b>HEAD WOUND</b> – Mental rolls at -4
11	<b>MASSIVE WOUND</b> – All rolls at -3
12	<b>DISARM</b> – Limb lost or mangled beyond use
13+	<b>DEATH (Mortal)</b> or immediate Torpor (Vampire)



# APPENDIX 2

The image is a high-contrast, abstract graphic design. A diagonal line divides the composition into two main sections. The upper-left section is solid black, with a dense pattern of small red splatters and dots scattered across it. The lower-right section is solid white, with a dense pattern of black splatters and dots. The diagonal line itself is a thick, solid black band. The overall aesthetic is gritty and industrial, reminiscent of a technical drawing or a forensic report cover.

## DISCIPLINES

### ANIMALISM

Animalism allows a vampire to sharpen his connection with his primal nature and leverage it to communicate with and control animals, establishing a mastery over more primitive beasts.

Animalism can be used on birds, mammals, marsupials, reptiles, and fish. It cannot be used on insects, nor on creatures whose minds are too simple to understand rudimentary communication, such as molluscs or worms.

#### ● FERAL WHISPERS

Animals recognize you as a fellow predator and react with suspicion and fear. You can communicate and command animals by murmuring to them in growls and using body language. Although an animal is not forced to obey you, it tends to respond favourably to individuals using this power.

**Dice Pool:** Charisma + Animal Ken

#### **System:**

Make a Hunger Roll to activate Feral Whispers. You may communicate with animals by murmuring to them in growls and using body language. To ask questions of an animal, consult your Storyteller. The Storyteller should respond from the point of view of a local animal that has been drawn by your howls, chirps, or other inquiring noises. A character who wishes to establish communication must be both visible and audible to the creature. You may speak to a specific animal, or you may use Feral Whispers to interrogate all local wildlife within hearing.

If there are no animals nearby, your queries may go unanswered. Further, if the Storyteller believes you are asking about something animals would not notice (or might not understand), your character may receive a confused or incomplete answer. Asking, "Have any two-legged creatures (human or vampire) passed through here tonight?" will likely receive a

reasonable answer. The local chipmunks, stray dogs, or birds could tell you that a pack of six men walked by, and that they were here very recently. However, such animals would be unable to tell one human from another, nor identify the kind of equipment they were carrying.

#### ●● SUBSUME THE SPIRIT

The Beast is a palpable thing, capable of influencing the minds and spirits of other animals. Not only can you cause lesser creatures to be cowed, you can actually send your consciousness into an animal's body, subsuming it completely. The animal's body becomes wholly compliant to your will, and you can utilize it as though it were your natural form. While your spirit rides within the body of the animal, your own physical form falls into a comatose state. Although you can utilize the full scope of your intelligence, cunning, and memories, you are limited by the physical capabilities of the animal.

**Dice Pool:** Charisma + Animal Ken

#### **System:**

Make a Hunger Roll to activate Subsume the Spirit and then stare into the eyes of an animal.

This power will not function on blind subjects or subjects who cannot see your eyes. If successful, your consciousness is transferred into the target's body, and its mind is rendered into a fugue-like state. Because your mind is focused entirely on controlling the body you've inhabited, you have no sense of anything occurring to around your native physical form. Your body falls into a torpid state and can neither defend itself nor act on its own. It retains your Fortitude or other powers that are always active while your consciousness is absent. While Subsuming the Spirit, you always know the direction and distance of your real body, although you cannot perceive its surroundings.

Normal and ghouled animals can be targeted with Subsume the Spirit. Supernatural creatures (such as vampires transformed into

an animal or werewolves) cannot be targeted by Subsume the Spirit. Be sure to ask your Storyteller if you have a question about whether a creature is an appropriate target for this power.

While using Subsume the Spirit, you use your own Mental and Social attributes, Skills, and Backgrounds in all rolls. However, you are limited to the Physical attributes of the animal for any Physical rolls.

Subsume the Spirit lasts until the next sunrise, or until you decide to leave the animal and awaken. Subsume the Spirit ends immediately if the character travels more than 10 miles away from her native body, if the character's native body takes damage, or if the animal she's controlling takes damage.

Animals do not take damage from sunlight even when controlled by a vampire. However, a vampire seeing the sun through this power still risks frenzy. No other Disciplines can be employed while using this power.

### ●●●● QUELL THE BEAST

A vampiric Beast is a fierce creature, eager to seek dominance and act on primitive, violent impulses. However, the Beast can be tamed, or even cowed, by those who know how to master those impulses. Some vampires utilize this power as an alpha would to a lesser creature, forcing her Beast into quiescence. Others soothe their target's emotions, lulling the opponent's Beast into a sleepy peacefulness. Whatever the method, the result is the same, and the vampire must temporarily survive without the sharp instincts of her Beast.

**Dice Pool:** Manipulation + Intimidation versus Charisma + Willpower

**System:**

Make a Hunger Roll to active Quell the Beast against your target and make a physical gesture of dominance such as hissing. If successful in a resisted roll, you cow her Beast.

If a mortal's Beast is cowed, she can't use or regain Willpower for the remainder of the evening. She ceases all struggles, whether mental or physical. She doesn't even defend herself if assaulted, though the Storyteller may allow a Willpower roll if the mortal's life is threatened.

If a vampire's Beast is cowed, she suffers from the following effects:

- ⚙ If she was in Frenzy, she snaps out of it, feeling drained and groggy.
- ⚙ For the remainder of the scene, if she must spend 2 Willpower (instead of 1) to retest rolls.

Quell the Beast cannot be used on yourself.

## AUSPEX

A predator's senses must be tremendously acute to track prey in the night. The five senses of smell, touch, taste, sight, and hearing can all be sharpened with the use of Auspex. This improved awareness can even go beyond the physical senses, expanding a vampire's powers of concentration, perception, and consciousness itself beyond the ability of mortals. Such heightened awareness can grasp subtle textures of movement as well as emotional states, transcending ordinary mental acuity.

Auspex can also pierce mental distractions and illusions, such as those created by the disciplines of Obfuscate.

### ● HEIGHTEN SENSES

You can extend your physical senses beyond human norms. Eyesight and hearing can sharpen to twice mortal limits, while touch, smell, and taste become acute enough to discern even the smallest details with ease. A character can sharpen any or all of her senses, as desired.

**Dice Pool:** Perception + Investigation

**System:**

Make a Hunger Roll and activate Heightened Senses.

A character's heightened vision allows her to see clearly, even in total darkness, and to understand sounds too quiet for normal people to hear. While active, add the character's Auspex rating to any dice pool involving Alertness or Awareness. For exceptional precognitive insights, roll only Auspex, but unless the threat is immediate and somewhat obvious, multiple successes are required.

### ●● AURA PERCEPTION

By carefully studying a subject, you can pick out the glowing aura that surrounds all living creatures. The interplay of colors in an aura provides insight into the subject's emotions, motives, and nature. With practice, you can learn to read these colors.

On a normal evening, an individual aura might be comprised of many shifting hues; strong emotions predominate, while momentary impressions or hidden motivations flash past in streaks and swirls. The colors change in sympathy with the subject's emotional state, blending into new tones in a constantly changing pattern. The stronger the emotions involved, the more intense an aura's hues become.

**Dice Pool:** Perception + Empathy versus Manipulation + Willpower

**System:**

Make a Hunger Roll and activate Aura Perception.

If you succeed in the opposed roll, your character can read the details of a target's aura. Typically, this scrutiny is visual, but any appropriate physical sense may be used.

You can discern your target's creature type (vampire, ghoul, vampire possessing a mortal, and so forth) and general mood with a regular success while a critical can reveal deeper secrets such as any immediate violent tendencies, and whether or not the target has diablerized within the past year. This power does not allow the user to read minds or to discern the truth.

If you fail the opposed challenge, your target's aura is too murky to make out clearly. Details are vague, and no particular color or pattern seems dominant.

### ●●● SPIRITS TOUCH

Living creatures leave behind traces of thoughts and emotions like a rippled wake of water. With this power, a character can read the psychic impressions on recently handled objects or locations that have strong emotional events tied to them. A touch and a moment of concentration can unlock a flood of images and sensations, possibly giving insight into the past.

Note that you can only use this power on objects or places, and not on people, vampires, animals, or other living creatures. The visions received by the use of this power are seldom clear or detailed, and register more like a "psychic snapshot." Still, a clever vampire can learn a great deal from a glimpse. Although most visions will reveal the last person to handle the item or be present in a location, a long-time owner may leave a stronger impression, and a long-ago trauma may overwhelm more recent events that transpire at a location.

To get a psychic impression, you must physically hold an item (or touch parts of a location) with your bare skin. As you do so, you enter a shallow trance and glean information from the spiritual residue on the object. You are only marginally aware of your surroundings while using Spirit's Touch, although a loud noise or jarring physical sensation will break the trance in an instant.

**Dice Pool:** Perception + Empathy

**System:**

Make a Hunger Roll and activate Aura Perception. With a regular success, you can ask the Storyteller one of the following questions while a critical allows you to ask three:

⚙ **Show me the last person who handled the object.**

Your character receives a vision of the last

person to use the object. The vision generally shows the last significant individual, not simply the most recent person who touched the item.

#### ⚙️ **How did the individual die?**

This question may only be asked when Spirit's Touch is used on a dead body (or part of a dead body). Your character receives a vision of the last few moments of the target's life.

#### ⚙️ **When (or how) was the object last used?**

Your character gains an image of the item's most recent use and target (a knife stabbing, with the victim's appearance; binoculars looking down, seeing the Prince's car; etc.). If the object was recently involved in an emotional event, such as a murder or a robbery, your character gets a brief glimpse of the emotion, and how it relates to the item.

#### ⚙️ **Are there any strong emotions attached to this object?**

If someone loves or hates the object, or if any deep emotions are relevant to the object's use, your character will receive such information. This information may be quite old, depending on the object's nature and associations. Some objects or locations have particularly strong emotional connections. Your Storyteller may elect to provide one or more answers for free when a character uses Spirit's Touch on such an emotionally charged target. Characters using any level of Obfuscate who handle an object or visit a location do not leave psychic impressions.

For the purposes of this power, corpses (including the corpses of supernatural creatures and the ashes of vampires) count as objects and may be targeted by Spirit's Touch. Vampires who have not met Final Death do not count as corpses.

## CELERITY

Throughout history, myths have described vampires as having preternatural speed and reflex-

es. They move in a blur, travel across surfaces that shouldn't be able to hold their weight, and strike between heartbeats when fighting.

Celerity is the discipline of extraordinary speed and precision.

### ● **ALACRITY**

You are capable of an incredibly fast response time.

**Dice Pool:** None

#### **System:**

Make a Hunger Roll to activate Alacrity for the scene. Henceforth, your Initiative doubles. You may use your Dodge skill against firearms even with no cover without losing your next action. You also don't suffer penalties when fighting multiple opponents.

### ●● **GRACE**

Your body responds so quickly that the world around you seems to slow down.

**Dice Pool:** None

#### **System:**

Make a Hunger Roll to activate Grace for the scene. You can now climb any vertical surface, no matter how slippery or flimsy, moving at your normal speed even under extreme conditions, such as inclement weather. You have absolute balance and easily cling to any surface without effort, as long as you have a modicum of traction.

### ●●● **RAPIDITY**

Your body responds so quickly that the world around you seems to slow down.

**Dice Pool:** None

#### **System:**

Make a Hunger Roll to activate Grace for the scene. You may add your Celerity rating to any Dexterity rolls using the Athletics, Dodge, or Firearms skills.

## DOMINATE

There are many legends describing a vampire's ability to put people under her spell by staring deeply into another person's eyes. Practitioners of Dominate utilize their strength of will, channeling the force of their personality. With a modest exertion, such a creature can bend minds, implant suggestions, and even control another person's actions. With a piercing gaze and a forceful word, Dominate can cause the strongest mortal mind to crumble and push even other vampires to submit.

To use this discipline, the vampire must first capture her victim's attention. The Dominate user then issues verbal orders or communicates through simple, obvious hand gestures. The target can't comply if she can't understand the vampire's commands. Typically, this requires a common language or common physical symbols, such as a pointed finger to indicate a person should "Leave!"

Dominate cannot be used to force a target to do something directly self-destructive. Commands such as "shoot yourself in the foot" will automatically fail. However, the Dominate user can issue orders that are not automatically harmful, but might lead to a dangerous situation. A character could Dominate someone to shoot at a group of police officers. This action would almost certainly lead to trouble and possibly get the target harmed, but it is not directly self-destructive.

It is possible for an order issued with Dominate to be initially non-harmful and then become directly harmful later. If this happens, the Dominate breaks just before its implanted orders become directly harmful. If a character forced her target to "walk straight ahead until I say stop," the target would be forced to move forward. However, she would stop before stepping in front of a bus or walking off a cliff.

This power grants the target no supernatural ability to sense when something is dangerous. Therefore, if the victim did not know there was a cliff ahead and could not sense it, the victim would

continue walking forward until she realized the danger — which may very well be too late.

Unless specifically stated, Dominate doesn't impart any special ability to complete extraordinary commands. If a target is ordered to do something that she cannot accomplish, the target will make an effort to obey the command, but may not succeed. If you use Dominate to give the order to "sleep," your target would lie down and try. But, as most people can't simply will themselves to sleep in an instant, it's unlikely the target would truly be able to obey.

### ● COMMAND

The vampire locks eyes with the subject and speaks a one-word command, which the subject must obey instantly. The order must be clear and straightforward: run, agree, fall, yawn, jump, laugh, surrender, stop, scream, follow. If the command is at all confusing or ambiguous, the subject may respond slowly or perform the task poorly. The subject cannot be ordered to do something directly harmful to herself.

**Dice Pool:** Charisma +Intimidation roll vs Wits + Willpower

#### **System:**

Make a Hunger Roll and activate Command. If you are successful in a resisted roll against the target, your character forces her target to obey her will. The Command must be immediate; the subject will spend her next minute attempting to obey the order.

If a Command is confusing or ambiguous, the subject may respond with less accuracy or perform her task poorly, as she struggles to understand what's been asked of her. Command cannot rob your target of the ability to defend herself.

### ●● MESMERISM

Through the use of this power, a vampire acquires a near spellbinding command of her mental facilities. A Mesmerism user can create

a hypnotic suggestion within her target's mind. Complex commands and subconscious desires can be implanted, controlling the victim in subtle but powerful ways.

**Dice Pool:** Manipulation + Leadership versus Intelligence + Willpower

**System:**

Make a Hunger Roll and activate Mesmerism. Upon a successful opposed challenge, the vampire can verbally implant a false thought or hypnotic suggestion in the subject's subconscious mind. Both Kindred and target must be free from distraction, since Mesmerize requires intense concentration and precise wording to be effective. The vampire may activate the imposed thought immediately or establish a stimulus that will trigger it later. The victim must be able to understand the vampire, though the two need to maintain eye contact only as long as it takes to implant the idea. Mesmerize allows for anything from simple, precise directives (handing over an item) to complex, highly involved ones (taking notes of someone's habits and relaying that information at an appointed time). It is not useful for planting illusions or false memories (such as seeing a rabbit or believing yourself to be on fire). A subject can have only one suggestion implanted at any time.

●●● FORGETFUL MIND

It's a relatively simple matter to rifle through a victim's psyche and erase swaths of memory, but unless you offer something in its place, the deletion will leave a blank spot in the victim's recollection. The Dominate user can instead create false memories, describing a plausible story for the victim's subconscious to absorb.

The user of this power can tell the target to incorporate new information into (or remove details from) her original memory. The target will do so seamlessly, justifying the information within the context of her overall remembrance.

Unless someone else points out critical paradoxes in the memory, the target will rationalize away any contradictions. Forgetful Mind does not grant the user any telepathic ability to "see" an event in the target's mind. The events are remembered from the subject's point of view and are verbally described to the best of the subject's ability. If the subject does not know a detail about the event, then she cannot describe that detail under Forgetful Mind.

**Dice Pool:** Wits + Subterfuge versus Intelligence + Willpower

**System:**

Make a Hunger Roll and activate Forgetful Mind. Upon a successful opposed challenge, your skill with mental manipulation gives you the power to modify and shape the memories of other individuals. By holding your target's attention and speaking to her clearly, you can place her in a hypnotic state. While she is somnambulant, you may ask questions, cause her to describe something she has experienced, or give her specific details with which to alter or overwrite her memory of an event.

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about the event, then she cannot describe that detail under Forgetful Mind.

If the target is threatened in any way, she will snap out of this trance, ending the application of Forgetful Mind. For this reason, it's not possible to use Forgetful Mind in a combat situation.

A successful use of Forgetful Mind allows you to erase or alter up to 10 minutes of memory. (A critical yields up to 30 minutes.) A more substantial period of time may be altered (in 10-minute increments) with repeated application of this power.

A vampire cannot use Forgetful Mind to alter or restore her own memories.

## **FORTITUDE**

Vampires are supernaturally resilient. Their bodies change with the Embrace and can survive blows, slashes, bullet wounds, and falls much more readily than mortal physiology. Vampiric blood has healing properties, knitting together flesh and bone with the merest effort of conscious thought.

However, some vampires are true juggernauts, shrugging off even agonizing physical trauma and brutal injury. Their bodies have become resistant to wounds, ignoring pain that would send a normal mortal into fatal shock.

### ● **ENDURANCE**

You are beyond pain or fatigue, ignoring such hardships. Your body simply does not feel such minor inconveniences

**Dice Pool:** None

#### **System:**

Make a Hunger Roll to activate Endurance for one scene. Your character does not suffer the regular -2 pool penalty to being Impaired and other critical injuries have their penalties reduced by 1.

### ●● **METTLE**

Your body can take more damage than others, suffering only light injuries even under circumstances that should do serious harm.

**Dice Pool:** None

#### **System:**

Make a Hunger Roll to activate Mettle for one scene. Each time your character takes Aggravated damage, you may convert 1 point of Aggravated damage to Superficial damage.

### ●●● **RESILIENCE**

Beatings that would slow or maim others mean nothing to you. You can shrug off such detrimental injuries.

**Dice Pool:** None

#### **System:**

Make a Hunger Roll to activate Resilience for one scene. Each time your character takes damage, you may ignore 1 point of Superficial damage. You can use this power in conjunction with other powers that convert Aggravated damage into Superficial damage. (You can use Mettle to downgrade a point of aggravated damage into normal damage, then you can use Resilience to ignore that point of normal damage.)

## **OBFUSCATE**

As creatures of the night, vampires often rely on their ability to remain hidden, keeping themselves unnoticed through stealth or misdirection. Obfuscate is the power of fogging another's mind, lowering her perception, and making her miss small details or notable inconsistencies. With this power, a vampire can change her physical appearance, steal or conceal valuable items, and even cloak a small group of individuals from sight. So long as an Obfuscated individual does nothing to draw attention to herself or interact with her environment, such as by speaking to someone or



manipulating a visible object, she remains unnoticed.

Obfuscate affects all five senses. It can visibly change or conceal an individual's physical appearance and also mask minor incongruent sounds, alter the user's voice, disguise the individual's odor, or even make a ratty denim jacket feel like rich leather, all to support an Obfuscate-based disguise.

#### **Obfuscate and Animals:**

Animals can occasionally sense when a vampire who currently possesses any number of Beast traits is nearby, even if that vampire is hidden or altered by Obfuscate. This doesn't allow the animal to pierce the vampire's Obfuscate, but it will cause the animal to become noticeably nervous, skittish, and aggressive.

#### **Obfuscate and Auspex:**

A vampire using Auspex can attempt to use her sharpened senses to pierce an individual's Obfuscate. The Auspex user must test using her Perception attribute + Investigation versus the Obfuscate user's Manipulation attribute + Stealth.

#### **Obfuscate and Machines:**

Obfuscate works by clouding the minds of observers and, therefore, has no effect on machines. An obfuscated character will still be picked up by a metal detector, can be caught on a stationary or automatic video camera, and will have her weight felt by elevator sensors.

However, any individuals utilizing such machines may omit the Obfuscated character. A paparazzi taking pictures might pause between shots of a crowd, or an airport guard with a hand-held metal detector might hold it away from the Obfuscated individual without even noticing. An individual in an elevator would not bother to look at the sensors, so long as the elevator did not mechanically trigger an alarm.

#### ● **CLOAK OF SHADOWS**

At this level, the vampire must rely on nearby shadows and cover to assist in hiding her presence. She steps into an out-of-the-way, shadowed place and eases herself from normal sight. The vampire remains unnoticed as long as he stays silent, still, under some degree of cover (curtain, bush, door frame, lamppost, alley) and out of direct lighting. The immortal's concealment vanishes if she moves, attacks or falls under direct light. Furthermore, the vampire's deception cannot stand concentrated observation without fading.

**Dice Pool:** None

#### **System:**

Make a Hunger Roll and activate Clock of Shadows. This power works so long as the character fulfills the criteria described above. So long as she remains quiet and motionless, she can't be seen by anyone but another Kindred with Auspex. (see Obfuscate and Auspex above).

#### ●● **UNSEEN PRESENCE**

With concentration, you can shield yourself from notice, fogging the minds of anyone who might otherwise realize your presence in the room. Your powers of Obfuscate are such that you may use this power to stealthily spy on others – or escape a difficult situation – while remaining completely unseen.

**Dice Pool:** Wits + Stealth

#### **System:**

Make a Hunger Roll and activate Unseen Presence. You shield your physical presence from the perceptions of those around you, within certain limits as noted below.

Unseen Presence cannot be used to make another character invisible, even if the character is unconscious or dead. While under the effects of Unseen Presence, small sounds, fragrances, or other minimal effects of your presence will be ignored by others. If you talk, touch someone, produce an outlandish odor, or take any action

that requires a challenge, your Unseen Presence will immediately end.

If another individual is looking at you when you activate Unseen Presence, the observer automatically sees through this use of Obfuscate. You will be invisible to anyone who was not looking at you when you used Unseen Presence, and if an observer looks away for more than a few seconds, she will automatically lose track of you.

If you interact with the environment, speak with another character, or draw attention to yourself, your Obfuscate may break. The Storyteller should call for a Wits + Stealth roll under any circumstances that might cause the character to reveal herself. The number of successes required to maintain her Obfuscate depends upon the situation; stepping on a squeaky floorboard might be three successes, while speaking quietly without giving away one's position demands five successes.

No one will notice an individual casually standing in a room, even if they must walk around her, as long as they can do so easily. However, if that invisible vampire blocks the exit to a room when others wish to leave, her invisibility will fail.

Some things are beyond the power of Unseen Presence to conceal. Although the character is cloaked from view while he smashes through a window, yells out or throws someone across the room, the vampire becomes visible to all in the aftermath. Bystanders snap out of the subtle fugue in which Obfuscate put them. Worse still, each viewer that succeeds at a Wits + Awareness roll at Difficulty 3 has the mental haze clear completely, so those individuals recall every move the character made up until then as if he were visible the entire time.

### ●●● MASK OF 1000 FACES

By shifting other's perceptions and fogging their minds, you cause observers to see you differently. You may use this power to become a

bland, indistinct individual, easily forgotten in a crowd, or you may choose to become a specific type of person, such as a policeman or a waitress. With some study, you can even cause your physical form to reflect that of another individual you know, taking on her features, clothing, vocal sound, and other distinctive qualities. This power changes your clothing as well, altering it as you wish (within certain limits of believability). Note, however, that this power confers no ability to mystically know an individual's physical quirks or habits, vocal occlusions, memories, or social graces; only the details of a person's appearance are conferred.

**Dice Pool:** Wits + Stealth

#### **System:**

Make a Hunger Roll and activate Mask of 1000 Faces. This power alters all sensory aspects of your appearance: visual, as well as audible and olfactory. You may use Mask of a Thousand Faces to appear as a generic-looking and generally forgettable person, or to specifically mimic the appearance of someone you've studied.

Mask of a Thousand Faces can be used to mimic anything that generally matches your form. A vampire in human form could look like an old man, a child, or a soccer mom, but she cannot appear to be a horse. Similarly, a vampire who uses Shape of the Beast to transform into a wolf can use this power to appear as a large dog, but not as a man.

To believably mimic a specific individual's appearance, you must have at least 2 dots of the Subterfuge skill, and you must study that individual from multiple angles, for at least five minutes learning her facial expressions, how she moves, and other distinctive qualities. You might be able to mimic someone's face after studying a photograph, but your disguise will not fool people who have previously met your target, as you do not know enough to successfully replicate that person. To believably mimic another character's voice, you must have at least 3 dots of the Subterfuge skill, and you must lis-

ten to her talk for at least five minutes as she uses a variety of words and phrases. Listening to a recording of that voice is not enough for a true replication; your disguised voice would not have the variety necessary to fool anyone who has ever spoken directly to your target.

Mask of a Thousand Faces can be used to change the appearance of your clothing and equipment in minor ways, so long as your equipment does not change significantly in size or shape. A dinner jacket could be made to appear as a windbreaker, or a ribbon around your neck could appear to be a fancy tie, but this power cannot make that dinner jacket look like a floor-length trenchcoat, nor could it make a pistol look like a pencil. Mask of a Thousand Faces cannot be used to make an object invisible or partially invisible. You might make a hoodie and jeans look like a suit and slacks, but you cannot reduce them to appear as if you were wearing a bikini. Mask of a Thousand Faces can only affect objects that you are holding or that are on your person.

## POTENCE

All vampires are capable of short bursts of preternatural strength, simply through the expenditure of blood. Practitioners of the Potence discipline have tapped into the primal quality of their blood in order to make such strength permanent. The inhuman might of Potence is incredible and clearly supernatural. With this discipline, a vampire can easily break bones or shatter stone. Armor is meaningless to her, as are obstacles. Anything in her way will simply be demolished or hurled aside.

### ● PROWESS

Your strength is clearly supernatural. You attack with mighty force, overwhelming your enemies and awing your allies.

**Dice Pool:** None

### **System:**

Make a Hunger Roll to add your Potence rating as automatic successes in any Strength based roll for a turn.

### ●● SOARING LEAP

Vampiric strength can not only be used to crush and break, but to propel the user further than any natural muscles would allow, in flight-like leaps

**Dice Pool:** None

### **System:**

Make a Hunger Roll to leap through the air, travelling a distance equal to five times the number of successes on a Strength + Athletics roll if jumping horizontally, or times two if going for a vertical leap. (Yes, this can be combined with Prowess for some truly spectacular flying.)

### ●●● PENETRATING STRIKE

Your blows achieve remarkable concussion, smashing through protective gear and shattering mortal bones with a single strike.

**Dice Pool:** None

### **System:**

Make a Hunger Roll to activate Penetrating Strike and for the remainder of the turn, your brawl and melee attacks ignore any bonuses granted from armor.

## PROTEAN

For hundreds of years, vampires clung to the shelter of cities, hiding themselves among mortal man. The wilderness was too untamed for all but the most savage and the most hardy. The Protean discipline, developed first among the Gangrel, allowed a vampire to find shelter in the soil of the earth, or to travel as swiftly as a bat could fly or a wolf could run. Protean was essential to vampiric survival in the Middle Ages,

and even in modern nights, it remains one of the most cinematic and renowned disciplines of the children of Caine.

### ● EYES OF THE BEAST

With but a moment of concentration, you can shift the composition of your eyes to more greatly resemble those of an animal. Your ability to see in darkness increases, but this refraction also gives your eyes an eerie, animalistic glow.

**Dice Pool:** None

**System:**

Make a Hunger Roll to activate Eyes of the Beast. For the next hour, your eyes glow a soft, feral red. While this effect lasts, you can see perfectly even in pitch darkness. So long as your character is not physically blinded, you can fight in darkness.

### ●● FERAL FLAWS

By activating this power, your fingernails lengthen and harden into sharp, powerful claws. These claws are supernatural and capable of rending flesh, stone, or even thin sheets of metal. You can retract these claws with a mere effort of will, returning your hands to their normal state.

**Dice Pool:** None

**System:**

Make a Hunger Roll to activate Feral Claws. Your fingernails sharpen, harden, and lengthen into clearly visible, bestial claws. Slashing a foe with your Feral Claws inflicts aggravated damage. You may sheath Feral Claws at any time. Claws have a damage bonus equal to the Strength attribute of the user.

If your claws break, you can regrow them by reactivating this power.

### ●●● EARTH MELD

Before the advent of rapid transportation and widespread civilization, the power to meld

with the earth in order to sleep safely, hidden from the sun, was absolutely essential for vampires to survive. By using this power, a vampire can mystically meld with the soil at her feet, and remain hidden there until she wills herself to rise.

**Dice Pool:** None

**System:**

Make a Hunger Roll to sink into the ground. You must be touching the earth (clay, soil, or any other soft-consistency ground) in order to use Earth Meld.

While joined with the earth, the vampire exists in a semisolid form and cannot take actions or use any powers. Earth Melded characters are semi-conscious, but are not aware of their surroundings. Melding with the earth shelters a character from the sunlight during the day, or from fire searing the ground overhead, and further makes the vampire immune to most forms of physical harm.

Significant disruption to the ground where a character is melded ends this power prematurely. If someone spends three standard actions causing such disruption, the vampire immediately ejects from the ground. An ejected vampire returns to full wakefulness immediately, showering dirt in a wide radius as she erupts violently from the soil. Using tools to disturb the ground can reduce the number of actions needed to disrupt an Earth Meld. For example, a character with a shovel might be able to eject a melded vampire with two standard actions, whereas a character with a pipe bomb could eject her with a single standard action.

Earth Meld allows a vampire to sink into dirt or substances with similar consistency, such as sand or gravel, but cannot be used to meld with (or pass through) concrete, rock, metal, plastic, wood, or any other ground covering. Earth Meld cannot be combined with transformative powers; melding with the earth returns a vampire to her native state.

## PRESENCE

The beauty and elegance of vampires has inspired generations of mortals to write poetry, songs, and stories, each struggling to relate the magnificence of these seductive undead. A vampire's natural aura of command, intimidation, or sensuality draws the attention like nothing else, and practitioners of the Presence discipline have mastered this ability. Such creatures can inspire or terrify, seduce or bring about tremendous despair as they withdraw their attention from an unfortunate paramour.

Where Dominate is a hammer, Presence is an iron hand in a velvet glove. This discipline sways the emotions and may not even be noticed, if the effects are applied cunningly enough. Presence doesn't alter thought processes or change a subject's personality; it simply enflames the target's affections and sentiments, compelling her with newborn emotions.

Presence targets don't lose their sanity, nor are they prone to believe ridiculous things simply because the vampire said they are true. Still, inspiration, eloquence, or gifts of wealth or power, when used in combination with this discipline, can earn permanent conversions to the vampire's cause.

### ● AWE

Those near the vampire suddenly desire to be closer to her and become receptive to her point of view. Awe is extremely useful for mass communication. It matters little what is said — the hearts of those affected lean toward the vampire's opinion. The weak want to agree with her; even if the strong-willed resist, they soon find themselves outnumbered. Awe can turn a chancy deliberation into a certain resolution in the vampire's favor almost before her opponents know that the tide has turned. Despite the intensity of this attraction, those so smitten do not lose their sense of self-preservation. Danger breaks the spell of fascination, as does leaving

the area. Those subject to Awe will remember how they felt in the vampire's presence, however. This will influence their reactions should they ever encounter her again.

**Dice Pool:** Charisma + Persuasion

#### **System:**

Make a Hunger Roll to activate Awe. The power stays in effect for the remainder of the scene or until the character chooses to drop it.

For the remainder of the scene, you seem larger than life, more impressive than usual, and everyone within conversational distance will pay attention to you and will feel a strong desire to be near you. Characters affected by Awe are not compelled to like, trust, or stop attacking you, but they must pay attention to you.

Those affected can roll Perception + Willpower against the user's Charisma + Persuasion to overcome the effect, with a normal success granting immunity for a round and a critical success negating the effect for the rest of the scene. If a roll fails, no further attempts can be made to resist for the scene.

### ●● DREAD GAZE

While all Kindred can frighten others by physically revealing their true vampiric natures — baring claws and fangs, glaring with malevolence, hissing loudly with malice — this power focuses these elements to insanely terrifying levels. Dread Gaze engenders unbearable terror in its victim, stupefying him into madness, immobility, or reckless flight. Even the most stalwart individual will fall back from the vampire's horrific visage.

**Dice Pool:** Charisma + Intimidation versus target's Charisma + Willpower

#### **System:**

Make a Hunger Roll to activate Awe and then bare your fangs and his at your target. Upon a successful roll, your target is cowed with fear. She will not willingly come closer to you and

will actively seek to avoid your presence and your anger. A target that has been affected by your Dread Gaze will not attack you unless she has no other option. If forced into a confined place with you, the victim may fight you in order to escape, but will move away and stop fighting at the earliest opportunity.

Vampires cowed by Dread Gaze must make an immediate Fear Frenzy test.

### ●●● ENTRANCEMENT

This power bends others' emotions, making them the vampire's willing servants. Due to what these individuals see as true and enduring devotion, they heed the vampire's every desire. Since this is done willingly, instead of having their wills sapped, these servants retain their creativity and individuality. While these obedient minions are more personable and spirited than the mind-slaves created by Dominate, they're also somewhat unpredictable. Further, since Entrancement is of a temporary duration, dealing with a lapsed servant can be troublesome. A wise Kindred either disposes of those she Entrances after they serve their usefulness, or binds them more securely by a blood bond (made much easier by the minion's willingness

**System:** Charisma + Empathy versus Target's Intelligence + Willpower

Make a Hunger Roll to activate Entrancement and then make a resisted roll against your target. Upon a successful roll, your target has been Entranced. Your target becomes immediately receptive to you, rationalizing any disdain or negative feelings she had for you before you used this power. While the target is not your slave and will not blindly obey your commands, the subject admires you greatly and is willing to work toward your goals, within reason.

Both during the effects and after this power fades, the subject will rationalize the effect of Entrancement. Those who already felt positively

toward you will simply remember that you were particularly alluring; those who moderately disliked you will begrudgingly blame the brief change of heart on your incredible persuasive skills. Only an individual who actively reviled you and wished you harm will clearly see that her actions were manipulated. Others, watching the Entranced individual, may see more clearly that she is under the sway of your emotional control — but it will be difficult to convince the Entranced individual that such is true.

Entranced characters cannot bring themselves to harm you, physically or politically, and will generally be as nice to you as reasonably possible. Entrancement is not mind control, and characters you've Entranced are not obligated to follow your instructions to the letter. They will generally try to make you happy, and they will take your side in arguments or conflicts, so long as they are not put in danger by doing so. An Entranced character will not blood bind herself to you or risk her life to defend you, but she will lend assistance as long as the situation isn't dangerous.

If you attack someone you've Entranced, this power's effect ends immediately. (Subjects can still make a Intelligence + Willpower roll to temporarily resist, resisting for one round on a normal success and breaking the spell on a critical. Any failure makes further rolls impossible.)

To increase dramatic tension, the Storyteller may wish to make the roll instead, since you are never certain of the strength of your hold on the victim. You may attempt to keep the subject under your thrall, but can do so only after the initial Entrancement wears off. Attempting this power while Entrancement is already in operation has no effect.

# MAKAYLA “MALORT” ELLERY



## WHO ARE YOU?

Your name is Makayla, but these nights only your family really calls you that. Pretty much every vampire in the city calls you Malort. As Juggler — the would-be Anarch Baron of Gary — once said: “Everyone wants a piece of what you’ve got, but fuck if you don’t leave us feeling nasty afterward.” You’ve got a rep, and that’s not an easy thing to maintain in Gary, given the competition.

You were a cop in Gary for nearly 10 years. It was a decade long enough to teach you that law counts for jack shit in this city.

Truth was, you were betraying the cops. You were dirty from fewer than six months in. You were no avenger. You didn’t steal from the corrupt police and return the money to the destitute masses in Gary. You just recognized the side more willing to pony up whatever was needed to avoid police raids and regular patrols. You earned a nice cut every couple of months. It sure helped you get your kids into a better school than your cop’s wage would have managed.

It was Palusinski who fucked you over. This vice cop said he’d been watching your dealings with the gangs, and said he wanted in. When you pled ignorance, he showed a recording he’d made on his phone where you visibly received a bag of something from known dealer, Zion Middleton. For a cut, the

Pole said he would forget about the footage. The blackmail continued for three years. Things might have reached breaking point, if not for the Embrace.

## WHAT ARE YOU?

One of the saddest guys who paid you to keep the cops away from his “place of business” was a quiet, deformed man. You were never sure what his business was, but you’d long grown used to taking cash and not asking questions. You formed a bond of a kind with this guy, explaining to him the lengths to which Palusinski was pushing you. The man Embraced you then, a traumatic betrayal in which he drained every drop of your blood, and fed you a bare mouthful of his in return. He abandoned you, shattered and alone, and you haven’t seen him since.

Your curse is one that alters your appearance so fundamentally that nobody wants to get within touching distance. Fingernails cover every inch of your body, yellow and cracked, protruding out and sliding up like tiny little scales. So, obfuscation is the key. Heavy clothes, thick make-up, and — oh yeah — the time-tested trick of changing your face to make a prettier picture. You can’t drown out the light clicking of fingernails tapping against each other though.

You called in a few favors and received a temporary discharge on grounds of mental recuperation, citing the last guy you pulled out of a car and shot as leaving a particularly traumatic mark. At some point you’ll have to just disappear or find some excuse for why you can’t permanently return as a cop, as the precinct is unlikely to allow someone to dictate their shifts and wear a mask.

You’ve gained a reputation among vampires of the city for arranging the best feeding spots where no law enforcement will ever interrupt. You point Kindred in the direction of homes containing old, weak vessels with watery blood but no working phone line or chance of a passing cop car. Even your clients feel dirty using your services, but none of them deny their efficacy.

Palusinski is off your back for now, but he’ll find you again. When he does, you’re not sure what you’ll do. More troubling is the concern of your God-fearing mother, who worries about your nightly activities and the way you’ve been avoiding her. You fear an intervention involving her church. You do know a preacher in the form of Jeremiah Jefferson. He’s of your clan, and claims crosses and holy water are ineffective against your kind.

You nominally stand as an Anarch, but it’s an alliance you formed for companionship more than ideals. This band of misfits are the

# MAKAYLA “MALORT” ELLERY



closest thing you've got to friends, and they're all as stuck in Gary as you.

This upcoming drug deal Zion organized is a massive payday, maybe leading to enough cash to escape this city once and for all. Of course, you'd need enough to take your mom and kids too. You've been asked to make sure the deal stays cop-free, to make sure no law enforcers get the drop on the deal as it goes down.

## 🔥 BLOOD

You are one of the Sewer Rats. You've not seen your sire since he granted you the Embrace. You hope to find him again some night, if just to squeeze a little pain out of him.

## 🔥 MOTIVE

Get Palusinski off your back, keep your family safe, and keep your friends together. You will support anyone politically if they promise to stay out of your life afterward. You've always hated the idea of people being forced into anything, so you struggle morally with the idea of feeding from anyone intoxicated or resisting.

## 🔥 COVER

These nights, Makayla is the true cover. The family woman has little in common with the dirty cop known as Malort. Few Kindred in Gary would associate the quiet, loving daughter and mother with the rogue police officer. As an officer, your intimate knowledge of Gary's layout is paramount to the city's other Kindred. You were transferred between precincts three times, meaning your familiarity with different parts of Gary is probably better than that of a city planner.

## 🔥 INFLUENCE

Your primary sphere of influence extends to cops and criminals, but this is at a contact level rather than one of dominance. The cops still act as a solid source of information, and you can still deflect them from a crime scene for a little while. Your reach with drug dealers relies entirely on your reputation remaining good with the cops. If you can't redirect sirens, you're no good to the underworld element. At least in the case of the junkies, they

don't seem to give a single fuck about how you look.

## 🔥 MERIT: ON THE TAKE

You slipped once when you were a rookie and now you've on the take so long that you can't tell the difference between the job and your personal ATM. Folks on both sides of the street know your bad news and avoid getting into your business if you can. Push it too far and you might end up dead by a drive-by or worse an internal affairs investigation. You gain a die to any persuasion roll involving the police or the gangs. In addition, you've squirreled away anything not nailed down at various safe places around Gary. If you have the time to spare, you can scrounge any one item rated to police work or criminal activities.

## 🔥 MERIT: LUCKY

The devil looks after his own. If an opponent achieves a critical hit against you, you downgrade it to a normal success. You can use this benefit once per combat.



# JEREMIAH “PADRE” JEFFERSON



## WHO ARE YOU?

Your name is Jeremiah, though most people call you Father, Padre, or Preacher. After leaving the army and finding nothing much waiting for you in your hometown of Gary, you were faced with a choice: sink into a bottle, or commit your life to the Church. You've always been a religious man, but you've been drinking hard since midway through your first tour, so you ended up dabbling in both. You helped lead the choirs in joyous reverence by day, and stole copper wiring from the churches in Gary at night. You urged the faithful to commit to prayer and love in the community, and then fucked over that community by stealing from parishioners' purses. You fueled your drinking habit, and cried yourself to sleep in a pool of self-hatred. You longed to return to a world where you were needed, but knew you could never again pick up a gun or serve with your fellow soldiers.

Eventually, most of the churches in Gary had enough of you. You started a “pop-up church” in and around the car plants of Gary, designed to appeal to the men and women showing up for and leaving work. You found that leading a congregation gave you a voice. You spoke from the heart, cried out in dire need of salvation, and found a public who needed to hear that voice. Becoming a highly-regarded street preacher willing to mingle

with the cold and the dirty, your proudest moment was telling the Reverend Al Sharpton to “go fuck himself with his fat wallet,” when the public figure visited Gary with a film crew to record your activities.

## WHAT ARE YOU?

One of your sermons appealed to a vampire hidden among your congregation. You had always assumed she'd been in some terrible accident, from the open wounds lining her face, and the way her spine was twisted. You'd experienced war, and you reasoned the effect Gary had on its citizens wasn't too different. One night, after the faithful departed and you were packing up your bible and placards, your future sire sidled up to you. She said she wanted to confess. You explained you weren't a Catholic. She laughed, bit into your neck, drained you, and turned you into a creature like her. Your fall into undeath was reminiscent of coming under fire in a warzone. You wanted to hide and never come out again, at first.

If Gary proves anything, it's that appearances don't matter among the dregs of human society. You started preaching again, and drew big crowds. As the plants and factories closed, and the congregations changed from the working man to the junkie and the va-

grant, your audience swelled. The only difference with their perception of you came when a drug user asked what you must have been taking to have burned through your nose and rotted your skin like that.

As you take pity on the poor bastards living in Gary without jobs and with innumerable problems, you extend the same feelings to the vampires like you. You are all bottom-feeders, and you know it. You have special affection for Malort and Lynch, the former because of her curse and grounded attitude, and the latter because of your shared military service, not that the two of you often discuss that period of your lives often.

You attempt to act as the moral compass to the coterie, but the truth is you've always been a sucker for temptation. You've been a vampire far longer than any of them, and you've seen this city's rise and fall. When Sullivan Dane — a self-proclaimed hunter of vampires — asked you to call him, should you ever have an opportunity to see Modius face-to-face, you took little convincing. Here was a genuine man of faith, with true purpose. Just as with alcohol and your own faith, you decided to try and balance Dane's request and loyalty to your friends: work for Dane and support your coterie. How successful you will be in this balancing act when Dane has promised you genuine redemption if you can get him to Modius, remains to be seen.

# JEREMIAH “PADRE” JEFFERSON



## ☀ BLOOD

You are one of the Nosferatu, afflicted with a disgusting countenance that makes you resemble the worst kind of meth and crack addict. Your nose is entirely absent. Your gums have receded and ooze vitae staining your jagged teeth. Your lips are thin, quavering black lines these nights. Sores coat your skin. In a way, you feel like the curse is due punishment for your many sins, and perhaps it will alleviate once you become truly righteous.

## ☀ MOTIVE

Keep the coterie acting morally, even if you occasionally fall from the path. You may not be able to redeem yourself, but they're all younger than you, less tainted by booze, PTSD, and the manipulation of others. You don't see yourself as a martyr, but have the complex, to the point that feeding from anyone conscious of the act inspires massive self-recrimination.

## ☀ COVER

Your identity as a preacher is an elaborate front formed in your mortal days, for a war veteran who never quite adapted to life back on civilian street. The guilt you harbor and the memories of conflict all serve to manifest as this screaming holy man, full of righteous shame and proclamation. If anyone were to penetrate your show of belief, they would find a crushed man.

## ☀ INFLUENCE

You hold a lot of sway over homeless in Gary. While a lot of them don't know you as anything other than “the preacher” or “the padre,” they know that attending your congregations offers a warm stove, hot food, and blankets. You could probably mobilize some of these kine, if you convinced them you were under threat.

## ☀ MERIT: EAR OF THE STREET

The homeless are socially invisible, living in

a completely different world than most people. Your flock see and hear damn near everything that happens on the street and they are always glad to share with their preacher. They've taught you the secrets paths through the dark allies and abandoned buildings in Gary. You know where the underground markets exchanges services and where the unpleasant things happen away from the notice of the mundane. You gain 2 dice to any investigation or streetwise rolls related to Gary or its inhabitants.

## ☀ MERIT: SATIATED HUNGER

Your flock is everywhere in your neighborhood. They worship you as an angel of god, making it easy for you to feed. So long as you remain within the confines of Gary, your Hunger knows that it can always be satiated, and thus you roll one less die when making a Hunger check.

# ZION “SNOWMAN” MIDDLETON



## WHO ARE YOU?

Your name is Zion, and no matter how much you ask other members of your gang to call you “Snowman,” Zion is how you’re known. By the time you were born, industry in Gary had slowed to a trickle. Your dad was out of work and spent most of his time in a drunken stupor. Your mom worked three jobs cleaning, babysitting, and working at a trucker bar. You were attentive at school (it was more interesting than being at home), but eventually your mom had to decide which of you, your younger brother, or your sister would stay in education, and which of you would have to start earning. She chose to pull you out.

Your days of paper rounds and toilet scrubbing ended within two weeks. You were running pockets full of vials for dealers in the southside in three. Two years of diligent service to the community, and only one gunshot wound later, and you reached the lofty heights of working your own corner with your own small crew. As much as it hurt at first to accept this was your life and there was no way out, you grew to love the trade. Cash in hand work, and nobody questioning or reprimanding you for walking around with a 9mm in your belt, made you feel good. You sent a cut of the money home to your family every month, though you rarely saw them in person. At least you knew they were taken care of.

## WHAT ARE YOU?

One of the regular junkies who came to you for everything from meth to glue to H was a little more than the average drug user. A Gangrel who tried everything to replicate the hit of feeding, this vampire would snort a line or plunge a syringe underneath his tongue just to see if he could find a substitute for the blood cravings. Nothing worked, but he took your mortality from you all the same, keen to own a permanent link to the drug trade. When you found out about Modius and his designs on praxis, you turned your sire over for Embracing without permission and won the “Prince’s” favor. Your sire was a weak link, and you’ve got zero time for weakness.

Your eye is on the profit. Even when you practice your favorite activity — dosing a vessel before feeding — you make sure they exchange cash for the drugs first. You love convincing some bum to shoot up, and then chase the poor bastard through the old steel mills before taking your fill of intoxicating blood. You have refined your sire’s methods. You were never much of a user before you turned, but addiction begets addiction, and you’re always seeking a bigger thrill.

Your sister Sydney attempts to keep you on the straight-and-narrow. It’s easy for her: she went through school, gained a scholarship, even spent some time competing at a

national level. Why she came back to Gary you’ll never know, but she was Embraced for her troubles and now seems to be stuck here, fighting for your soul in her own way. You love her, but you know, fuck her and her indignation about your business.

Everyone describes you as Modius’ dog. Such is the way with Gangrel who attempt to cling to the Camarilla. Modius is the man with the plan and the bank account, and if he’s prepared to play Stringer Bell to your Avon Barksdale, you’ll go along with it. You’ve got designs on the role of Anarch Baron for one night in the future, so you’ll use him for as long as you have to. He’s asked you specifically to make an exchange of H for a couple of briefcases full of cash, and ordered you to bring your coterie along, rather than your mortal gang. He says this is “Kindred business,” so you’ve got your sister of all people as muscle, and a bunch of undead eyes watching the deal take place.

## BLOOD

You are a member of the Gangrel clan, and you exemplify their feral attitudes to territory. As far as you’re concerned, your corner — hell, the whole southside — is yours by right of blood and might. Your might doesn’t come from the swing of a fist or sword, but the barrels of guns owned by young players like yourself.

# ZION “SNOWMAN” MIDDLETON



## ☀ MOTIVE

Build cred, get rich, knock Modius off his engine block throne and seize the Barony. Just because your domain is the street and you enjoy messily drinking blood after an exhilarating chase, doesn't mean you can't work on refining yourself for those vampires who consider themselves your betters.

## ☀ COVER

You're a drug dealer and occasional muscle for the Prince. You don't pretend to be anything else. As far as your mortal family are concerned, you're doing something illegal for the money you send them. Your mom just hopes it's nothing that'll get you hurt. You have two siblings in the form of Sydney and Kenny. You've not seen your younger brother Kenny in years, but last you heard he was looking for work in Chicago.

## ☀ INFLUENCE

Despite pride telling you to the contrary, you don't run a gang, but you do run a crew. Once upon a time, you were a hopper and runner, now you command a bunch of teens to do that shit for you. You respect the ones who really work at it — you were there once — but anyone dragging their heels or taking too heavy a cut from the earnings gets the boot.

## ☀ MERIT: LAP DOG

The Camarilla knows that you are the personal thug of Prince Modius. Outside of Gary that might mean squat, but so long as you are within the city limits, members of the Camarilla will leave you be so long as it doesn't interfere with their plans. You might not get invited to the fancy parties, but doors will open if you invoke your prince's name, even if you might have to pay for it later.

## ☀ MERIT: SEASONED TRAVELER

You've got a knack for going places, an expertise cultivated from long nights on the road and spent shoe leather. You've seen it all from Fairies in Fresno to Second Inquisition in Saskatchewan, and you know how to avoid attracting undue attention.

When you are traveling, provided you are simply passing through, you can move through any area unmolested, automatically avoiding any patrols. Only parties who have been tipped off to your arrival, actively pursuing you, or have a supernatural means of tracking you may attempt to stop you. You may extend this bonus to anyone traveling with you, up to your dots in the Survival Skill if passing through the wilderness, or up to your dots in the Streetwise Skill if passing through an urban area.

# SYDNEY “ONE-ROUND” MIDDLETON



## WHO ARE YOU?

Your name is Sydney, though everyone at the gym calls you “One-Round” because it’s a small miracle when an opponent lasts longer than that. Billed as Gary’s Ronda Rousey of boxing, you publicly dismiss the accolades while secretly celebrating them. You carry a lot of pride for having made it so far in a city as shit as this one.

Your path is your own. You’ve always thought that, and do not understand why your oldest brother Zion holds your mother’s choice to keep you in school against the entire family. You are confident you would have made it this far with or without your education, though it helped keep you away from the streets your two brothers fell into.

You are headstrong, confident, and generally dismissive of the idea that there’s no path for the Black American but the bottom rung or lower. Sure, you don’t make a heap of money from boxing, and there’s serious risk of permanent injury in this lifestyle, but you’re still safer than the kind of fools working the streets selling themselves or anything illegal.

You have always prided yourself on being “straight-edge.” Other than a little pot and an occasional drink, you’ve never taken anything harder. Few of your peers understand your hardline attitude, but few of them had your father, his temper, and his obsession with the

bottle. A broken childhood combined with the despair of seeing Zion enter the drug trade, and your younger brother Kenny consorting with all kinds of freaks and weirdos, scared you. You would describe it as “allowing you to see clearly,” but the truth is you never want to go down the same path as any of the men in your family.

Your desperation manifests in a different kind of addiction. You love to hurt people with your fists, and even get off on taking a punch or three to the face yourself.

## WHAT ARE YOU?

Juggler found you in the gym one night, working a bag alone. As soon as you saw this white guy sauntering in, you expected some threat. You ignored him as he approached, until he got close enough for you to swing a punch. Perhaps he allowed it to connect, or maybe you were that fast, but your fist cracked against the Brujah’s jaw and sent him to the floor. Most opponents would be unconscious following a blow like that, but he laughed. He knocked you out before turning you, so you’ve little recollection of the joy or terror of Embrace some vampires describe. All you know is you now possess a hunger that overwhelms you.

Juggler explained that he needed you to keep an eye on your brother, and now your

brother belonged to Modius, you belonged to Juggler. He tutored you in the art of feeding, the rules by which Kindred abide, and why the Camarilla were the biggest organization of addiction-fueling corrupt bastards this side of the dusk. You listened to it all.

You performed your own research, as much as you could with your lowly position as a fledgling. You agreed the Anarchs were more befitting your personality, and the Camarilla could stay the fuck in Chicago, but you sure as hell weren’t buying what the Brujah “Baron” was selling. You agreed to keep tabs on your brother, but secretly vowed to protect Zion.

Zion asked you to act as a bodyguard for an upcoming drug deal. You don’t approve, but you won’t allow your brother to get hurt. He knows you’re a vampire, but the two of you do not discuss the finer points of feeding.

### BLOOD

You are a Brujah, though you don’t really know what that means. You do know it inflames your already extant temper. You find the slightest things set off head-pounding furies these nights, though typically your triggers are threats against your family, or underestimations of your abilities. Despite the vitae in your veins, you still box. If nothing else, you can be thankful for vam-

# SYDNEY “ONE-ROUND” MIDDLETON



pirism meaning your body shape will never change, and you will always remain at the peak of fitness. You have shattered several skulls and ribcages in the ring since the Embrace, but to date the boxing commission views those actions as the fault of the injured parties.

## ☀ MOTIVE

Just because you're dead doesn't mean you're not still hungry for competition. You still love trading blows with a hungry opponent, though you're interested in seeking other Kindred to fight. You know your arms carry an unnatural strength now, and you wonder at how hard you can swing. Since Juggler set you against Zion, you've become increasingly concerned for your missing brother Kenny. He was last seen in Chicago several months ago,

but hasn't been in touch. You worry Juggler will suddenly pull him out of a hat as blackmail material.

## ☀ COVER

You don't fit in well with the rest of coterie, at least ostensibly. You were all about clean living, clean sneakers, clean tracksuits. You didn't look like a junkie, a dealer, or any other kind of reprobate. Yet, here you are in the company of a deformed preacher, your drug-dealing brother, and a legless war vet. Among other Kindred you therefore adopt the guise of a taciturn bodyguard, though the irritable mood is pretty accurate to your feelings. Among the kine, you're still a boxer, and you never miss a fight night. You're concerned about the next round of drug tests, because it's not like you can pee in a cup or give blood these nights.

## ☀ INFLUENCE

You don't have the celebrity status of a Pacquiao or a Mayweather, but in the Illinois and Indiana gym boxing scene you have a small following. Your influence is restricted outside that area, given your lack of involvement in Gary's underworld.

## ☀ MERIT: ROPE-A-DOPE

You've learned to distract your opponents in a fight and dodge their blows. When dodging Brawl attack, you gain 1 die to your dice pool.

## ☀ MERIT: CALM HEART

You have a great deal of control over your emotions and can maintain your calm even in outrageous situations. Once per scenario, you can ignore a single 1 result on your Hunger die.

# PVT. JORDAN LYNCH

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## WHO ARE YOU?

The pride of the southside, you are the hero known as Pvt. Lynch, though you prefer Jordan these nights. In fact, you insist on it. You grew up in Gary, and saw every one of your girlfriends become hairdressers, waitresses, or pieces of meat hanging off the arms of drug dealers. That life wasn't for you, so you enlisted (against the protests of everyone), joining the infantry out in Iraq and Afghanistan. It was on a routine patrol that you lost the lower half of your left leg and the fingers off your left hand to an IED.

You never felt as contaminated with PTSD as many of your comrades in arms. Every time you came home on leave it felt like a relief. You enjoyed pretending to be a civilian. It wasn't the mental strain of separation from the front that hurt you, it was the very physical pain of war wounds and next to zero support from a government who were supposed to have your back. Fuck them.

When you were equipped with a cheapass prosthetic and a fucking mitten, and sent home with a Purple Heart, you wore smiles for all the old ladies on your block who wanted to see their favorite girl returned home, "Who was it you were fighting against, again? Russians? Arabs? Are the Arabs with the Russians now?"

You bore their questions, and the looks of curiosity and disgust from friends and family

who just couldn't conceal their gazes, before returning home alone to your house, inadequately equipped as it was for one with your new challenges. Others might have turned to a supportive substance. You had a small pension, but no way of covering the cost of rent. Instead, you girded yourself and took on a security role at one of the abandoned steel mills. Your solitary role drove you to contemplation as you walked the old factory floors and watched fuzzy black-and-white monitors.

## WHAT ARE YOU?

She wasn't your first intruder. You may have been down to one leg, but you'd shown yourself capable of driving off bums and junkies from your territory. This one though, just smiled as you limped in her direction. She introduced herself. "Anita Wainwright," she said her name was, representing an anarchist collective looking for a meeting ground far enough away from Chicago that she could organize without interference. You told her to go find someplace else. It was then she started asking about you, and you felt compelled to answer. She was kind. She cared about you, more than as a curiosity piece or a wounded soldier. She wanted to know your life. By the end of the night, you were both in tears, though hers

were bloody. She Embraced you just before the dawn, and you both stayed at the factory during the day.

Since your Embrace you found a new measure of acceptance as an aspiring Anarch. You've not yet travelled to Chicago to meet your fellow sectarians, but you've touched base with Juggler and fully intend to fight in a new war against Modius, when the time comes. Your skills as a soldier have helped you prepare many strongholds throughout Gary's dilapidated areas with security, refrigeration (for blood supply), and cover from the sun.

Anita warned the government are on the lookout for creatures like you, and this only creates more anger and paranoia toward mortal law enforcement and government agencies. You have taken out your Brujah passions on cops and civic buildings repeatedly since your Embrace, though you've yet to murder anyone in one of your fits of rage.

You connected with Jeremiah due to your shared military experiences and allowed him to use the factories under your stewardship for his small rallies. He told you about a coterie of neonates in Gary, which you joined reluctantly, as you've little time for Zion. You'll accompany him to supervise this upcoming drug deal, but you're using the opportunity to assess Modius' operations, so you can feed that information back to Anita. You trust Juggler far less.

# PVT. JORDAN LYNCH



## ☀ BLOOD

You are a Brujah, or the Rabble, as you're told the Camarilla like to call you. You can always feel the fire in your veins. You often respond violently when anyone calls your physical or mental capacity into question, and loudly rebel against the Man telling you to do anything. Your life, such as it is, is your own.

## ☀ MOTIVE

The Anarch Movement gives you meaning, though you know there's a lot more to learn about the group. The point for you, is they are not telling you how to act. Perhaps single-mindedly you've committed to furthering this group's agenda, largely due to their kindness, offers of compensation, and kinship. They know what it is to suffer under someone else's heel. You're at war again, but this time it's on your terms. Vampirism is an opportunity and a second chance. You just wish you'd been Embraced before your injury.

## ☀ COVER

Your life among the kine is one of a crotchety war veteran. It seems the youth in Gary don't give two shits about soldiers losing limbs at war, when they're content to blow each other away on street corners. The older generation look at you kindly, so you mingle with them, get to know their stories, and offer them a form of protection from the violence outside.

## ☀ INFLUENCE

You still meet your fellow vets in the military bars in Gary, though your peers are few and far between. Jeremiah occasionally joins you. In the bar you're one of the boys, and nobody cares about your leg or hand. You can't drink with the rest of them (you claim medication prevents it), but it's good to know you still have the backs of men and women who served and suffered just like you. You've utilized several of them to help with your setting up sheltered homes in abandoned factories and mills throughout the city. They rarely ask

questions, happy to occupy their time. You feed from your fellow veterans, and feel only partial guilt for contributing to their pain.

## ☀ MERIT: PROSPECT

You've recently joined the Anarchs. You might not have a lot of clout, but they know your heart is in the right place, and many think you have a bright future ahead of you. You can expect a certain amount of shit, and your fellow Anarchs make sure you take your proper ration of shit, but the bright side is that if you ask, and it's a small favor, most Anarchs will help you out.

## ☀ MERIT: GHOST

You can't be scanned or recorded on electronic equipment or devices unless you wish to be, and your personal devices, electronic records and files, and equipment are immune from being hacked.



# ELIJAH FRANKLIN “BAGGIE”



## WHO ARE YOU?

Nobody knows you as anything other than Baggie. You can't even recall when you first started taking drugs. You would guess you started smoking it in high school, but you weren't at school for long, and after a few years living on the street you were selling yourself for something a little harder. You were hooked before you were out of your teens. You never went back to your family, partly out of embarrassment, partly due to your fear nobody would be waiting for you.

If anything, it's a small miracle you've survived as long as you have. You've taken more substances than most chemistry labs own. It shows in your sunken eyes, emaciated frame, and angular limbs. You tell yourself you built up an immunity to all but the hardest junk, and you may be right. Truth is, your organs were shutting down slowly for years, and living through another one wasn't likely.

To most mortals, you were just another dreg. You love Gary, because unlike a decent city where you'd struggle to find a doorway out of the rain, you've got hundreds, maybe thousands of abandoned houses, offices, and industrial units in which you can find shelter and get some peaceful sleep. The electricity and plumbing still work in a few, though such locations are at a premium among users like yourself.

Truth is, Gary is your city. It belongs to people like you. You occupy more space, know the streets better (and all the hidden ways through the city), recognize the patrol routes, know the clean cops from the dirty ones, can tell a murderous, tweaking dealer from a reliable one with a pocket full of crystal. Hell, if you could monetize this shit you'd be a millionaire."

## WHAT ARE YOU?

You always thought Zion was a trustworthy dealer, but one night he took you to a factory to introduce you and some friends to a new brand. You were excited. That excitement soon turned to terror. As you felt the liquid nirvana spread through your system, Zion set you and the other junkies running. He chased you across walkways and through pipes, laughing all the while. This was a game to him, as you experienced the worst trip ever. He caught up to you after you fell, spraining your ankle. He drained you dry in a frenzy, and maybe it was guilt that drove him to Embrace you.

The Embrace changed something in you. The drugs do nothing for you now. You tried doing as Zion does — dose a victim, drink from him or her — but nothing. For the first time ever, your senses feel at their peak,

and you describe it as being "attuned to the universe." Zion may be a big cat, but you're a hawk. You see everything, you assess everyone, and you strike when you must. For any other junkie, it would be a remarkable recovery story, except you now find yourself with a new craving. Blood is your new H.

Zion considers you his pup, and you're content to play along. You're grateful he made you stronger, but despise his authoritarian bullshit. He takes you along to big deals, like this upcoming one, to act as his eyes and ears. Juggler bought your loyalty long ago though. He says he'll pay you in whatever currency you're accepting to chip away at Zion's status. Juggler doesn't want you to destroy your sire, but does want him to lose face. For your part, there's something intensely desirable about eroding such a self-assured prick.

## ✿ BLOOD

You are a Gangrel, but you're no hulking monster. You're still whip-thin and sharp-edged, and that's how you like it. Nobody expects it when you pounce. You're proud of your bloodline, what little you know of it. You wish you had the willpower famous in your clan, and could forge your own path. Perhaps that's what you'll ask for from Juggler: freedom from Gary.

# ELIJAH FRANKLIN “BAGGIE”



## ☀ MOTIVE

You've been asked to take Zion down a peg or two, but you're content to play the odds. Juggler can offer you more, but Zion gave you this new power. You know which would be more satisfying, but you've got a mind for the long game now you've got more than a year left on the death clock. Your ultimate motive is liberty to choose. For most of your life you've been hooked to multiple substances, and now, as Juggler says, you've "consolidated it into one easy, manageable package."

## ☀ COVER

You don't let on to your old user friends that you're technically "clean." These are the only people you know, and despite the old aphorism of "never trust an addict," you know these guys will watch out for you. So, you still sleep rough and you still buy gear for the

boys, despite the pestering feeling that you should be leading by example. You never feed from your own, and prefer putting your fangs to dealers and cops who try to hustle the less fortunate. You've murdered six cops across the city in the last year, and feel no compulsion to apprise Zion or Juggler of this fact.

## ☀ INFLUENCE

If your friends are jonesing for a hit, you can compel them to do most anything. Their reliability is could slim, however. You hang in the same groups as Jeremiah, who recognizes your recovery (and knows its cause), and occasionally Pvt. Lynch, but your skill is in hiding at the back while those two organize the disenfranchised. Padre has his words, and Lynch has her clandestine work forces. You have your eyes, your ears, your claws, and your fangs.

## ☀ MERIT: SLIPPERY CUSTOMER

You are thin and wiry. It's easy for you to slip through crevices and tight spots that would seem impossible to others. When escaping grapples or attempting to hide, you gain 1 die to your dice pool.

## ☀ MERIT: DAREDEVIL

You are all about the risk. The folks in the neighborhood know you are cray. Somehow you manage to keep surviving. Anytime you are taking an action that is extremely dangerous, you may add an extra die to your pool, but said die must be a Hunger Die. This bonus is temporarily and only applies to this single roll. The Storyteller is, as always, the final arbiter on if this merit applies to a scenario.

# Vampire: the Masquerade 5E Alpha

<b>Name</b> "Baggie" Elijah Franklin	<b>Virtue</b> Cunning	<b>Chronicle</b> Rusted Veins
<b>Age</b> 43 (appears early 50s through drug use)	<b>Vice</b> Corrupt	<b>Faction</b> Anarch
<b>Player</b>	<b>Concept</b> Lifelong addict to one thing or another	<b>Clan</b> Gangrel

## Attributes

Mental		Physical		Social	
Intelligence	●●○○○	Dexterity	●●○○○	Appearance	●○○○○
Perception	●●●●●	Stamina	●●●○○	Charisma	●●○○○
Wits	●●●○○	Strength	●●●○○	Manipulation	●●●○○

## Skills

Academics	○○○○○	Athletics	●○○○○	Animal Ken	●●●○○
Awareness	●●●●●	Brawl	●●○○○	Empathy	●●●○○
Firearms	●○○○○	Crafts	○○○○○	Etiquette	○○○○○
Investigation	●●●○○	Dodge	●●●○○	Intimidation	●○○○○
Linguistics	○○○○○	Drive	○○○○○	Leadership	○○○○○
Medicine	●●○○○	Melee	●○○○○	Performance	○○○○○
Occult	○○○○○	Security	●●●○○	Persuasion	●●●○○
Science	●●○○○	Stealth	●●●●●	Streetwise	●●●●●
Technology	●○○○○	Survival	●●●●○	Subterfuge	●●○○○

## Other Traits

Disciplines	Backgrounds & Merits	Humanity & Touchstones
Animalism ●●○○○	Slippery Customer Daredevil	●●●●● ●●○○○
Protean ●●○○○		Toya - ex-girlfriend to whom you still provide drugs
○○○○○		
○○○○○		

Willpower	Health	Composure
●●●○○	●●●●● ●●○○○	●●○○○
□□□□□	□□□□□ □□□□□	□□□□□

Hunger
□□□□□

# Vampire: the Masquerade 5<sup>th</sup> Alpha

<b>Name</b> Bronwyn	<b>Virtue</b> Industrious	<b>Chronicle</b> Rusted Veins
<b>Age</b> Appears late teens	<b>Vice</b> Decadent	<b>Faction</b> The Circulatory System
<b>Player</b>	<b>Concept</b> Traveling Salesman	<b>Clan</b> Malkavian

## Attributes

Mental		Physical		Social	
Intelligence	●●●●●	Dexterity	●●●●●	Appearance	●●●●○
Perception	●●●○○	Stamina	●●●●○	Charisma	●●●●●
Wits	●●●○○	Strength	●●●○○	Manipulation	●●●●●

## Skills

Academics	●●●○○	Athletics	●○○○○	Animal Ken	●○○○○
Awareness	●●○○○	Brawl	●●○○○	Empathy	●○○○○
Firearms	●○○○○	Crafts	○○○○○	Etiquette	●●●●○
Investigation	●●○○○	Dodge	●●○○○	Intimidation	●○○○○
Linguistics	●●●○○	Drive	●○○○○	Leadership	●●●○○
Medicine	●●○○○	Melee	●●●●○	Performance	○○○○○
Occult	●●●○○	Security	○○○○○	Persuasion	●●●●○
Science	●●○○○	Stealth	●●○○○	Streetwise	●○○○○
Technology	○○○○○	Survival	●●●○○	Subterfuge	●●○○○

## Other Traits

Disciplines	Backgrounds & Merits	Humanity & Touchstones
Auspex ●●●○○		●●●●○ ○○○○○
Dominate ●●●○○		
Obfuscate ●●●○○		
Protean ●●●○○		

Willpower	Health	Composure
●●●●●	●●●●● ●●●●○	●●●●○
□□□□□	□□□□□ □□□□□	□□□□□

Hunger
□□□□□

# Vampire: the Masquerade 5E Alpha

<b>Name</b> Sullivan Dane	<b>Virtue</b> Faith	<b>Chronicle</b> Rusted Veins
<b>Age</b> 60 (appears late 70s)	<b>Vice</b> Paranoid	<b>Faction</b> None
<b>Player</b>	<b>Concept</b> Solitary Hunter	<b>Clan</b> Mortal

## Attributes

Mental		Physical		Social	
Intelligence	●●●●○	Dexterity	●●●●○	Appearance	●●○○○
Perception	●●●●○	Stamina	●●●●○	Charisma	●●○○○
Wits	●●●●●	Strength	●●○○○	Manipulation	●●●○○

## Skills

Academics	●●●○○	Athletics	●●●●○	Animal Ken	○○○○○
Awareness	●●●●○	Brawl	●●●●○	Empathy	●○○○○
Firearms	●●●●○	Crafts	●●○○○	Etiquette	●○○○○
Investigation	●●●●●	Dodge	●●●●○	Intimidation	●●●○○
Linguistics	●●●○○	Drive	●●○○○	Leadership	○○○○○
Medicine	●●○○○	Melee	●●●●●	Performance	●●○○○
Occult	●●●●○	Security	●●●○○	Persuasion	●○○○○
Science	○○○○○	Stealth	●●●●●	Streetwise	●○○○○
Technology	●○○○○	Survival	●●●○○	Subterfuge	○○○○○

## Other Traits

Powers	Backgrounds & Merits	Humanity & Touchstones
True Faith ●●●●●	True Faith can hold off vampires without a symbol by contest of True Faith vs. Willpower, and blood burns for 2 Agg dmg / rnd	●●●●● ●●●●○

Willpower	Health	Composure
●●●●○	●●●●● ●●●●○	●●○○○
□□□□□	□□□□□ □□□□□	□□□□□

# Vampire: the Masquerade 5E Alpha

<b>Name</b> Pvt. Jordan Lynch	<b>Virtue</b> Hope	<b>Chronicle</b> Rusted Veins
<b>Age</b> 36 (appears early 30s)	<b>Vice</b> Vengeful	<b>Faction</b> Anarch
<b>Player</b>	<b>Concept</b> War veteran with a grudge against "the Man"	<b>Clan</b> Brujah

## Attributes

Mental		Physical		Social	
Intelligence	●●●○○	Dexterity	●●●○○	Appearance	●●○○○
Perception	●●●○○	Stamina	●●●○○	Charisma	●●○○○
Wits	●●●●○	Strength	●●○○○	Manipulation	●●○○○

## Skills

Academics	●○○○○	Athletics	●●○○○	Animal Ken	○○○○○
Awareness	●●●●○	Brawl	●●○○○	Empathy	●●○○○
Firearms	●●●●○	Crafts	●●●●○	Etiquette	●●●○○
Investigation	●●○○○	Dodge	●●○○○	Intimidation	●●○○○
Linguistics	●●○○○	Drive	●●○○○	Leadership	●●○○○
Medicine	●○○○○	Melee	●●○○○	Performance	○○○○○
Occult	○○○○○	Security	●●●○○	Persuasion	●●○○○
Science	●○○○○	Stealth	●●○○○	Streetwise	●●○○○
Technology	●●●○○	Survival	●●●●○	Subterfuge	○○○○○

## Other Traits

Disciplines	Backgrounds & Merits	Humanity & Touchstones	
Celerity ●●○○○	Prospect	●●●●● ●●○○○	
Presence ●●○○○		Ghost	Leonard -fellow infantry vet, runs the local veteran's bar
○○○○○			
○○○○○			

Willpower	Health	Composure
●●●○○	●●●●● ●●○○○	●●○○○
□□□□□	□□□□□ □□□□□	□□□□□

Hunger
□□□□□

# Vampire: the Masquerade 5<sup>th</sup> Alpha

<b>Name</b> Makayla "Malort" Ellery	<b>Virtue</b> Just	<b>Chronicle</b> Rusted Veins
<b>Age</b> 29 (appears late 20s)	<b>Vice</b> Disloyal	<b>Faction</b> Anarch
<b>Player</b>	<b>Concept</b> Dirty cop being blackmailed	<b>Clan</b> Nosferatu

## Attributes

Mental		Physical		Social	
Intelligence	●●○○○	Dexterity	●●●○○	Appearance	○○○○○
Perception	●●○○○	Stamina	●●●●○	Charisma	●●●○○
Wits	●●○○○	Strength	●●●○○	Manipulation	●●●●○

## Skills

Academics	●○○○○	Athletics	●●●○○	Animal Ken	●○○○○
Awareness	●●○○○	Brawl	●●○○○	Empathy	●○○○○
Firearms	●●●○○	Crafts	●○○○○	Etiquette	●●○○○
Investigation	●●●●○	Dodge	●●○○○	Intimidation	●●○○○
Linguistics	●○○○○	Drive	●●●○○	Leadership	●●○○○
Medicine	●○○○○	Melee	●●○○○	Performance	○○○○○
Occult	○○○○○	Security	●●●○○	Persuasion	●●○○○
Science	○○○○○	Stealth	●●●○○	Streetwise	●●●●○
Technology	●●○○○	Survival	●●○○○	Subterfuge	●●●○○

## Other Traits

Disciplines	Backgrounds & Merits	Humanity & Touchstones
Obfuscate ●●●○○	On the Take	●●●●● ●●○○○
Potence ●○○○○		Ruby - 10 year old daughter
○○○○○		
○○○○○	Lucky	

Willpower	Health	Composure
●●○○○	●●●●● ●●●●○	●●●○○
□□□□□	□□□□□ □□□□□	□□□□□

Hunger
□□□□□

# Vampire: the Masquerade 5E Alpha

<b>Name</b> Sydney "One-Round" Middleton	<b>Virtue</b> Honest	<b>Chronicle</b> Rusted Veins
<b>Age</b> 22 (appears early 20s)	<b>Vice</b> Pride	<b>Faction</b> Anarch
<b>Player</b>	<b>Concept</b> Amateur boxer with too much responsibility	<b>Clan</b> Brujah

## Attributes

Mental		Physical		Social	
Intelligence	●●●○○	Dexterity	●●●●○	Appearance	●●○○○
Perception	●●○○○	Stamina	●●●○○	Charisma	●●●○○
Wits	●●●○○	Strength	●●●●○	Manipulation	●○○○○

## Skills

Academics	●●○○○	Athletics	●●●●○	Animal Ken	●○○○○
Awareness	●●●○○	Brawl	●●●●●	Empathy	●●○○○
Firearms	○○○○○	Crafts	○○○○○	Etiquette	●●○○○
Investigation	●○○○○	Dodge	●●●●○	Intimidation	●●●●○
Linguistics	●○○○○	Drive	●○○○○	Leadership	●○○○○
Medicine	●●○○○	Melee	○○○○○	Performance	●●○○○
Occult	●○○○○	Security	○○○○○	Persuasion	●○○○○
Science	○○○○○	Stealth	●●○○○	Streetwise	●●○○○
Technology	○○○○○	Survival	●●○○○	Subterfuge	●○○○○

## Other Traits

Disciplines	Backgrounds & Merits	Humanity & Touchstones
Celerity ●○○○○	Rope-a-Dope  Calm Heart	●●●●● ●●○○○
Potence ●●●○○ ○○○○○		Kenny - 18 year old brother
○○○○○		

Willpower	Health	Composure
●●●○○	●●●●● ●●●○○	●●○○○
□□□□□	□□□□□ □□□□□	□□□□□

Hunger
□□□□□



# Vampire: the Masquerade 5E Alpha

<b>Name</b> Jeremiah "Padré" Jefferson	<b>Virtue</b> Generous	<b>Chronicle</b> Rusted Veins
<b>Age</b> 96 (appears late 40s)	<b>Vice</b> Masochism	<b>Faction</b> Anarch
<b>Player</b>	<b>Concept</b> Street preacher wracked with self-doubt	<b>Clan</b> Nosferatu

## Attributes

Mental		Physical		Social	
Intelligence	●●●○○	Dexterity	●○○○○	Appearance	○○○○○
Perception	●●○○○	Stamina	●●○○○	Charisma	●●●●●
Wits	●●●○○	Strength	●●●○○	Manipulation	●●●●○

## Skills

Academics	●●○○○	Athletics	○○○○○	Animal Ken	●●○○○
Awareness	●●●○○	Brawl	●○○○○	Empathy	●●●●○
Firearms	●○○○○	Crafts	●●○○○	Etiquette	●●●○○
Investigation	●●●○○	Dodge	○○○○○	Intimidation	●○○○○
Linguistics	●●○○○	Drive	●○○○○	Leadership	●●●●○
Medicine	○○○○○	Melee	○○○○○	Performance	●●●○○
Occult	●●○○○	Security	●○○○○	Persuasion	●●●●○
Science	○○○○○	Stealth	●●●○○	Streetwise	●●●●○
Technology	●○○○○	Survival	●●○○○	Subterfuge	●●○○○

## Other Traits

Disciplines	Backgrounds & Merits	Humanity & Touchstones
Animalism ●●●○○	Ear of the Street	●●●●● ●●○○○
Obfuscate ●○○○○		
○○○○○		
○○○○○	Sated Hunger	Cornell - former steel worker, now vagrant and best friend

Willpower	Health	Composure
●●●○○	●●●●● ●●○○○	●●●○○
□□□□□	□□□□□ □□□□□	□□□□□

Hunger
□□□□□

# Vampire: the Masquerade 5E Alpha

<b>Name</b> Zion "Snowman" Middleton	<b>Virtue</b> Ambitious	<b>Chronicle</b> Rusted Veins
<b>Age</b> 26 (appears early 20s)	<b>Vice</b> Greed	<b>Faction</b> Anarch (with Camarilla ambitions)
<b>Player</b>	<b>Concept</b> Drug-dealer with big plans	<b>Clan</b> Gangrel

## Attributes

Mental		Physical		Social	
Intelligence	●●○○○	Dexterity	●●●●○	Appearance	●●○○○
Perception	●●●○○	Stamina	●●●○○	Charisma	●●○○○
Wits	●●●○○	Strength	●●●○○	Manipulation	●●○○○

## Skills

Academics	●○○○○	Athletics	●●●○○	Animal Ken	●○○○○
Awareness	●●○○○	Brawl	●●○○○	Empathy	●●○○○
Firearms	●●●○○	Crafts	○○○○○	Etiquette	●○○○○
Investigation	○○○○○	Dodge	●●○○○	Intimidation	●●●●○
Linguistics	●○○○○	Drive	●●●○○	Leadership	●●○○○
Medicine	●○○○○	Melee	●○○○○	Performance	○○○○○
Occult	○○○○○	Security	●●○○○	Persuasion	●●○○○
Science	○○○○○	Stealth	●●●●○	Streetwise	●●●●●
Technology	●○○○○	Survival	●●○○○	Subterfuge	●●●●○

## Other Traits

Disciplines	Backgrounds & Merits	Humanity & Touchstones
Fortitude ●●○○○	Lap Dog  Seasoned Traveler	●●●●● ●○○○○
Protean ●●○○○		Kenny - 18 year old brother
○○○○○		
○○○○○		

Willpower	Health	Composure
●●●○○	●●●●● ●●●○○	●●○○○
□□□□□	□□□□□ □□□□□	□□□□□

Hunger
□□□□□

# RUSTED VEINS V5 PLAYTEST

**By Matthew Dawkins, with contributions and assistance from  
Kenneth Hite, Jason Andrew, Karim Muammar, Martin Ericsson,  
and Jason Carl.**

**Special thanks to consultant Monica Valentinelli.**

This Story features mature content and themes.  
Reader discretion is advised.

Rusted Veins acts as a tangential continuation of the first Vampire: The Masquerade chronicle, Forged in Steel, and its follow-ons Ashes to Ashes and Dust to Dust. Like Forged in Steel, Rusted Veins is set in the city of Gary, Indiana, a now dilapidated urban wasteland once at the heart of America's steel industry.

## SETTING

As with other cities in the Rust Belt of America, Gary suffered horribly from the 1960s through to the present night, as industry moved away, and nothing new came to the city to take its place. Unemployment and homeless figures grow year on year. The city has held the title of "Murder Capital" more than once. Illegal drug use is rife. Police corruption is endemic.

Gary is a shit-hole, but vampires are not exclusive to the glamor of L.A. and the glitz of Vegas. Some Kindred make their havens in urban squalor, by misfortune of their Embrace, exile from a more opulent domain, or willingly choosing such a den of vice as a hiding place. Certainly, few Camarilla vampires choose to rummage through Gary to discover the target of a Blood Hunt: knowing they're in Gary is punishment enough.

The Camarilla nominally holds the city, through the "Paper Prince" Modius. His court is largely empty these nights, as true Camarilla Kindred know better than to remain in Gary if they want to scale the sect's slippery hierarchy. Most vampires in Gary identify as Anarchs, but even they are a dissolute group. Their head is a self-styled Baron going by the epithet of "Juggler." In recent years, he has assembled neonates beneath his banner, with talk of an advance on Chicago, Milwaukee, or Indianapolis. The likelihood is, Juggler just wants a private army to call his own. He's not leaving Gary. Nobody really leaves Gary. Juggler and Modius have engaged in their private war for decades, maybe centuries now. Sects matter less to these two than

who has control of the domain, one night to the next.

## SYSTEM

Rusted Veins is a playtest scenario for the newest edition of Vampire: The Masquerade, therefore not every rule is hard-coded for future use. Instead, this scenario will position various encounters to demonstrate new systems we (the scenario designers) wish to test. These include:

- ⚙ Hunger -
- ⚙ Humanity -
- ⚙ Merits -
- ⚙ Frenzy
- ⚙ Disciplines - Animalism, Celerity, Fortitude, Obfuscate, Potence, Presence, Protean

## CHARACTERS

A separate handout details the characters for this scenario. Each of this scenario's protagonists has a personal agenda, though this does not automatically make them opposed to each other. The coterie is ostensibly Anarch, but each character is an individual, and players should feel free to play their roles as they see fit.

The protagonists in this scenario have all suffered in some way. Whether through the misfortune of birth in a city like Gary, long-term injury or addiction, or simply the Embrace ruining an otherwise comfortable life, all of the characters want more than their current lot. This is typical of anyone living in a poverty-stricken city, where just a city away, opportunities abound, discrimination is lighter (or better concealed), and violent death is considerably less likely. The tragedy of these characters, and any characters living in World of Darkness Gary, is the city is a prison. Most mortals who live there have no means — material or otherwise — of escape. This same plight constricts each of our protagonists. Whether through lack of fi-

nancial resource, or crippling fear of the Second Inquisition and a lack of allies outside the city, most Kindred Embraced in Gary remain in Gary. Travel is not a safe option.

Players should feel free to customize their characters by changing names and genders, but for the purposes of the playtest, please consider maintaining their motivations so our set pieces based around Hunger, Humanity, et al are test-ed in ways we desire.

*Before play, you may want to remind players that Gary is a 85% Black American city and that, unless explicitly described differently, all characters and NPCs are black.*

## COTERIE

Vampire: the Masquerade 5th Edition will have rules systems for building your coterie together as a player group from a budget of points, similar to the Pooled Backgrounds from earlier versions of Vampire, and to covenant building in Vampire's ancestor game, Ars Magica. The final coterie types will have more varied Background effects, and more mechanical leverage for play-ers and Storytellers alike -- but hopefully this will give you a hint at where we're going with the Coterie rules.

For now, take a moment if you wish to pick your coterie type from these four options. Why are you together? What keeps you together?

### THE PRINCE'S HOUNDS

Your coterie exists because Modius ordered its creation. He considers you his deniable, expendable, trained beasts. Perhaps you consider him your best option, or even your true liege. You haven't got a better offer either way.

+1 to Social tests involving Camarilla vampires or the human power structure in Gary (except the Prince)

-1 to Social tests involving Anarchs in Gary

A successful Manipulation+Empathy or Perception+Empathy test (Difficulty 4) by any coterie member in his presence tells you what Social skill the Prince is most likely to respond favorably to today.

A successful Wits+Etiquette (Difficulty 6) tells you the same thing about the Prince, by talking to other Camarilla vampires.

### TURF LORDS

Your coterie exists to protect your hunting grounds, or something else there, from other vampires.

+2 to all tests to hunt on your home turf; +1 to tests to detect, investigate, or discover strangers or outsiders on your home turf.

-2 to all tests to hunt outside your home turf; -1 to other tests in which your outsider status on another's turf might be disadvantageous.

Any of you may spend 1 Willpower to establish a mundane fact about your home turf: an abandoned building, a sewer entrance, a specific NPC, etc. You may spend 3 Willpower (either individually or from more than one player) to establish a supernatural or vampiric fact about it.

### ALLIED SIREs

Your coterie exists because all your sires are allied for some complex reason of higher vampire politics. This alliance has been fairly stable, even with the rise of the Second Inquisition and the Anarch Revolts.

You can use teamwork on Social tests against other vampires, as you have long practice in factional politics. Ignore messy criticals on these tests.

Once per session, the Storyteller can penalize you 2 dice on a Social test against another vampire, as your sires have offended that vampire or her sire or one of her allies.

Any of you may spend 2 Willpower to reference, call on, or introduce into the plot something of the larger world of vampire politics.

This may give you a story moment or small (+1 or +2 to a Social test) bonus. In this scenario, that most likely involves being able to call in a favor from Chicago.

### ANARCH CELL

Your coterie exists because you are an Anarch cell, possibly inactive or sleeping. You may not have openly rebelled yet. Or you may be declared: in a shatter zone like Gary even openly proclaiming Anarch tendencies doesn't disqualify you from Modius' presence, or remove you from the city's vampiric ecology. In fact, you likely prefer Modius to whoever Chicago would put in charge as Prince following his overthrow.

-1 to Social tests involving Camarilla vampires or the human power structure in Gary; the exception is Intimidation in a scene with fewer NPCs than PCs.

+1 to Social tests involving Anarchs in Gary, and to Streetwise tests.

You are more tuned in to the human underground of Gary, and some of them (perhaps foolishly) put faith in you. Humans in Gary are at worst Indifferent to you for the purposes of Social tests; except for police, city officials, business owners, or other members of the existing power structure.

## SCENARIO

This scenario is divided into four main scenes, wrapped within a prologue and epilogue. The main bulk of the playtest sits within the four scenes and their optional. Any data and feedback compiled through use of system, and of quality of scenario, would be incredibly useful to us (the White Wolf crew).

### PROLOGUE

*Nights for the Kindred of Gary rarely involve the high-level politicking of a major Camarilla metropolis such as Chicago. Vampire existence*

*is subsistence living, draining vessels from one night to the next, hoping for the rare taste of exotic blood from a tourist or traveling businessman stepping into the wrong part of town, and craving a nugget of intriguing information from the world beyond. Feuds between Gary's Kindred are often petty, but quickly escalate to bloodshed. The smallest of disagreements are settle with violent finality, neonates using abandoned factories, houses, and mills as battlegrounds. Anarchs put enemies out to pasture in a hail of bullets before tearing away into the night.*

*The greatest feud — in scope, if not importance — exists between the longstanding rivals Modius and Juggler. Modius is the Toreador "Prince" of Gary, though that title is debated. How can you be a Prince, when few subjects fear you, fewer still respect you, and your domain is an urban ruin? That said, Modius is a power in his own right. He has age, experience, and despite his delusions, the resources and pull to make any troublesome fledgling disappear without much fuss.*

*Juggler styles himself as the Anarch "Baron" of Gary, but his connection to the Chicago Anarchs is tempestuous at best. While Gary befits the Anarch style of law and order — there is none — better than operating under Camarilla Traditions, Gary's Kindred see Juggler as too old, too self-serving, and too caught up in his grudge against Modius to care for Anarch interests.*

*Beneath the big two, a rabble of anywhere between 10 and 20 Kindred populate Gary. There may be more, but nobody's counting. Just like the kine of this domain, the lifespan of a Kindred inhabitant depends entirely on which of the city districts a vampire frequents, the businesses they influence, and the friends and enemies they make. Of the Kindred Embraced since Gary's economic collapse, the number to survive or remain in Gary for longer than five years is in single digits. Of the protagonist coterie, only Padre has been a vampire for longer than a few decades.*

*Tonight, this coterie held together loosely through a mixture of ideals, family connections, despera-*

tion, and a realization that anyone who goes it alone in Gary ends up dead, make their way to a drug deal in the dangerous industrial wasteland on the northern banks of the city. Few of these Kindred handle drugs as a vocation, but Zion runs his own crew of dealers, and has come into the stewardship of 30Gs worth of H just tonight. Under the instruction of his boss, he's to deal this H away for a couple of bags full of cash, and then call the boss for further instruction. Specifically, Zion's employer told him he would want a coterie watching his back, and not a mortal crew. Details beyond this are vague, other than the deal is to go down inside a closed Endron automobile manufacturing plant, with a bunch of Glen Park 45ers. Why they'd come to Zion for H is their business, but this is an unusual transaction.

The coterie make their way to the Endron plant, just on the northern banks on the Grand Calumet River, east of the still operating Gary Steel Works, via separate methods, Zion to be visible with at least one bodyguard, while the other Kindred maintain distant positions to ensure no third party gets the drop on the deal.

The players should introduce their characters in brief terms, establishing their relationships with the other members of the coterie. In scenes lasting no longer than five minutes apiece, the players should then discuss the ways their characters prepare for this deal and their thoughts and doubts on it going down. Feeding scenes would be appropriate here, if players want their characters satiated before heading to business. Any characters that do not feed at this point start the scenario at Hunger 2.

The Storyteller should describe the tone and appearance of Gary as the vampires travel through the city via their various methods, and encourage characters traveling together to engage in role-play. This is the point at which alliances may firm up, or paranoia might bloom. Additionally, this is a fine opportunity to demonstrate the feeding and Hunger system in a stress-free setting. Things won't be so easy later in the scenario.

### ✿ TRAVEL SCENES:

In the prologue, no scenes should distract the coterie from their objective for long. These scenes exist to offer flavor, set up the possibility of feeding, Frenzy checks, and general curiosity viewing. Not included here are examples of the characters interacting with mortals in their natural environments, such as Padre tending to his flock, Zion speaking with his crew, or One-Round speaking with her family. Encourage such scenes, to set the humanity / Kindred divide, but are character specific, and should only receive brief attention.

Once the Storyteller knows which characters are traveling with which others to the Endron plant, she should read one or two of these scenes to the respective character groupings and prompt for reactive roleplay:

1. The heavy rain smashing into the streets is enough to defeat the hardiest of windscreen wipers. These roads would be difficult to drive, were anyone else fool enough to take a car into this part of the city. The vagrants find some place to hide when the weather rages this bad, but through the rain-slicked windows of the car, the Kindred can spy an occasional figure slumped in a doorway. These tired mortals have given up on life. There are always a few on nights like this, exposed to the elements and unlikely to see the morning. They make for easy, if tasteless feeding, for those so inclined to pull over. [If any Kindred feed from these hopeless mortals, one drinker will gain an additional die for Stealth rolls for the remainder of the scenario, but lose a die on all Willpower rolls.]
2. Most of the streetlights in this part of the city no longer work, and few of the buildings project light from within. Few are inhabited, or wired for electricity these nights. The only illumination comes from the car's headlights, that occasionally catch the eyes of the itinerants wandering this part of the city, before scaring them back into the shadows. Even

vampires like you know that to draw too many of these vagrants out can be bad news. Common rumor holds they like to pull drivers out of cars and strip the machines down to their nuts and bolts. [This scene produces tension en route to the drug deal, as if driving a vehicle through a warzone.]

3. Walking in this driving rain is fighting against the tide. It doesn't take much longer than half a minute for the rain to soak a pedestrian so it's just as well the dead don't feel the cold as much as the living. A voice calls out from one of the typically abandoned old rowhouses, a thickset figure seeing the desperate Kindred battling the elements. This woman isn't beckoning for the vampires to join her, but calling them out as "crazy fiends" who won't let "God's weather" stop them from getting their fix. She stops short of leaving shelter to continue her condemnation. [If a vampire feeds from the fanatic, they gain an additional die for Intimidate rolls for the remainder of the scenario, but lose a die on any Self-Control / Composure rolls. Only one vampire gains this benefit.]
4. A rare vehicle makes its way down the other side of the road, edging slowly along the curb before a couple of stick-thin figures come hustling out of an O'Tolley's burger restaurant — still open despite the block of completely empty structures surrounding it. They may be prostitutes, and this driver may be looking to make use of their services. It's hardly a foreign sight, but the sight of the two walkers getting drenched as the driver angrily haggles with them is a little troubling. [This scene in part exists to pique curiosity, stir Humanity only lightly, and act as a temptation to feed as these prostitutes just want to get into a car. Unfortunately for them, that makes them easy prey. The prostitutes do not convey any additional benefits through drinking of their blood, though it does taste sweet in the mouth of the drinking vampire.]
5. Walking along the street despite the pouring rain, an old white male with a sandwich board over his shoulders and a bell in his right hand. The words that were on the board are unreadable given the weather, but the man clangs his bell earnestly and sings Amazing Grace as he strides purposefully through the cold, damp weather. [This wandering man is Sullivan Dane, the vampire hunter Padre knows and has made a deal with regarding Modius. This scene should ideally take place for Padre, just to show that Dane is around. Sullivan Dane will cow any vampires attacking him (see his stat block), but if a protagonist is successful in biting him, they find his blood burns like battery acid and conveys no benefits at all.]
6. A vast, open space of scrub and empty parking spaces surrounds the Endron plant. The only structures and objects around the once-flourishing complex are the remains of trash ranging from sofas and fridges to mounds of diapers and barrels of waste from who-knows-where. Though they make for excellent impromptu cover in a firefight, they add only an air of increased desolation to this already ruined superstructure. One central building and several, surrounded by multiple smaller warehouses divide the plant. The central building is where this deal is due to go down, its large metal shutter doors long since wrenched free and sold as scrap. The interior once held conveyor belts, production equipment, and even a vat, though everything not sold when the plant shut its doors has been damaged beyond repair or stolen. A great metal walkway surrounds the factory floor, heading upstairs to office space and different levels of where once there would have been operable equipment. Now, where machinery would have once occupied gaps in the gantry, only holes leading straight down to the floor remain. Not one window in this building has survived to tonight, al-




lowing the wind and rain to howl through the plant. It appears the coterie are the first to arrive on-site. [This scene allows the coterie to scout out the plant and take positions, if they wish to do so. While this description is brief, it covers all necessary information for this scenario. Storytellers are welcome to elaborate further.]



7. It takes Lynch a while to realize, but this factory was one of her first attempts at building a haven for traveling Anarchs. She abandoned it due to its open layout and cavernous openings too high to easily obstruct, where windows and parts of the roof used to be. That said, this building still has some of her hideaways lining the walls, and stacks of barrels and old machinery would make for decent defensive positions. [This scene allows the coterie to take strategically sound positions around the building, offering them an additional die to any ranged attack or defense rolls made while on the property, if they use the scenery.]

#### INFORMATION AVAILABLE:


On a successful (Difficulty 4) Intelligence + Streetwise check relating to any of the following pieces of below information, characters may find out the following:

-  **The Glen Park 45ers** are a gang primarily based in the southside of Gary, Indiana, known for their dedication to vandalism, armed robbery, carjacking, and drug dealing. The southside is among the more populated parts of the city, subject to recent gentrification attempts (most of which failed), as steel mills occupied most of the majority of the north-west and east was once occupied by steel mills east sides. It is strange that a southern gang are meeting the coterie on the far northern edge of the city. The gang has existed for several years, and makes the broad Glen Park an unsafe space for anyone not looking to go there for a deal. There's talk that the cops give them

a wide berth for a cut of their money, but the real word on the street says the Gary Police Department just don't consider drug crime a priority.

-  **The Endron Plant** fell into disuse in the late '80s, and was simply fenced off by the city. Once used for car manufacturing, and within sight of Gary Steel Works (the city's chief employer), the plant offers a view of what was once a shining jewel of industry in this rusted mess of a town. The Knights are the gang ostensibly in control of this part of the city, but few make their way to the abandoned factories. There's not much to do there, and the only other people who frequent this area are those who wish to hide from the law, or vagrants seeking to avoid human contact.
-  **The drug trade** in Gary is far from healthy or burgeoning. With little wealth of any kind, most users are solitary meth-heads and heroin addicts, though pot and cocaine see a little more use at the Indiana University Northwest near Glen Park. Drugs in Gary are cheap, and of a low quality. If the discerning drug user exists, she does not shop in Gary. No major deals are made in this city, as a rule, simply due to lack of buyers. This results in a home-grown drug trade, and the city being used a crossroads for larger deals heading to Chicago, or out west.

These next two facts are available with Intelligence + Etiquette (Difficulty 3):

-  **Nobody** knows how for long **Modius** has been an occupant of Gary, as he's one of the few vampires to really stick with the city. Most believe ino other city would have him. A former French-African colonial, Modius must be at least a couple of centuries old now, and doesn't hesitate to remind other Kindred in Gary about his rough age, as if anyone in the city cares. Gary's vampires consider him a Prince on paper, but due to the lack of formal Camarilla acknowledgement of his domain,

he's isolated. Modius has engaged with Juggler in an on-again off-again war over Gary for years. The two hatch schemes together as often as they pit pawns against each other. No vampires in Gary openly serve Modius, but everyone knows he has agents among the Anarchs, and few care. Modius apparently makes his haven in a fortified mansion house overlooking Miller Beach, but nobody has been invited there for years. Rumors tell of Modius and Juggler being on bad terms again following a recent attempt to rejuvenate the city that both supported and simultaneously sabotaged in efforts to better the other.

⚙️ **Juggler** acts as Modius' foil, and has done for decades, maybe centuries. The Anarchs in Gary and Chicago debate over whether the two vampires knew each other in their mortal days and have simply carried their feud over to Gary, where they've since become trapped by their own schemes. Juggler's recently earned his title of "Baron". A zombie movie was filmed in Gary in the last decade, and it came to the attention of Anarchs in the West Coast Free States. Spotting Juggler's metaphorical fingerprints all over the celluloid, Isaac and Velvet of the Hollywood Anarchs requested the Brujah receive full recognition from the Movement. Unlikely as it seems, the infamy was enough for other Anarchs to start calling him Baron. They see the movie as a subtle "fuck you" to the Camarilla. For all the disrespect Modius receives for using and abandoning coterie of neonates, Juggler is little better. The only difference is Juggler does it with a smile on his face, and a reassurance that "you will get what's owed to you one of these nights." Many Anarchs consider Juggler a self-serving criminal, but few of those same Anarchs can claim their own true altruism. Juggler's haven supposedly moves around, with the Baron claiming every abandoned factory, warehouse, and mill as a part of his "expanding domain."

## SCENE 1:

### DRUG DEAL GONE BAD

Representatives from the Glen Park 45ers arrive in a series of four tricked out rusted wagons, opting for discretion over ceremony as their music plays quietly on the car stereos. Ten gangers exit the vehicles, ducking under the fallen girder blocking the Endron plant's main entrance. They walk in boldly, crunching over broken glass and used needles in their Nikes.

Zion and One-Round recognize the corner boy tasked with handling the deal for the other side, Jacob "Chacho" Adams, a dealer who grew up and attended the same school as them for a while. He doesn't react to these familiar faces, attempting to carry himself like a gangster too dangerous for small talk. What a small-time dealer like Chacho is doing handling a big H deal is anyone's guess. With a whistle, two members of his crew walk up beside him and dump a pair of sports bags on the ground between the dealers. "All there. You going to check? It'll take you a while, but we got all night." He waits for Zion's part of the deal.

The coterie easily spots ten gangers in or around the deal site, though with a Perception + Streetwise check (Difficulty 6), they spy an additional four in hiding spots, guns drawn. They don't look ready to fire immediately, but do so if things go south.

Anyone dealing directly with Chacho picks up something odd about his manner. A successful Perception + Empathy check (Difficulty 4) reveals his nerves. For all his talk, he wants this deal done as soon as possible. If questioned about who's fronting the money, Chacho just shrugs, and states truthfully that the Glen Park 45ers are the biggest gang in Gary, and while it's unusual for them to exchange this much cash for H (they have other methods of acquiring these drugs), buying this large a quantity in one hit seemed too big an opportunity to miss, even on Knights' territory. The coterie may suspect a

vampire is behind their purchase, but it is simple mortal corruption.

Chacho won't talk much at all, but his two immediate subordinates Loot and Tamira mock Zion if he appears to be alone, or mock the rag-tag coterie if they spy up to four of the group's number. Tamira openly questions the quality of the H, given how little they're paying for it. The dealers will only shut up if they see all six vampires, but they will be more confused than anything else. These Kindred do not resemble typical drug dealers, and this isn't a typical deal in Gary.

If anyone goes to the trouble of opening the cash bags, they find the cash sealed in cling wrap, and not easy to pull apart. With effort they can do so, and discover the cash amounts to \$20,000. This makes the next scene more stressful as separated cash is harder to transport. Baggie or Zion will know that the volume of heroin traded is worth considerably more than \$20k, but Chacho makes clear that this was the figure requested by "Mr. M."

Any members of the coterie used as spotters sees the three cop cars converging on their location with a successful, hard (Difficulty 7) Perception + Awareness check. The cars aren't using sirens or lights. Malort, or any character who succeeds on an Intelligence + Streetwise check (Difficulty 4), knows about the cops in Gary who hold up dealers (often executing them), before stealing any drugs or cash available. These cops usually come armed to the teeth.

If the deal is still going down 20 to 30 minutes into the scenario run-time, the cops make their move with guns drawn. Chacho and his crew immediately disperse where possible, or fall to the ground where not. Characters succeeding on an Intelligence + Streetwise check (Difficulty 3) know the repercussions for killing cops in Gary, and know it's not worth it for mortal criminals to fight: they will never survive a night in jail. For Kindred criminals however, the chances are slightly better. The cops act legitimate at first, ordering everyone to drop weapons, lock fin-

gers, and lay flat. At that point, the cops steal the goods. If anyone attempts to run with one of the bags (of heroin or cash), the cops open fire.

Malort and Baggie recognize one of the officers as Palusinski, a corrupt cop who extorts drug users and other criminals. If Malort and Baggie are not in play, another character can recognize Palusinski on a successful Intelligence + Streetwise check (Difficulty 5). He's known for executing dealers and reselling their gear. If he spots Malort or any character with whom it would make sense for him to have dealt, he snidely intimidates that character with his gun, expecting them to handle the deposit of cash and drugs into the backseat of his car. It is possible for Malort to negotiate with Palusinski, with a very hard (Difficulty 8) Manipulation + Persuasion check, or through one of the Brujah in the coterie using their Presence Discipline to sway his opinion. He can be made to leave the cash and take the H, or be convinced to just not check the contents of "that empty bag," if the characters are suitably manipulative.

This scene can go many ways. If the coterie remain curt and professional during the deal, they may get away from the plant before the cops arrive. If they antagonize Chacho or try to take both the drugs and cash, the two "gangs" may end up in a firefight, or with the vampires slowly picking off the 14 crew members one at a time with their unnatural gifts.

If the cops arrive, another gunfight may ensue. A call of 911 yields an apology from the operator, as no police are available for the next hour. The ideal situation sees the cops making off with either the heroin or the cash.

In the event of a chase scene, the cops attempt to maintain a low profile at first — no sirens or lights — due to the illegal gear they have in their possession. Characters pick up on this fact with a successful Perception + Streetwise check. The cops only start acting like legitimate police if in fear for their lives, at which point they radio for backup and throw the stolen gear out of their cars.

If the coterie tail the cops to their stash-house, an old rowhouse within sight of their precinct and 15 minutes drive east from the plant, they can break-and-enter (Difficulty 5 Dexterity + Security), if they're prepared to take on a few celebrating cops counting cash, weighing heroin, or drinking beer to commemorate their haul. A character who succeeds on an Intelligence + Security check (Difficulty 4) knows the coterie need to work quietly here, as gunshots within proximity to the police precinct will provoke a catastrophic response.

Of the crooked cops, only Palusinski knows (vaguely) who pointed them in the direction of the exchange. If interrogated, the dirty cop says he received a phone call tipping him off to the deal from a guy with a "crap Eurotrash accent." He doesn't know the caller was Juggler, who told Palusinski to just break up the deal and steal their goods. Juggler didn't ask for a cut, but did threaten that he would call again in the future for his piece, once he'd observed the fallout. A character who succeeds on a hard (Difficulty 7) Intelligence + Etiquette check will know that there aren't many Kindred in Chicago with "Eurotrash" accents, though Juggler and an enigmatic figure named Danov qualify. The ancient Gangrel Lucian is rumored to have migrated east in recent years.

Of note, collateral damage in the form of vagrants accidentally being shot and oozing out tasty, appealing blood should play on the Humanity of characters such as Padre, Lynch, and Baggie, who may face Composure rolls to avoid Frenzy as a result. If Baggie frenzies he takes his ire out on the cops.

#### EXAMPLE SCENES:

These scenes are optional, and provide more detail to potential encounters in and around the Endron plant. If the players make their own trouble, these may not be required, but feel free to read through them to see if any appeal for added drama or danger:

1. There are at least ten of them, but they are mortal, weak, and despite the shit cologne deodorant they're doused in, look young and full of life. Taking one of these dealers down could be a quick route to a satisfying meal, and the amount of passion and stress here is enough to warm up an appetite. ***[If any Kindred feed from a member of the Glen Park 45ers, one drinker gains an additional die on their Streetwise for the remainder of this scenario, but loses a die on any Etiquette rolls.]***
2. Only as the deal goes down do Padre and Baggie notice the pair of vagrants huddled in a corner of the plant floor, surrounded by a small fort of rusted metal. They appear scared of what's going on around them, the smaller one looking about ready to bolt while the other just shakes her head intently, as if to indicate that would be a bad idea. ***[This homeless couple could disrupt the deal or Baggie and Padre could pacify them, if they opt for discretion. The names of the two mortals are Cornell and Toya, and they're terrified of dealers using their "home". Baggie and Padre have these characters as Touchstones. If any vampire feeds from one of these two, one of the drinkers gains a single level in Obfuscate for the remainder of the scenario, but loses a die on any attempts to persuade, intimidate, or seduce someone, as they become innately ignorable. If their lives are put at risk by the 45ers or a stray shot from Palusinski's officers put the vagrants' lives at risk, Frenzy checks (depending on the character) are required.]***
3. Chacho's right-hand, Tamira, keeps her hands in the pockets of her heavy overcoat throughout the meeting. It doesn't take a genius to realize she's fondling guns in both pockets, and judging from her clenched jaw and intense stare, she seems ready to fire at a moment's notice. ***[If the meeting is going too well, this scene can***

*inject a little paranoia into proceedings, giving Tamira an itchy trigger finger. The greater likelihood sees the coterie attempting to pacify her, which is easily done (Difficulty 3) with a successful Charisma + Empathy check.]*

4. The exchange is simple enough, but vampires with even the slightest knowledge of drug value in Gary know that this quantity of heroin is either being sold for a ridiculously low price, or its cut with enough shit to make it near-worthless. The 45er they call Loot can't suppress his grin at the volume of H about to enter his gang's holdings, for a pretty petty sum. **[This scene highlights the point that there's something awry about the deal, and may antagonize Zion into telling Loot to shut his mouth.]**
5. These cops are far from white knights, riding in to champion morality. Each of the six have guns drawn and do not hesitate to bellow their commands to "drop weapons," "drop to the ground," and "lock fingers behind your heads." Despite this, it's clear their eyes are on the inventory between the coterie and the 45ers. Four of the cops take positions around the plant floor as the gang members look ready to bolt, while two others approach the heroin and the cash. **[Through use of Celerity, it's possible for a vampire to get away with both bags if they wish to do so, otherwise snatching the inventory away from Palusinski requires negotiation or combat. If the coterie did not discover the homeless couple, one of the cops asks Palusinski's permission to execute them as witnesses. This gives the Kindred a chance to intervene if they wish, or make a Humanity check if not.]**
6. The cop's blood tastes gamey and thick, with a real red meat pungency. As the blood flows, filling the vampire's mouth and dripping in splats to the ground, it communicates a feeling of authority and bullishness. **[Only one**

*vampire who feeds from any of the cops gains the benefit of a level of Potence until the end of the scenario, but loses a die on any Composure checks.]*

7. The cops throw caution to the wind as they drive at speed from the deal site. Their sirens are silent, but this doesn't stop them ignoring multiple traffic codes as they screech around corners, run stop lights, and narrowly avoid hitting a woman crossing the street with her shopping cart. In any other city, people would be leaning out of windows or recording this manic activity on their phones, but in Gary the mortals keep their heads low and scurry to avoid the buzz. **[This scene illustrates the attitude of avoidance present in Gary, allowing the characters a heated and relatively easy chase scene, as the few other drivers on the road slow to allow speeding vehicles pass.]**
8. The building you assume counts as these corrupt cops' stash-house is a weather-worn concrete affair, the roof lacking half its tiles and the windows largely boarded up. Movement within makes the solitary light inside flicker in and out of brightness, as figures in the building must be moving at some speed to perform some task. **[If the Kindred pursued the cops without subtlety, they are arming up in the stash-house, preparing to confront the attacking Kindred. If not, the cops are cracking open beers and celebrating their haul. The building has three access points — a front door, a back door, and a second-floor window that could be reached by scaling the rowhouse at the end of the block and running along the rooftops. The interior contains two bedrooms, only one of which houses sleeping bags and a mattress, one bathroom (without water), and a downstairs hall, kitchen, and lounge. The six cops crowd in the living room, either tooling up or about to share drinks. The only light comes from three camping lanterns in the lounge.]**

**☠ SUPPORTING CHARACTERS (NPCS)**

Minor Supporting Characters do not receive full characters sheets, instead having stats determined by Storyteller discretion. When Storytellers have these characters take actions, the Storyteller must decide whether this character has a high (H), medium (M), or low (L) chance of succeeding. Minor supporting characters have designated dice pools divided between H, M, and L ratings, depending on their overall threat level.

Actions in which these characters are extremely capable (H): 6

Actions in which these characters are capable (M): 4

Actions these characters struggle to achieve (L): 2

**PALUSINSKI**

**H DICE POOL:** 6

**M DICE POOL:** 4

**L DICE POOL:** 2

**WILLPOWER:** 3

**COMPOSURE:** 2

**HEALTH:** 7

**EQUIPMENT:** 10MM BERETTA PISTOL (+4 DAMAGE), BATON (+2 DAMAGE), TASER (NO EFFECT ON VAMPIRES)

**GENERIC COPS**

**H DICE POOL:** 5

**M DICE POOL:** 3

**L DICE POOL:** 1

**WILLPOWER:** 2

**COMPOSURE:** 2

**HEALTH:** 6

**EQUIPMENT:** 10MM BERETTA PISTOL (+4 DAMAGE), BATON (+2 DAMAGE), TASER (NO EFFECT ON VAMPIRES)

**“CHACHO”**

**H DICE POOL:** 6

**M DICE POOL:** 4

**L DICE POOL:** 2

**WILLPOWER:** 3

**COMPOSURE:** 3

**HEALTH:** 7

**EQUIPMENT:** 9MM GLOCK (+3 DAMAGE), KNIFE (+2 DAMAGE), BAGS OF CASH TOTALING \$20K

**GANG MEMBER**

**H DICE POOL:** 4

**M DICE POOL:** 2

**L DICE POOL:** 1

**WILLPOWER:** 2

**COMPOSURE:** 1

**HEALTH:** 6

**EQUIPMENT:** 9MM GLOCK (+3 DAMAGE)

**☠ INFORMATION AVAILABLE:**

- ☠ Gary’s **cops** have a reputation for corruption dating back decades, to when an entire precinct was closed after the discovery that each of its officers was in on a “bang, grab, and resell” deal, where they routinely held up dealers, shot them, stole their gear, and sold it to other gangs. While the public acknowledge the understaffed and underpaid police department, and the government attempts to remedy this issue, few of the fixes stick. This may be due to the department’s ingrained, rotten nature. Any cops in Gary dedicated to staying clean often transfer to the Indianapolis departments. Gary’s cops look after their own, not through loyalty, but because they’re as likely to blackmail each other into silence as they are civilians or criminals outside the police force.
- ☠ Gary is an **urban ruin** despite Modius’ continued efforts to gentrify the city. It’s likely his actions contribute to Gary’s sorry state, as his efforts to bring in industry, commerce,

and tourists routinely backfire, driving away further possibilities of investment. This isn't entirely down to his incompetence. Juggler often sabotages Modius' efforts. A Giovanni plot recently rendered an entire district in the city a dead zone, where numbers of mortals suffer from cancer (often mesothelioma attributed to asbestos) shot up. Chicago vampires tend to use Gary as a dumping ground for all the Kindred they don't want. There are many reasons Gary's status as a ruin persists, and of course, most of them are mortal. It is convenient for other Kindred to blame Modius, however. For his part, he ignores all accusation of responsibility.

## SCENE 2:

### CONTACT WITH MODIUS

Wherever the coterie decide to rest after the previous scene requires vivid description. Despite this period being a calm one following the drama of the drug deal and possible police interference, the environment in Gary is never without a sense of interest. Storytellers should emphasize the following:

- ⚙ How the thundering showers thrash the city tonight,
- ⚙ How the single pane windows rattle in their frames,
- ⚙ How unlike most cities, in Gary the lights go off at night, pitching the coterie into darkness unless they make their own,
- ⚙ How the eyes of scavengers always seem just on the periphery here, as desperate, hungry individuals look for any chance to take what they want or need,
- ⚙ How the buildings in this city, though not particularly old, crumble through lack of maintenance, bearing gouges and tears where cables and metals were stripped from the structures, making the city resemble a warzone,
- ⚙ How graffiti marks pretty much every building in sight, denoting gangs either active or long dead, a silent testament to a permanently disenfranchised generation,
- ⚙ How even to non-breathing creatures like the vampires, a stench of mold and rot permeates every house here, as damp infuses every wall and floorboard,
- ⚙ How beyond the driving rain, there is no sound. Without the downpour, traveling through these desolate blocks would be like driving or walking through a town-sized cemetery with houses posing as headstones.

Zion's phone goes off, a message reading "Report to payphone #4 outside US Steel Corp for instruction. M." If this is who Zion likely suspects it is, he knows the big M will have already disposed of the phone used to send the message.

It is up to Zion's player whether he shares this message with the rest of the coterie, but the Storyteller should tell him the message sender is Modius. Calling back on the number used for sending the message will yield no response beyond a phone ringing. If the coterie or Zion alone visits the payphones, read the following text aloud:

The US Steel Corp is 15 minutes' drive from the Endron plant, the payphones outside the locked front gates all vandalized beyond use. The booths are stickered with sex worker cards layered atop fliers requesting work in more mundane avenues. Each reeks of desperation and piss. None of these phones are going to work, and it's unlikely they've seen any use other than as toilets for years. It's then that a surprisingly cheery ringtone calls attention to the underside of one of the booths. Taped in place is a burner phone, now going off.

Whether Zion puts the caller on speakerphone or if his player would prefer the Storyteller go through the conversation in private, away from the group, is up to him. The caller is Modius. If the coterie are ostensibly Anarchs, Zion may not wish to share with the others that the

Camarilla Prince is calling. Modius asks if the coterie has the cash.

#### ❁ POSSIBILITIES:

- ❁ If they do not, he demands they recover it under pain of torture, destruction of mortal connections, and anything the coterie holds dear — Modius can be quite creative, as a wordsmith of Clan Toreador. The Storyteller should strive to be intimidating here. This is a lot of money for Modius, and he clearly needs it for an important reason. Depending on what happened with the cash, this route may see the coterie heading to the police stash-house (Malort asking around the neighborhood (Difficulty 5 Manipulation + Streetwise check) reveals its location, or the coterie could try to terrify the information out of a patrolman (Difficulty 6 Strength + Intimidation).
- ❁ If they do have it, or at least say they have it, Modius is elated, and sounds overjoyed over the phone. He promises great things to Zion for his loyal service (something he says is in limited supply these nights). If the coterie pushes for what this reward will be, Modius explains that it cannot be any of the cash — he needs every dollar. He can perform favors however, recommend vampires for positions in the Camarilla, even offer to have them on Gary's (non-existent) Primogen Council.
- ❁ Modius expresses an urgent once-in-a-lifetime deal requires the money. He tells Zion that a "Traveling Salesman" is passing through Gary with something he wants, and only he will benefit from. Modius tells the coterie he's already arranged for Salesman to make a temporary haven in Gary's ruined Methodist Church at 577 Washington St, where unbeknownst to him, Padre regularly hosts his sermons. The Salesman only accepts cash. If the coterie do not deliver the cash tonight, and act with all politeness and formal etiquette in talks with the Salesman,

Modius loses the opportunity, and the coterie's lives won't be worth spit. He stresses the Salesman only responds to courtesy, and detests rudeness.



*The Padre checks his silent phone to see a message waiting for him from Sullivan Dane. It reads "I watched the deal and heard the cash figure being announced. If you are working for Modius, you must take this opportunity to introduce us. I believe this to be your only chance at redemption in God's eyes."*

As with Zion and Modius, the Padre may wish to keep his communications with a vampire hunter discreet. Alternatively, this presents an opportunity to handle the Camarilla Prince, and gain a powerful ally. If the Padre calls Dane, he answers, and confirms he means the coterie no harm. In his words, they have "much farther to descend before reaching the depths Modius and Juggler occupy." He offers no material wealth for assisting him in his vendetta against the Toreador, but promises to do what he can do ensure a group he refers to as "the Society" turns away from Gary for a few more years.

The Storyteller should encourage the coterie to discuss what they're going to do with this money. \$20,000 isn't much to split between six people, but for one item it's a high figure, especially in cash. Possibilities the coterie may pursue, and appropriate Storyteller reactions are as follows:

- ❁ If the coterie decide to follow Modius' request and head straight to the Methodist Church at 577 Washington St in the far northwest of the city, they arrive prior to the Traveling Salesman, giving them time to set up as necessary. The Storyteller should tell Padre's player that this is one of his congregation havens, and homeless drug users will be all over the area as they treat it as a sanctuary.
- ❁ If the coterie decide to call Juggler and explain they have \$20k of Modius' cash, he



laughs (as he wanted the cops to obtain the money and heroin), and suggests they find out what the Traveling Salesman is offering before calling him back. Juggler asks where the meetup is going to take place, as he intends to ambush the coterie with his cops if they play it straight for Modius.

- ⚙️ If the coterie decide to keep the money and hide or run, Modius quickly finds out (the salesman calls him to say nobody came to make the exchange). He calls Zion and threaten the mortal families and connections of everyone near and dear to the group, and if that doesn't work, he uses his tried and tested tactic of letting the hunter Sullivan Dane know one of the coterie member's haven locations. Modius is reckless, but not stupid.
- ⚙️ If the coterie deliberate for a lengthy duration, by the time they arrive at the church, the salesman is either waiting there or about to leave, and his disposition has become Unfriendly (Difficulty 8 on Social tests).

Expect deliberation, negotiation, and deciding the better side of Anarch (Juggler) or Camarilla (Modius, maybe Zion), in this scene.

Whichever route the coterie chooses, they should feel inclined to visit the church by its conclusion. In the interim, remind players of their characters' hunger, and the gnawing of the Beast following the stress of the drug deal.

#### ⚙️ EXAMPLE SCENES:

If these discussions resolve swiftly, the Storyteller may wish to open a new gambit. Whatever happens in these scenes should not be flashy, as characters encountered wish to creep and skulk, perhaps attempt to steal from or kill the Kindred without drawing the attention of kine or other Kindred. Examples include:

1. A spotter in the coterie notices cops / members of the 45ers sneaking toward their position on a successful (Difficulty 5) Perception

+ Awareness check. The wronged parties in the previous scene wish to reclaim their cash and / or heroin, and launch any attack subtly. Such a scene leads to a silent brawl in which the only sound next to the rainfall comes from smashing into walls, furniture, and floorboards. Subdue any screaming and shouting in this scene.

2. Remind the characters what this cash could mean to their Touchstones and to their own un-lives. For One-Round, this cash could get her enlisted in an official boxing tournament, pay off part of her parents' debt, or get her brother Zion back to school. For Padre or Lynch it could seriously assist one or two disadvantaged individuals, homeless or bearing injuries. Baggie could even use it to send someone to rehab, while Malort could gift it to her infant daughter or aged mother.
3. The coterie could become subject to an ambush while in transit, but too much combat can slow this scenario's flow, so gauge this carefully. Perpetrators of such an attack could include cops, the 45ers, the Knights (for having done a deal on their territory), or even other Anarchs serving Juggler. The Storyteller should remind Zion that he's crossing the Anarchs by doing this deal for Modius, unless he intends to betray the Prince. Ambushes may take the form of a roadblock, a drive-by shooting, an attempt to ram the vampires off the road, or even a lone gunman picking at them as they exit their vehicles.

#### ⚙️ INFORMATION AVAILABLE:

- ⚙️ **Sullivan Dane** is a hunter of legend, and impressive age considering how long he's been fighting creatures of the night. Ever-present in the Rust Belt, preying on vampires and werewolves alike, Dane truly believes he is an instrument of God's will, intoning "Deus vult" whenever attacking a vampire. Tales tell of his immunity to mental coercion, and surprising hardiness when facing the

undead in combat. Some Kindred claim his strength increases to match that of his opponent, as if God allows him to compensate against Caine's brood. Others say arthritis now afflicts his hands, preventing him playing his beloved violin, while cancer wracks his lungs. In recent nights, the old man has faded from prominence, but rumours hold he still occupies Gary.

⚙️ **The Methodist Church** is one of the most well-known urban ruins in Gary, and one the kine clung on to despite its disrepair for decades following the city's decline. These nights, fences and barbed wire surround the church and all the stained glass has been moved to the city museum. Gaps in the fences allow vagrants to find shelter beneath what remains of the roof, in a building frame some still consider sanctuary. Padre occasionally tends to his flock in this building, and all members of the coterie would have visited the building once or twice for peace, reflection, or to perform a transaction without fear of polite society's intrusion.

### SCENE 3:

## THE TRAVELING SALESMAN

*The church is far from empty. Though exposed to the elements, the building's interior still houses six mortals huddled around a fire barrel, seemingly oblivious to the Traveling Salesman, though they do keep eyes on the coterie as they pass. Baggie and Malort recognize a few of them as drug users who frequent this part of the city.*

*Zion's employer / Modius wasn't completely clear on the identity of the Traveling Salesman, and this becomes obvious when the coterie spot the individual in the husk of the city's Methodist Church. A woman, statuesque in a tailored suit, while a man shorter than her holds an umbrella over her head to protect her from the slowing rain. The woman holds a briefcase in one hand*

*and checks the screen on her phone as it illuminates her pale face. She looks up when she realizes the coterie are in attendance. "Apologies. I was just messaging Modius to check if this was still on." Her accent sounds Scottish or maybe Irish. "If you have my cash, we can seal this deal quickly and I can get back to the road. I have to return to Chicago tonight."*

The woman is the Traveling Salesman, and the man next to her is her ghoul, Emmanuel. She has little desire to engage in light conversation, but will do so if the coterie withhold her cash payment or engage her politely. Rudeness forces her to scowl and leave the church, where she angrily patrols the perimeter as Emmanuel conducts the deal for her.

*"They've taken to calling me the Traveling Salesman in the past two decades, but my name's Bronwyn. I used to run a lounge in Chicago, but with the way things are tonight, I took to the road. You know how it is. You want to get away from family and make something of yourself." She looks pointedly between One-Round and Zion. "Turns out I've always had a nose for the Blood and the hungers that drive a vampire."*

She takes the coterie to her van parked outside the church, and takes the umbrella from Emmanuel so he can slide open the side panel, revealing a shivering, emaciated mortal with wild eyes, among several others. The male is Kenny, the youngest brother of Zion and One-Round. He displays no recognition of them, and just chatters his teeth while whining softly. Both vampires need to make checks against Frenzy upon seeing their brother in this state, with their anger directed at Bronwyn and her ghoul.

*"I found this little stray the last time I passed through Chicago. Ironic that the type of vessel most sought after in Gary from Gary, way back when. No, I won't tell you what his blood can do for you, if you drink it, and you won't be able to*

*tell if you just take a bite. You have to pay extra for the catalogue I wrote up, and Modius made that payment, not you.”*

If the coterie refrain from attacking Bronwyn and exchange cash for Kenny, Emmanuel drapes him in a coat and leads him from the van, automatically placing the vessel's hand in One-Round's whether or not he's aware of the family connection.

There are many ways this scene can play out:

- ⚙️ If the protagonists take Kenny without a fuss, and with full intention of delivering him to Modius, Juggler, or their own mouths, One-Round and Zion (who both have Kenny as a Touchstone) lose at least 2 Humanity -- their own actions have condemned their Touchstone.
- ⚙️ If threatened, the Traveling Salesman assures the coterie she represents a network that will never again visit Gary if she dies here. She means this as a counter-threat, denying Gary access to the secrets of the Blood and the idea of “You are what you eat,” but to humanitarians in the coterie this may be a good thing. Bronwyn is a solid combatant if they do attack her, but against all six members of the coterie, she and Emmanuel stand little chance.
- ⚙️ Also in the salesman's van are some bums and veterans known to Padre, Baggie, and Lynch. This should increase the chance to frenzy and questioning of the vampire sects that allow such a Kindred to operate freely.
- ⚙️ Kenny is brain-drained from a repeated blood bond courtesy of Bronwyn, and constant use of the Dominate Discipline flavored with her Malkavian stylings. He is beyond recovery, in this scenario at least. He is physically weak from regular draining of blood, Bronwyn sapping over a liter every week. While he's not dying from this treatment, his pulse rate is constantly high, his breaths are short, and he nears the edge of shock with little difficulty.
- ⚙️ The salesman carries a little black book filled with codes, that translate to the beneficial effects of blood from a variety of sources. This would be the catalogue she was referring to, of which Modius has a copy. Decoding the book requires a very hard (Difficulty 8) Intelligence + Linguistics check sustained over the next few nights. A simpler method is to use the cypher key she has stored on her phone, though to find out that it's there requires interrogation of either her or Emmanuel.
- ⚙️ Successfully decoding the book reveals Kenny's blood can render a vampire immune to the Second Inquisition scans, allowing a vampire to effectively render herself undetectable, so long as she keeps a vessel of this type. Kenny is therefore worth every cent.
- ⚙️ If any members of the coterie told Juggler where the deal is taking place, he shows up as the deal closes with two Gangrel Anarchs, Seb and Bricks. He demands the vessel for himself, making a counter-offer of \$30k. If Modius wants something, Juggler wants it more. He cares little for family ties to the coterie. Juggler is open to negotiation and won't stand around for a fight. If threatened into fleeing, he tells the coterie they are dead to the Gary Anarchs, and will need to start looking to Chicago for friendship.

#### ⚙️ CONTENTS OF THE LITTLE BLACK BOOK:

The following are examples of precious vessels recorded in Bronwyn's book:

1. Heterosexual white male, never voted Democrat, owns a gun personally (not through employment), prone to anger, married at least once = boosts one's confidence (to the point of stupidity) and boosts attractiveness to a select audience, but likewise increases fragility of ego. Requires more research (add or remove some features?), or discarding from the pool.
2. Drug user currently high on two of the three: PCP, heroin, vodka (no other alcohol seems

to trigger effect) = allows drinker to listen on new wavelengths for a time but leads to crushing hunger following. No impact on sight (see aura perception), though tests are still ongoing. Note: secondary vessel required to accompany.

3. Individual classed by society as “homeless” for at least a decade = seems to naturally increase the drinker’s stealth but increases likelihood of being ignored when undesired, or spat on in polite company. Blue Bloods act with revulsion against those who drink this blood.
4. Third child, runaway, domineering brother, abusive father, possesses artistic talents = appears to nullify Second Inquisition detection. Theory: Channeling of Zillah vis-a-vis relationship with Enoch (brother) and Caine (father)? Must drink enough to make the vessel pass out.
5. Individual with complete faith (v. difficult to quantify) = has alternating effect of burning our insides out or offering purification of old crimes (such as diablerie). More research required.

**EMMANUEL THE GHOUL**


<b>H DICE POOL:</b> 6
<b>M DICE POOL:</b> 5
<b>L DICE POOL:</b> 1
<b>FORTITUDE:</b> 2
<b>WILLPOWER:</b> 3
<b>COMPOSURE:</b> 2
<b>HEALTH:</b> 7
<b>EQUIPMENT:</b> DAGGER (+3 DAMAGE)


**GANGREL ANARCHS**

<b>H DICE POOL:</b> 7
<b>M DICE POOL:</b> 5
<b>L DICE POOL:</b> 3
<b>FORTITUDE:</b> 2

<b>WILLPOWER:</b> 3
<b>COMPOSURE:</b> 1
<b>HEALTH:</b> 8
<b>EQUIPMENT:</b> DAGGER (+3 DAMAGE), .38 S&W REVOLVERS (+3 DAMAGE)

 **INFORMATION AVAILABLE:**

 **Bronwyn** represents an international Kindred organization known as the Circulatory System, interested in trading vessels contains blood that conveys certain attributes. Research is still ongoing as to their reliability, but in Camarilla domains, the Circulatory System’s services have reached peak interest. Bronwyn herself is a Lunatic of Clan Malkavian, of Chicago until recently. She has a coldly apathetic view of her vessels, considering them commodities for sale and research.. Known in many domains simply as “the Traveling Salesman,” Bronwyn and her ghoul Emmanuel orchestrate deals in a variety of environments. If the price is right, she’ll do a deal from the back of a van, through to delivering a batch of kine in a shipping container or private jet.

 **Kenny** is the youngest brother of Zion and Sydney Middleton, missing from Gary for several years. While he cannot communicate it fully now, he fell into a crowd of blood dolls in Chicago at a place called the Blue Velvet Lounge, once owned by Bronwyn. The owner informed her of his peculiar blood, so she returned to Chicago with cash in hand and took Kenny as an asset for research and ultimately for sale. In that time, she brainwashed him through both mundane and unnatural means. These nights he puts up no resistance to Bronwyn’s actions.

## SCENE 4: SO, WHAT NOW?

*The rain finally stops and dawn fast approaches. The coterie have a big decision to make. Clearly this vessel is in high demand across the city. Both Juggler and Modius will pay a high price for him, though Modius has already exchanged his cash via the coterie.*

This scenario gives complete conclusion power to the coterie, and should not lead to another action scene unless they wish it. The ideal resolution of this scene sees the coterie coming to a joined resolution, or imploding. Nobody should walk away without their opinion being heard. To ensure this happens, Juggler, Modius, or even Sullivan Dane can get involved in person or by phone, though the Storyteller should ensure Kindred of similar stature to the coterie accompany them.

The players should discuss in-character their options, which the Storyteller can prompt:

- ⚙️ Do they wish to provide such an asset to the Prince, or to the Anarchs?
- ⚙️ They can still free Kenny, preserving their Humanity, but pissing off Modius (and probably Juggler) in a major way. If Kenny is freed, he walks away a vacant husk of a mortal, his mind corroded by time spent with the Mal-kavian Bronwyn.
- ⚙️ They can give Kenny (or sell him for a higher price) to Modius, losing Humanity as noted in the rules, as the consequences to Kenny should be obvious. Modius pays anything up to \$20k more for the vessel, and can be negotiated into leaving Gary entirely, if he gets to keep this special member of the kine. His blood will render Modius invisible to the Inquisition, so it's worth every sacrifice. Modius threatens war on everyone if he doesn't get what he paid for.
- ⚙️ A member of the coterie could drain Kenny to discover the benefits. They won't become

apparent immediately, except in a scene where Sullivan Dane ambushes the coterie and believes the vampire who drank Kenny's blood is a mortal. His second sight cannot identify vampires with this blood in their system. The Humanity loss for allowing this is great (2 or 3 points, depending on who drains Kenny), and there may be in-coterie conflict as a result.

- ⚙️ The coterie flee with the vessel to another domain. Chicago looks nicer than it is, but it does contain a lot of Kindred willing to pay top dollar for such important blood. It is also a prominent Camarilla domain, meaning the coterie face new challenges if they go that route.
- ⚙️ Juggler calls the coterie if he's still around, and doubles Modius' offer for access to Kenny, who he promises will get to live life "free range." Juggler purchases Kenny and keeps him safe, just to fuck with Modius, on a hard (Difficulty 8) Manipulation + Persuasion check.
- ⚙️ As the coterie make their decision, Sullivan Dane demands they release Kenny (even if they intended to do so). The old hunter assures them that while he probably can't destroy all of them if they try to kill him, his faith will allow him to eliminate half before he falls. He offers to care for Kenny during his recovery, and keep him safe from any other vampires in Gary.

Another option, and one Sullivan Dane freely offers to Padre or other members of the coterie if he was kept informed, is to present himself to Modius in place of Kenny. He is faces the Prince, and either takes the fight to him, or accepts the Toreador's Kiss so his unbridled faith burns the vampire from the inside-out. Modius does not know what Kenny or Sullivan Dane look like, so a switch would be quite simple.

Whatever the coterie decide, the Storyteller should applaud their callousness, their generosity, or their monstrosity, as appropriate. This

scenario would have seen them confront the possibility of Hunger, Humanity, and Frenzy, on multiple occasions. If they all made it and stuck together, they are deserving of congratulations, and a recap of the fallout in Gary following their decisions!

#### 🌀 EXAMPLE SCENES:

These scenes expand on some of the possible routes the story might take. The Storyteller should only use the scenes appropriate to the way the players experience the scenario. With a little adjustment in character names or locations, a Storyteller could harvest these examples for the story no matter its direction:

1. The metallic smell of blood and steel is rich on the air from where the rain has pounded the city. There's a reprieve of silence, no traffic, no shouts or cries, no rainfall. But then Zion's phone rings and it's Modius again. "You have made the deal, I trust? You have my special resource, and can bring it to me? I will give you my address. You can drop it outside the gate, and one of my servants will bring it in for me. No need for you to enter the grounds..." [This is the last chance for the coterie to see Modius for what he is: weak, even be laughable at times, but still Camarilla. He has no intention of making Zion a member of the Primogen, or rewarding them in any way other than with a few grand to get them to shut up, if they harp on about their situation. While he lightly mocks, he does offer great payments for future services. If denied his vessel, he will start with threats against mortal connections before moving on to offers of cash or status.]
2. Kenny stares absently into the middle distance, occasionally hugging himself and rocking on his heels. He looks like he's been subject to a strict diet of electroshock therapy. Such a bright young man, now rendered into the dribbling victim of a Malkavian. He doesn't respond to his siblings, or even his name. [This scene allows a couple of coterie members to get in touch with their Humanity and their anger. They may decide to put Kenny out of his misery, though the Storyteller should stress that the long-term effects are in no way guaranteed. One night, he may simply snap back to reality. Kenny doesn't even put up a fuss if the coterie bundles him off to Modius or Juggler. He is completely vacant.]
3. A thin man with a sharp jaw and hooded eyes, old before his time, sneers but nods at the coterie. "I am Dane. While I have quarrel with your kind, my battle is not with you demons this night. I seek proximity to Modius. I believe you have the best way of getting me up close, to rid Gary of this blight forever." [Sullivan Dane only shows up if there's been previous contact with him during the scenario. It is important for him to not appear if the coterie have pointedly ignored him. Dane has a real vendetta against Modius, and will hear out any plots against the Prince.]
4. Thoughts of the sinful acts perpetrated in a single night rush through the minds of the coterie's vampires. A drug deal, putting innocents in harm's way, crossing the cops, participating in a form of human trafficking, bloodshed... This evening has been like no other, and it reminds every vampire in the coterie of the toll Gary takes on the souls of its inhabitants. [Gary, man. We Are Doing Great Things, indeed.]
5. The coterie's decision to not play Modius' game is in part due to the pull of their morality, but also due to their unwillingness to bend to an authority they never see and who the rest of the city despises. Perhaps it is time to leave the city, using any disposable cash to move mortal families alongside. A single connection left in Gary is a target for Juggler or Modius to torment. [This appealing option gives the coterie the option to flee with Kenny, but few members of the coterie

can afford the cost of moving every one of their mortal connections, warranting a risk of Humanity loss for any they abandon to Modius or Juggler.]

### ❖ INFORMATION AVAILABLE:

- ❖ The theory of **“You are what you eat”** is an ancient one, natural to the vampiric condition. The Kindred have always known the blood of their victims shapes them and their Disciplines, and many have their personal theories as to how it works. The relationship between vessel and effect seems elusive, perhaps fluid and changeable. Yet, Kindred make efforts to understand this principle as they need every edge they can get these nights. Not an exact science, not connected explicitly to the race, sexuality, gender, or personality of the vessel, Malkavians, Toreador, and other, weird Kindred cite numerology, stars in alignment, the tarot, and countless other reasons for some mortals containing more valuable blood than others. The Camarilla presently goes to drastic lengths to catalogue every type of kine with “special blood,” the Circulatory System trafficking group just being one of the more well-known networks handling this task.
- ❖ Chicago is seen as the promised land to mortals and vampires of Gary, but the reality is far from the truth. Outside the opulent, tourist-afflicted center, the city handwaves its repeated political corruptions, constant gang warfare, and high murder rate. Yet, in the aforementioned center, Kindred of the Camarilla get to drink blood while reclining in lounges high above the ground in the John Hancock Tower, host Elysium in the Succubus Club, known as one of the greatest vampire clubs in the world, and hatch plots surrounded by the beauty of the extravagant Shedd Aquarium, to name but a few of the city’s delights. When compared to Gary, where status is a pipedream, Chicago holds

a wealth of opportunities just a fraction out of reach.

## EPILOGUE

Chicago’s Primogen Council enters stage right, stepping out onto the exclusive second floor viewing platform to overlook the dancing Kindred and kine gyrating and grinding on the Succubus Club dancefloor. They take their positions, Critias sitting next to Rosa with a bottle and two glasses between them, Son standing alone, staring into the audience coldly, Khalid leaning on the balustrade wearing the face of another, Annabelle and Capone laughing together as they exit the curtained off back rooms. Marcel steps out last, and claps his hands. “As tradition dictates, I shall stand in place of our friend Nicolai while the Warlocks’ Viennese issues demand his attention. Let us discuss the Gary situation.”

The players take on new roles for the brief epilogue, described as follows:

- ❖ Critias, the Ancient Greek Brujah philosopher,
- ❖ Rosa, the werewolf-hating Gangrel,
- ❖ Son, the charming psychopath Malkavian,
- ❖ Khalid, the wise and weary Nosferatu,
- ❖ Annabelle, the ostensibly vapid Toreador,
- ❖ and Capone, the criminal turned Chicago politico Ventrue.

These characters each have write-ups on handouts the Storytellers should give to the players.

The Storytellers should make clear that they know as much or as little about the activities in Gary as the players wish.

The Storyteller takes on the role of Clan Tremere’s proxy, the gangster and trafficker Marcel, who supports the Circulatory System’s activities in Chicago. Marcel will appraise the Primogen of the activities in Gary. Marcel’s opinion is what the Storyteller wishes it to be. It is reasonable to assume that if Bronwyn were attacked, or Modius slain via Dane’s scheme, he

will be cautionary about accepting any Kindred from Gary.

As Marcel, the Storyteller should convey a skewed view of the coterie's activities, along with a warning of their approach, or encouragement for increased persecution of Anarchs. He should offer the possibility of taking the coterie on as "prized pups," or letting them have the run of Gary like wild dogs. Whether the Chicago Camarilla celebrate Modius' success or his bloodied nose is up to them.

No dice rolls should be needed for this scene, allowing the entire scene to play out in narrative, and with Marcel closing the scene on a suitably ominous note:

*"This has been a fruitful discussion, but let us not forget that the new Prince takes interest in these kinds of Anarch packs. For all our wishes, we may have to stand back if he decides to purge Gary. Of course, he may welcome its errant coterie with open arms. I hear tell he's been seeking to build an army of attack hounds, and I do not wish to be on the wrong side of the Prince when that happens..."*



# CRITIAS “DOCTOR”



One of the oldest vampires in America, Critias is by a Methuselah in age and power, having been Embraced in 423 B.C.E. The elderly-looking, plump, bearded Athenian is a Greek philosopher, and while many of his thoughts and methods are antiquated in the modern nights, he still strives to impress the ideals of democracy, respite of the Blood, and a certain degree of debauchery to the younger vampires of Chicago. A proud Brujah, Critias is a fierce polemicist. He loves an intense debate, though he struggles to keep on top of his simmering rage and drive to violence. He considers the balancing act a delightful challenge. Even Critias does not know how he has resisted the call so many other ancient vampires have felt, taking them away from America. In fact, he would dearly like to go, but feels attached to Chicago for a reason he cannot fathom.

# ROSA HERNANDEZ “ROSE”



Only recently filling the Primogen vacancy left by her vanished predecessor Inyanga, the youthful Rosa Hernandez brings the fire and territoriality the Gangrel are so well-known for to the council. Only Embraced in 1974 but already jaded, she believes Chicago should adopt a permanent war footing to oppose Lupines, the Second Inquisition, and even Anarchs. Her experiences with her Sabbat-leaning sire taught her never to trust a vampire who calls himself “Cainite,” and her many battles with werewolves have assured her the Camarilla is the best sanctuary for which a vampire can hope. Rosa ignores the accusations that she sells out her clan, most of whom have left the Camarilla. She believes Chicago belongs to her clan as much as any other, and promises any Gangrel seeking respite that they can find it under her wing. Likely the most informal of the Primogen, this attractive Latina rarely dresses up or indulges in the pomp and circumstance her peers enjoy.

# JASON NEWBERRY “SON”



The few Kindred who know of Son's true nature cannot understand how he has survived for over a century. Embraced in 1893, Son was torturing and murdering kine and Kindred alike for the best part of the 20th century, and through means of blackmail, eliminating opponents, ready charm and wit, and a recent fanatic devotion to the Camarilla, this smiling psychopath has ridden the wave of infamy all the way to the Primogen Council of Chicago. Rumor has it he even murdered his predecessor Maureen O'Leary (Grandma, to Son), but he cannot recall. With the whole city in his hands, he has killed and debased more Kindred in the last decade than he ever did before joining the Council. Jason only looks 18 years old, despite his age, his slicked back blonde hair immaculate, his cheeks rosy red despite his undead state.

# “KHALID AL-RASHID”



If tales are true, Khalid was Embraced in the 12th century and has attempted to steer Chicago on a balanced path since his arrival in the 19th century. He has remained separate to the various centuries-spanning plots fomented by obsessed Methuselahs, and focuses only on the arbitration of justice among Kindred. Khalid is fair and merciful. He believes all beings should be permitted a handful of mistakes before receiving irreversible punishment. Khalid is beloved, even outside his clan. Sadly, Khalid is not Khalid. The real Khalid left Chicago, the Beckoning calling him across the Atlantic. In his place, a Nosferatu named Cedrick Calhoun masquerades as the vanished Primogen (sometimes not even altering his appearance, as few outside the clan care to tell Nosferatu apart). He had to fight a rival Sewer Rat named Nathaniel Bordruff for the role, and Nathaniel still bears a grudge (and the scars). Now, Cedrick finds himself hopelessly out of his depth. He knows far less than his predecessor, only having been a vampire for near a century compared to the almost millennium-aged Khalid. He aspires to maintain Khalid's rule of justice and mercy, but falters as the Camarilla tightens its strictures around the city's Kindred.

# ANNABELLE TRIABELL



The beautiful, decadent Toreador known as Annabelle Triabell is the heart and soul of Chicago's Kindred. If she is not at the party, the party is not worth attending. If she does not appraise a newcomer's art or talent, that newcomer probably doesn't deserve to be here. Annabelle is respected, in part for her age (she claims to have been Embraced in 17th century Paris) and in part due to her dedication to Chicago. Annabelle is a hedonist, but in tonight's increasingly stifled Camarilla, her ebullience is welcome. She recuts her ash-blonde hair nightly to a different style, often wears contacts to accentuate her sky-blue eyes, and always wears the latest fashions. Her dark secret is her Embrace of Modius in the 19th century, but for the time being her childe is keeping quiet. She desired the Praxis of Chicago for several years following the previous Prince's Final Death, but her fellow councilmembers impressed on her how necessary they find her on the Council. Whether their claims were true, or they just wanted to limit the Toreador's reach, Annabelle now harbors a resentment to her peers for holding her back.

# CAPONE



When the new Prince took his position, he insisted a member of his own clan took a place on the Primogen Council, to keep his actions in check. Chicago's Ventrue set to attacking each other both openly and subtly, in a shadow war lasting almost ten years. The last man standing as the smoke cleared was Capone. Rumor has it he was holding a tommy gun and smoking a cigar, but Capone squashes those rumours with a violent fury whenever he hears them. If there's anything Capone hates, it's being a parody of himself. He is Al Capone, but he is not every movie depiction of Al Capone. As a mortal crime lord, Capone was wildly successful. As a vampire businessman, Capone is as ruthless and savvy as a Ventrue should be, whether in a boardroom or kneecapping ghouls and Anarchs who step out of line. Capone has a lot to prove, and has resolved to be loyal to the Prince until the end. Though his connections to organized crime are now outdated, his pockets are deep, his own gang is sizeable, and he will set guns to anyone looking to oppose Clan Ventrue.

# MARCEL (STORYTELLER ONLY)



Nicolai was the last Tremere Primogen. He was recalled to Vienna around a decade ago. Abraham DuSable and Erichtho debated over who should take his place, and the Primogen happily placed bets on who would take the role. When they both approached the Council to say, “due to the incident in Vienna, the Tremere will not be joining the Council, and instead appoint a proxy,” the Primogen were aghast to discover Marcel representing the Warlocks.

Marcel is a Follower of Set. While the Clan of Snakes increasingly style themselves as the Clan of Faith these nights, none among the Primogen trust the relationship between Tremere and Setite. That said, they would rather work with the Serpent than against him.

Marcel - a gangster, trafficker, and representative for many disenfranchised vampires in Chicago - is a charming, even sweet male claiming Haitian descent. His peculiar role on the Council is one of mediator. Now that they number seven individuals again, he acts as the tiebreaker between the frequent blocs of Khalid, Critias, and Capone vs. Annabelle, Son, and Rosa. More than any other Primogen member, Marcel has strong connections to the feel of the street, the desires of the Anarchs, and the issues in Gary and Milwaukee.

Thank you for participating in the V5 Alpha playtest. Please let us know what you think by filling out the survey found here:

<https://www.surveymonkey.com/r/V5AlphaSurvey>