

VAMPIRE THE WILD WEST



**A Historical Supplement for Vampire: The Masquerade
and Werewolf: The Wild West**

VAMPIRE: THE WILD WEST

VAMPIRE THE WILD WEST



**Ian C. H. Hogan, Adrian BK, Zack Ball, Rachel Judd,
Josh Heath, Ray Machuga, Ryan Farichilli**



VAMPIRE: THE WILD WEST

Credits

Developer: Ian C. H. Hogan

Authors: Ian C. H. Hogan, Adrian BK, Zack Ball, Rachel Judd, Josh Heath, Ray Machuga, Ryan Farichilli

Art Director: Ian C. H. Hogan

Layout: Marcos Manuel Peral Villaverde

Cover Art: Marcos Manuel Peral Villaverde **Interior**

Art: White Wolf Entertainment, W. Herbert Dunton, De Scott Evans

Special Thanks:

- Robert Buckey, for getting the gang together
- Mr. Gone, for making the character sheet and the logo!
- The Storyteller's Vault and the associated staff for providing the interior art
- You, for your patronage



VÄSTGÖTAGATAN 5
SE-118 27 STOCKHOLM
SWEDEN

© 2020 White Wolf Entertainment AB. All rights reserved. Vampire: The Masquerade®, World of Darkness®, Storytelling System™, and Storytellers Vault™ are trademarks and/or registered trademarks of White Wolf Entertainment AB. All rights reserved.

For additional information on White Wolf and the World of Darkness, please, visit: www.white-wolf.com, www.worldofdarkness.com and www.storytellersvault.com.

VAMPIRE THE WILD WEST

Table of Contents

Chapter One: Welcome to the Savage West	5
Chapter Two: Years of Lead	13
Chapter Three: The Pale Riders	33
Chapter Four: Building Character	79
Chapter Five: Drama	117
Chapter Six: Kindred of the West	143



Chapter One: Welcome to the Savage West

*"This is the West, sir. When the legend becomes fact, print the legend."
—The Man Who Shot Liberty Valance*

Hangtown, California. 1849. This desolate mining camp, like so many others, sprouted like spring weeds across the Golden State, just outside the newly-minted state capital of Sacramento. Besides the Lasombra, hardly any vampires dwelt in the West back then; mostly Lupine nations. The white man made some rich and massacred the rest. And so too did they each other; the town being named for the near daily hangings. It was worse on the coast. In neighboring San Francisco, they hung a man a day and recorded a dozen murders a night. Who knows what was left unaccounted for.

Within a few years, the savage mix of blood feuds and gold fever festered and rotted in the California sun until a single egg cost 1/16 oz of gold. The fetid

pile of sin called *Wild Californie* became the fastest growing state in the Union and began to attract the truly foul: the undead. Brujah, Ventrue, Malkavians, Tzimisce, Ravnos... they all flocked westward. The Lasombra, who came earlier with the colonists and Conquistadors, wasted no time bringing war to the doorsteps of the newly-arrived Camarilla settlers. And now that gold's been found in the hills, the cavalry has arrived. Skirmishes between Brujah, Gangrel, and Caitiff coteries and Tzimisce, Pander, and Lasombra war packs have grown commonplace. The Lasombra won't relinquish their territory without a terrible fight, and so under the cover of routine street killings and nightly disappearances on the American frontier, the Kindred continue their Eternal Struggle...

Welcome to **Vampire: The Wild West**.

What's Between the Pages?

Vampire: The Wild West assumes you have access to **Vampire: The Masquerade** (20th Anniversary Edition). Everything else you need to play **Vampire: The Wild West** can be found herein.

- **Chapter One: Welcome to The Savage West** provides a basic synopsis of the Savage West setting, a wide-ranging overview of the turbulent and opulent period that was the 19th century. Here we also find a discussion of the pitfalls of running this setting, from dealing with sexism and racism at your table to genocide and slavery.
- In the pages of **Chapter Two: The Gazette** you will find detailed accounts of the most important moments of Kindred history during the Gold Rush. Listed here is an in-depth timeline of events that shape both life and unlife.
- **Chapter Three: The Haves & Have-Nots** showcases the successes and failures of the various vampiric clans who call the Wild West home.
- **Chapter Four: Playing in the Savage West** is devoted to thoughtful examinations of character creation, and includes Concepts, Disciplines, Archetypes, Merits & Flaws, and Abilities suitable for chronicles set in this era.
- **Chapter Five: Drama in the Savage West** is the Storyteller's chapter, covering topics such as elements of Western stories, themes associated with vampires in the American frontier, and mechanics from the core rule book that may be altered or removed.
- **Chapter Six: Antagonists** contains a few examples of unsavory characters; some you may recognize, some you may not.

Why the Wild West?

Vampire: The Wild West takes place between 1829 and 1900, one of the most significant periods of change in Western society, from the California Gold Rush to the invention of electricity, life for the average 19th century citizen changed more dramatically than that of any generation since the Bronze Age Collapse in 1177 BC.

A new frontier for vampires and kine alike, the wilderness of the Savage West offers a nearly one-hundred-year expanse brimming with combat and exploration. Everything west of the Missouri River was essentially unexplored by white men until the 1800s.

To a point, **Vampire: The Wild West** is also a companion to **Victorian Age Vampire**. Whereas **Victorian Age Vampire** is the source book for Europe and the East Coast of the United States during the late 19th century, **Vampire: The Wild West** is for playing on the West Coast during the early, middle, or late 1800s.

Charting these territories offers a fresh perspective of the personal horrors of culture wars, and the opportunity to play a story about nation building, something that's not always easy in a Modern Nights game.

Being such an early period of U.S. history, with the creation of new towns which would eventually become some of the world's foremost cities, like San Francisco and Los Angeles, playing in the Wild West gives characters chance to shape history, or be a part of it. The massive economic boom of the time further sets the stage for an Elders game in the 20th Century.

Darkness in the West

Something not everyone realizes about the frontier is that it was multiethnic and wildly more liberal than the East Coast. About a quarter of cowboys were men of color, and women had opportunities for independence and even power in the West that they couldn't get back east. There was still a pervasive element of racism and sexism in Wild West communities, however. Neither do we want this game to serve as Play-A-Racist-Dirtbag-And-Get-Away-With-It-Because-Edgy nor imply that vampires were the cause of the such ills. Saying, "it was all done by supernatural creatures!" lets actual historical monsters off the hook, and that's not what this book wants.

Firstly, vampires are parasites. They rarely build or create anything for just themselves. Kindred parasitize human-built structures for their Elysia and Havens. Similarly, while vampires will not be responsible for things like sundown towns, or the fact that many women were forced/coerced into sex slavery, they will gladly take advantage of these aspects of society to further their own goals, from hunting kine to controlling a town with fear and intimidation. As a Storyteller, make it clear that humans are busy victimizing other humans; and vampires - these creatures of immense magical power who could stop it all - choose instead to personally benefit. *That's* what makes them monsters.

Secondly, vampires care more about qualities other than race and gender (and religion only inasmuch as they are concerned with Caine and fear manifestations of True Faith). It's hard to be racist against people of color or women when one of the most terrifying vampires anyone knows of is a petite African woman (The Red List hasn't been created yet, but Kemintiri is active and quite famous). Mortal blood is boring and blasé. What really counts, and what vampires hold against each other is vitae - the trappings of generation and clan. Holding onto mortal bigotries is a sign of immaturity, as it indicates the vampire is not able to properly and accurately evaluate an enemy's capabilities.

Slaves, Natives, & First Nations Peoples

The Act For The Government and Protection of Indians in 1850 (and others afterwards which legalized the murder, kidnapping, and enslavement of Native Americans) created in the United States the sort of racist, institutional cruelty that is currently used by the United Nations to define acts of genocide. From the First Thanksgiving to the colonization of Canada to the Modoc War, the treatment of the indigenous peoples in the Americas was nothing short of that.

Although disease may have killed most of the native population, the colonization of the Americas was done on the backs of genocided Native Americans and enslaved Africans. There's no way to avoid this topic in a game setting which straddles the American Civil War. Humans in the 1800s owned slaves, broke good-faith treaties, and murdered innocents for personal gain. Such things will inevitably arise during gameplay, but, as history taught us, they were unpopular in the west at the time. Adhering to the historical timeline is the choice of the Storyteller, but it behooves her to understand the social ramifications of playing in this setting.

Exiles & Immigrants

The allure of gold was not lost on the millions of Chinese just across the Pacific from California. They came to the California gold fields as quickly as Peruvians, Mexicans, and other close neighbors to the U.S. And just like those other ethnic groups, they were treated very poorly. While some groups were treated better or worse than others, such as Mexicans in the southern parts of the state, Chinese culture was completely for-

eign to many rural Americans, and their treatment was almost universally unsavory. Every large boomtown had a Chinatown due to discrimination and mistreatment by the rest of the community. Some Chinese even started their own cities on the outskirts of larger towns to avoid Europeans entirely, a few growing to thousands of people. But even here - from un-maintained roads to refuse ponds causing swampy real estate - institutional racism against the immigrants was inescapable.

Anti-Chinese sentiments were not the only shameful part of western life. Similar attitudes were extended to other ethnic groups, such as the Irish and Italians. These backwards ideas culminated in countless local ordinances to ban said groups from various activities, the Chinese Exclusion Act of 1882 being the primary example. As with the genocide of the native Americans, it is almost inevitable that players of **Vampire: The Wild West** will deal with anti-immigrant characters; the focus of the game is after all intended to be personal horror and urban fantasy. What this game is not is an avenue to justify prejudice. It is a feature of the setting if the Storyteller chooses to follow the historical timeline, but it's not a necessary part of every chronicle set in the Savage West.

Lexicon

A note about the common vernacular of the time. TV shows and films - like *Deadwood* in particular - have convinced us of how people talked in the west: Cowboys were rude, and townsfolk were polite. This isn't a totally inaccurate stereotype, other than miners, cowboys probably had the filthiest mouths of all and many towns were populated almost entirely by gold miners.

Profanity was common but focused more on blasphemy than cowardice or gendered insults. Curses like "cocksucker," "motherfucker," and "son of a bitch" were not in common use at the time. There are records of their existence going back as early as the 1870s where condemned men would scream unspeakable curses to a judge after a guilty verdict, their words then recorded for posterity by the court, but the harsh words we swear by today came in to the public consciousness around World War I when the horrors of the trenches gave people an excuse to buck the idea that sacrilege was more offensive than calling someone a coward. Below are period-correct words for use in **Vampire: The Wild West** that might not make you sound like Yosemite Sam if used during gameplay (no promises).



Common Jargon

Above Ground: Still alive.

Above Snakes: See *Above Ground*.

Alcalde: A generic term for Kindred city leaders, whether Camarilla or Sabbat, leftover from the Spanish Period.

Ashed: A vampire who has died Final Death.

Bleeding: Drinking vitae, as in "I gave him a bleeding."

Barrel Fever: A hangover.

Beans: Bullets.

Beetle Crushers: Feet or boots.

Blood & Thunders: The precursor to western dime novels, often featuring characters like Kit Carson. They were extremely popular and widely read from the 1830s on.

Bonanza: A series of related mines in a mineral field.

Bonanza Kings: Extremely wealthy mining operation owners.

Bonded: Professionally-made and aged whiskey.

Boomer: People who traveled from boomtown to boomtown working the saloons, often professional

gamblers or conmen. The legend of the cowboy drifter is not entirely inaccurate, and it's at the card tables that folks saw the most gun fights.

Boomtown: Towns in the west that spring up almost overnight – usually after the discovery of gold, silver, but sometimes just because it's where the new train line stops – and tend to die out just as quickly when the one thing that props up the town goes bust.

Boot Hill: A graveyard.

California Widow: A woman separated from her husband but not divorced.

Calamity: A sexually transmitted disease, usually chlamydia.

Cam: A slang term for the Camarilla.

Coffee Boiler: A lazy person.

Deadskin: A derogatory term for a vampire.

Feral: A werewolf.

Fork a Hoss: To ride a horse. Period equivalent of telling someone to "fuck off."

Full as a Tick: Very drunk.

Gauntlet: The barrier between the physical world and the spirit world.

Grease Belly: A cook.

High Fallutin': A self-important or pompous person or saying.

Jagglings: A malicious spirit.

Kinfolk: Kine who are related to werewolves.

Leaky Mouth: A person who gossips.

Leech: A derogatory term for a vampire.

Malks: A nickname for Malkavians, arguably the most common Vampire in the early Wild West, aside from the Lasombra.

Mockeries: Humans who have been mutated, and/or corrupted spirits from the other side of the Gauntlet.

Necktie Party: A public hanging.

Lincoln Skins: Paper money (used after the Civil War).

Painting Your Nose: Getting drunk.

Pack: A group of werewolves.

Pirooting: Having sex.

Poorly: Sick or unhealthy.

Road Agent: Highway robbers. Also called *Highwaymen*.

Robber Baron: Late 19th-century businessmen who exploited laborers to great profit.

Scamper Juice: Whiskey, or other distilled liquor.

Shootist: A man with a gun who's not afraid to use it. The terms "gunman" and "gunfighter" were also used, but rarely. Gunslinger, however, was not in use during the 19th century.

Smoke Wagon: A black-powder gun.

Steamer: A steamboat.

Sweetwater: Clean, drinkable water.

Taking Pine: Getting staked.

Thunder Mug: A chamber pot.

Tick: A derogatory term for a vampire.

Trailbleeder: A vampire who feeds off road agents, caravans, and whoever they find traveling on the dusty trail.

Turned: Embraced.

The War of Northern Aggression: What the southerners (who lost) call the Civil War.

Wurm: Evil spirits from beyond the Gauntlet, sometimes used to describe vampires.

Wyrmbearers: Vampires and their allies.

Wyrmtaint: The mystical lasting presence of spirits from across the Gauntlet, detectable only by those with the ability to sense it, such as Lupine.

Sources

No reference book is complete without a reference for the reader to delve into. The following are samples of various artistic media that contain the themes and motifs shared by **Vampire: The Wild West**. Some served as inspiration, others seemed like they could have been, but all are worth investigation.

Books & Film

- Western novels by Louis L'Amour. This is a man who understood the era. A little backwards himself perhaps, but so were many of the people back then. His work, however dated, is a good window into the mind of a gunfighter. (Take it from a man who actually met a few of them...)
- *The Good, The Bad, and The Ugly* (1967). Arguably Clint Eastwood's most impactful western, this movie has become a standard in the western genre and should serve as a basic guidebook for how the Savage West looked at sounded.
- *Once Upon A Time In The West* (1968). This edgy and long-winded western has almost all the elements of **Vampire: The Wild West**, one after another. If you only saw one movie to prepare you for running this setting, this might be the one.
- *White Fang* (1992), and the Jack London novel of the same name, are a fantastic introduction to the harsh realities of the Klondike Gold Rush in Alaska and Canada.
- *The Mask of Zorro* (1998). The archetypal Spanish-American vigilante, Zorro embodies themes of rebellion, resistance, honor, and sexuality in the Spanish Period of Alta California.
- *Hell On Wheels* (2001-2016): This show covers the building of the Union Pacific Railroad through the experiences of Cullen Bohannon, a Confederate soldier turned 'railroad man', and the formerly enslaved Elam Ferguson. Excellent source material for smaller towns (and the 'camp followers'), as well as the racial tensions of the era.
- *Deadwood* (2004-2006). Set in the roughneck boomtown of Deadwood, South Dakota, this HBO program gives a look into the struggles of a growing community defending itself against the incursion of big business interests from faraway states.
- *Hatfields & McCoys* (2012): A miniseries featuring a character-driven narrative about a post-Civil War feud between two families, and the ensuing

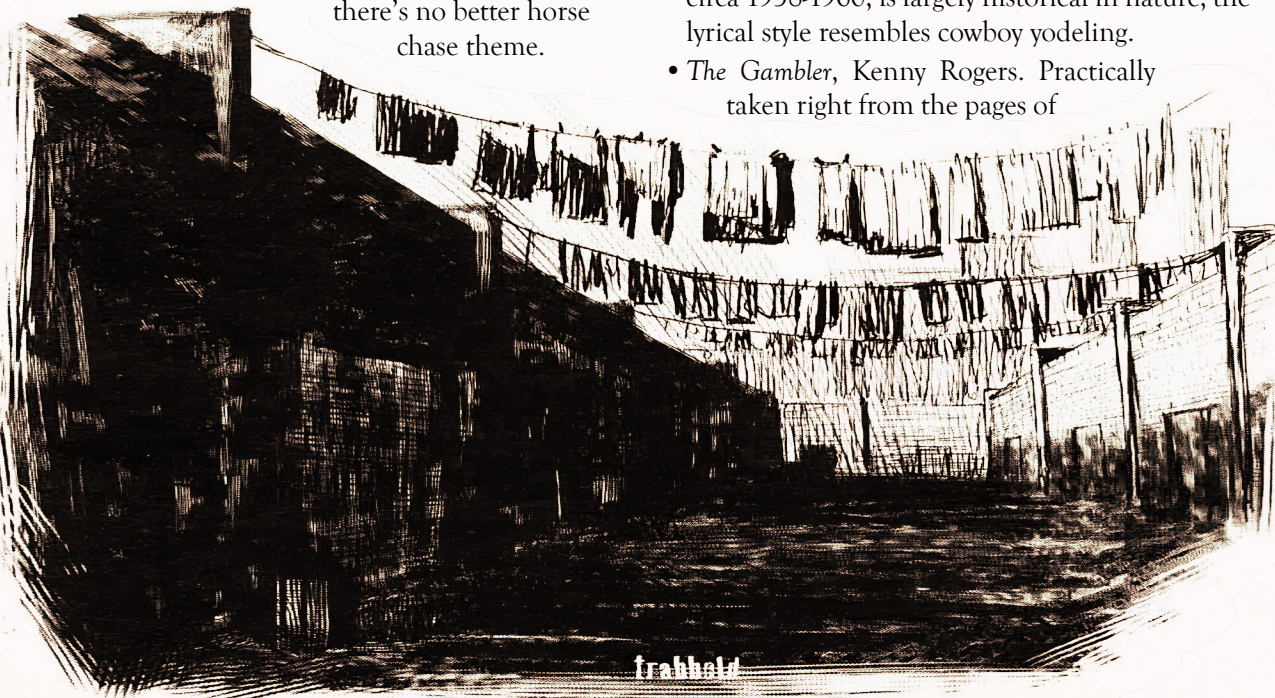
violence that engulfs their town. While not 'Wild West' *per se*, Storytellers and players can draw a lot from small-town dynamics, and how two feuding forces (think: ghouls of rival vampires) might act.

- *Penny Dreadful* (2014-2016). Even though this is the Victorian Age, this is what most who go west are fleeing.
- *Westworld* (2016-present): Not technically a Wild West setting, but this TV series includes more than enough weirdness to act as a catalyst for a mind-blowing chronicle.
- *Godless* (2017): A short TV series that explores the intersection of a violent, religiously-fueled criminal, and a man seeking to right his past wrongs. Inspiration for life on the frontier, and the dying town of La Belle would be perfect for Cainites seeking isolation.
- *Call of Cthulhu: Down Darker Trails* (2017): This setting book by Chaosium Inc. for the Call of Cthulhu game line is great fodder for any game dealing with cults. Also check out *Things That Should Not Be*, as it pertains to the Mythos of the Wild West.

Music

- *The William Tell Overture-Finale*, Gioachino Rossini. Most people probably know the final movement as "The Lone Ranger Theme." Whether due to conditioning or simply the genius of the melody, there's no better horse chase theme.

- *Buffalo Gals (Won't You Come Out Tonight)*. This traditional American song dates back to 1844, originally written and published as "Lubly Fan" by the minstrel John Hodes. Although as many variations exist as there were boomtowns, ranging from "Alabama Gals" to "New York Gals," the version recorded by The Pickard Family in 1929 is highly recommended to get the flavor of cowboy tunes.
- *Orpheus in the Underworld*, Jacques Offenbach. The original Can-Can theme. Scored in 1858, this piece is likely the most recognizable anthem of burlesque in the world. Unbeatable mood music.
- *Battle Hymn of the Republic*. First published in The Atlantic Monthly in 1862, this song evokes judgment of the wicked in the American Civil War. Since their victory in the "War of Northern Aggression" (as the southerners call it), it has become an extremely popular amongst northerners.
- *Cowboy Yodeling*. Cowboy songs originated during the late 1800s when ranch hands moved cattle herds from Texas to Kansas. Many original cowboy songs involved yodeling. Though a singing style more often associated with the American South than the Wild West, yodeling was common during long trail drives. Roy Rogers' rendition of *The Cowboy Night Herd Song* (1936), is a good example of the style.
- *North to Alaska*, Johnny Horton. Although his work in contemporary country western music, circa 1958-1960, is largely historical in nature, the lyrical style resembles cowboy yodeling.
- *The Gambler*, Kenny Rogers. Practically taken right from the pages of



a dime-store novel, the song is more a short story than call-and-response like most folk music of the period. However, it perfectly captures the wisdom of the professional gambler's lifestyle.

- *Ramblin' Man*, Hank Williams III. A look into the psyche of the average drifter, be it a gambler or a road agent, complete with cowboy yodeling. Although numerous examples have been recorded, *The Melvins'* album 'The Crybaby' (2000) is perhaps the most authentically "western."

Art & Photography

- Early photography, especially of the boomtowns, exists from this era. Seeing famous cities before they were sprawling metropolises, like San Francisco or Denver, is always a shock.
- Gerald Harvey Jones, also known as G. Harvey, was an American painter who created many famous examples of Western art, including numerous portraits of cowboys.

- Albert Bierstadt was a German-American painter best known for his lavish, sweeping landscapes of the American West. Part of the Hudson River School, an informal group of like-minded painters who started painting along the Hudson River – his style involved carefully detailed paintings with romantic, almost glowing lighting, which was very popular in its day. The style today often called "luminism."

- Art's & Crafts Movement. Architecture and art in general produced between about 1880 and 1920, especially in California, brought together for the first time a worldwide market of wealthy customers with everyday tastes. They wanted to see beauty in mundane objects like a chair or staircase. The Carson Mansion, a Victorian-style mansion in Eureka, California, built in 1883 by Samuel and Joseph Cather Newsom, remains arguably the finest example of Art & Crafts Architecture in the world.



PRODUCTS WILL PAY FOR LAND AND IMPROVEMENTS!

MILLIONS OF ACRES

View on the Big Blue, between Camden and Crete, representing Valley and Rolling Prairie Land in Nebraska.



IOWA ^{AND} NEBRASKA

LANDS

FOR SALE ON **10** YEARS CREDIT

BY THE
Burlington & Missouri River R.R. Co.

AT 6 PER CT. INTEREST AND LOW PRICES.

Only One-Seventh of Principal Due Annually, beginning Four Years after purchase.

20 PER CENT. DEDUCTED FROM 10 YEARS PRICE, FOR CASH.

LAND EXPLORING TICKETS SOLD

and Cost allowed in First Interest paid, on Land bought in 30 days from date of ticket.

Thus our Land Buyers ~~GET~~ **GET A FREE PASS** in the State where the Land bought is located.

These **TERMS** are **BETTER** at \$5, than to pre-empt United States Land at \$2.50 per Acre.

EXTRAORDINARY INDUCEMENTS on **FREIGHT** and **PASSAGE** are **AFFORDED** TO **PURCHASERS** and **THEIR FAMILIES**.

Address **GEO. S. HARRIS, LAND COMMISSIONER,**
or **T. H. LEAVITT, Ass't Land Comm'r, Burlington, Iowa.**

Or apply to

FREE ROOMS for buyers to board themselves are provided at Burlington and Lincoln.

CIRCULARS are supplied GRATIS for distribution in ORGANIZING COLONIES and to induce individuals to emigrate WEST.

A SECTIONAL MAP, showing exact location of our IOWA LANDS is sold for 30 Cents, and of NEBRASKA LANDS for 30 Cents.

Chapter Two: Years of Lead

"They made us many promises, more than I can remember, but they never kept but one: they promised to take our land, and they took it."

— Red Cloud



Like so many other things, the newspaper (and journalism itself) came into their modern forms during the mid- to late-19th century, being transmitted in real time with the aid of the photography and the telegraph. The American Civil War is often referred to as "the first modern war" because of its use of trenches, surgery, and submarines, but the journalistic and communication aspects of the conflict also played a pivotal role. Soon after, many of the war's disaffected veterans (perhaps America's number one export during the 1870s) became hooked on a new medicine: morphine. Traveling newspaper services quickly turned into "medicine shows," and came to service these poor souls with laudanum and other concoctions, some genuine but many merely snake

oil. Before long, political ads were the main source of a paperman's income, a niche that was later exploited to great effect by the robber barons. Weary from war, addiction, poverty, the opportunity presented by the Wild West, be it a gold rush, an opportunity to disappear and start a new, or more insidious plans, people on the frontier did things a little different. And it became the perfect opportunity for Malkavians, Brujah, Ventruue, Ravnos, and every other type of leech to gain a foothold...

From a sleepy coast with only a few thousand ranchers to a massive international cattle hub worked by enslaved Native American to the boomtowns of the Gold Rush, and finally the ghost towns of the Long Depression, below players and Storytellers alike will find a clear historical reference for how the West transformed.

How the West was Won, and Lost

Before the arrival of Europeans in the late 18th century, the West Coast of America (what is now called California) was home to one of the most diverse populations of indigenous nations on the continent. The homeland for numerous native tribes, it was soon to the site of horrific genocides. California carved out the cultural and economic center of the west coast atop a literal Indian graveyard. When it comes to wickedness, the wild west has it all.

Brought over to the New World like an infectious disease, the Deadskins of the Old Country wasted no time staking out their claims in the West. From the Caribbean to Alta California, the Lasombra followed the Conquistadors' voracious footsteps for land and lackies and arrived in the 16th century. A few short centuries later, revolution came to Alta California in the 1830s.

Local ranchers, called *Californios*, were tired of Mexican military rule and (influenced by immigrating European settlers) looked to the United States for their future prosperity. The simultaneous Signing of the Treaty of Guadalupe Hidalgo in 1848, which succeeded Alta California and Texas to the United States, and the start of the California Gold Rush in the same year, signaled a new reality for the residents of this once pristine paradise. A new age was dawning, whether people liked it or not.

The Industrial Age came West through blood and iron: first by the settlers in California, then the telegraph, and finally the transcontinental railroad. When electricity arrived near the turn of the century, the landscape had been permanently transformed.

Even Kindred were not immune to gold fever. Where humans saw mineral wealth, their undead counterparts saw rivers of vitae. What they found when they arrived was more than just easy pickings of wayward travelers, but the same thing the mortals wanted: opportunity for social advancement. Neonates soon became so powerful they consumed the empire of their sires, and in many cases, their soul as well. The turnover from fledgling to master became a theme for many local undead. The Brujah nearly took San Francisco from the Lasombra to create a new New Carthage, until it was conquered by the Ventrue and the Toreador. Malkavians found themselves becoming Princes of boomtowns as once-insignificant outposts like Tombstone became regional hubs. Giovanni, Ravnos, and even Caitiff founded

The Progenitor arose in the Middle East, during the era in which humans struggled to develop agriculture. His childer spread out, following bands of nomadic mortals and hiding in human cities. Most vampires could not survive the harsh travel conditions imposed by the first peoples who crossed the Bering Strait. But a few did. Though vampire society never became as well-developed as it did in Europe and the Middle East, rumors abound regarding ancient elders of First Nations heritage.

their own communities there. The Great Melting Pot was casting new alloys constantly. Some even claim to have encountered totally unique bloodlines and creates out in the Savage West; one only has to spend so long there before you start to see strange things...



First Nations

For thousands of years, the area now known as the American West was settled by a wide array of First Nations, also called Native Americans. Dozens of tribes built villages and traveled along well-established nomadic trade and hunting routes; each with their own language, culture, and religion. The Pueblo people carved their cities out of living rock, while the Ute mastered desert survival and the Pacific Northwest nations developed a complex trade network. To give each nation it's due would turn this book into a thousand-page omnibus. But neither can their lives and accomplishments be overlooked. They left a lasting impact on the land. Their ways of life would not survive contact with European explorers. Western diseases wiped out somewhere between 75-90% of the original inhabitants before contact with foreigners, and imperialism has nearly done the same to the rest.

Spanish Contact (16th Century)

The first contact between European and First Nations mortals in the West occurred in the 15th Century, as Spaniards such as Hernán Cortés, Juan Rodríguez Cabrillo, and other Conquistadores mapped out what would eventually become Mexico and California. The Spanish held the territory for many decades, putting down firm cultural and religious roots. Much of this was tragic, as indigenous men and women were brought to adobe missions, forcibly converted to Catholicism, and then treated as slaves. Other instances, such as the vaquero tradition or the relative freedom of women, proved a boon to later generations of settlers.

The Mission Period (17th-18th Centuries)

The Spanish weren't gentle and were the main reason the Aztec empire collapsed so soon after first contact.

Almost assuredly, Spanish colonization of California was influenced by the Lasombra. The Sabbat was slowly losing ground in Europe and needed new territory. Even had they not been losing ground, the greed of the Lasombra would have driven them to claim the frontier. Once the pueblos and ranches had a human population necessary to support a vampire or two, ambitious Lasombra neonates began risking the journey to claim their own territory. Many of them grew in tandem with the developing culture and became more Californian than Spanish in outlook and attitude. Around this time, the Toreador elder Christopher is shipwrecked in California on his way to China. He settles in California, becoming a driving influence behind the settlement and growth of the tiny town of Los Angeles.

As the Kindred come West, however, they find this land is not as free from Kindred as they once thought. Almost the night after the first Lasombra reach the shoreline, they begin to whisper the name of Calafia. Unsure who or what this figure is, the early Lasombra bend quite a few resources to finding her. None were heard from again.

The blending of Spanish and Aztec cultures gave rise a new social identity in New Spain: Mexican.

Though the first Spanish explorers worked on behalf of the Crown, their faith in the Christian god certainly influenced how they settled and developed the western coast of North America. Most of Baja and Alta California were declared part of the Viceroyalty of New Spain. Each mission was built to be approximately a days' ride on horseback from the next, along a route called El Camino Real (the Royal Road). Though originally under control of the Jesuits, religious infighting had the missions change hands several times.

Though few Kindred accompanied these early missions, they nevertheless kept themselves apprised of any new findings. Originally, the fantastic rumors of El Dorado or the Fountain of Youth inspired them to ponder the potential existence of a Third City. Such hopes were quickly dashed, however, as the European Kindred came to understand the true nature of the New World. This did not discourage the ambitious among them, however. The First Anarch Rebellion was but a bad dream, and the survivors of that war had no wish to see history repeat itself. A few savvy, ambitious, or desperate elders made sure their childer were on the next ship west.



Each mission, named after a particular saint, was staffed by several friars and a garrison of soldiers. Though California had a climate well-suited to agriculture, the indigenous people lived primarily by hunting and gathering. Many of them were forcibly brought to the missions made to farm the land as slaves. Supporting the missions were fort-like military installations called presidios.

To encourage colonization, the Spanish government gave large land grants to retired soldiers, family members, and a few foreigners willing to swear allegiance to Spain and convert to Catholicism. These land grants were largely used as cattle ranches, whose owners preferred to live in the style of Spanish nobility. Ranch hands usually had their room, board, and clothing paid for; but otherwise did not earn a wage of any kind. Those who lived in the missions, presidios, and ranches became Californios – Spanish-speakers who, though influenced by Spanish Catholic traditions, eventually developed a culture all their own. Most notably, the vaquero tradition, of cowherds on horseback, would evolve into the cowboy.

As the missions developed, pueblos (towns) formed slowly around them. Small at first, these pueblos eventually grew to be some of the major cities in California: San Diego, Los Angeles, and San Francisco; along with the smaller towns of San Juan Capistrano, Santa Barbara, and Sonoma.

Lewis and Clark

During his term in office, President Thomas Jefferson purchased the Louisiana Territory from France. He knew little about this land, only that expansion was critical for the eventual success of the infant country. Thus, in 1804, Meriwether Lewis and William Clark set forth on what would eventually be a two-year endeavor to reach the Pacific Ocean. President Jefferson wanted to know everything about this new purchase: who lived there, what animals and plants thrived, what were the local weather patterns like, and other questions important to future settlers.

Together with their guide, new mother Sacajawea, the expedition eventually reached Oregon, their journals and notebooks replete with scientific and geographic data. This information captured the American imagination, in much the same way that tales about Virginia and Massachusetts must have inspired English peasants two hundred years earlier. Ambitious settlers began making the trip west, looking for land and prosperity of their own.

Lewis & Clark's expedition was watched by more than just mortals. Both Kindred and Garou seeded agents among their numerous assistants and guides, curious what this ambitious human project might mean for both their peoples. These agents used a variety of supernatural means to communicate with their patrons, erasing any record of the messages sent back and forth. It's highly unlikely that either man was ever aware of how their mission had been infiltrated. Either way, the side effect of having such direct agents in place is that the expedition managed to steer clear of important caerns, havens, or other places of interest.



A New Mexico

The Mexicans and *Californios* yearned for freedom from Spain almost since the first conquistadores oppressed the Aztecs. But rebellions were brutally crushed, and strict Spanish rules against trading with foreign nations kept the Viceroyalty of New Spain unable to mount a sufficient war.

But in 1808, the King of Spain abdicated, throwing the nation – and her protectorates and colonies – into

chaos. The Mexicans took their chance and declared their independence from Spain. The Spanish Crown, of course, could not let such a valuable asset go easily. But after nearly a decade and a half, they had no choice. The Treaty of Cordoba, signed in 1821, granted Mexico freedom from Spain. That fall, the Empire of Mexico was declared, but not for long. Twenty-one men, and five separate governments, ruled Mexico over the next 27 years, as mortal leaders jockeyed for mortal power.

The core conflict revolved around state power and who could wield it. Left over from the colonial period, both the Roman Catholic Church and federal army enjoyed considerable privilege and power. Many liberal

As Mexico grew in power and influence, so did the Lasombra. Those who had made the journey during the colonial period as ancilla were now elders, and many had sired their own progeny and even created new lineages. Many of these Lasombra were ostensibly Sabbat – but without an external threat to bind them together, they fell to petty bickering and infighting. What Cainites dwelled in Mexico were mostly Malkavian or Gangrel antritribu, and likelier than not packmates of the Lasombra whose ties of blood pulled them into the fighting. Such political maneuvering had an effect on the mortals, keeping the entire area on unstable footing.

However, almost as soon as the Mexican mortals declared their independence from Spain, Camarilla vampires in New England and the Midwest woke up. Mexico, they realized, was no longer a colonial backwater but a world power. And it was unquestionably in Sabbat hands. Panicking, they sent frantic letters home to Europe, begging for support.

But mired in their own struggles, the European elders told their younger American counterparts that, in so many words, they were on their own. A few canny Kindred managed to pull on personal threads to acquire blood, ghouls, and other items of value. But these were few and far between, and certainly not anywhere near enough to dislodge the entrenched Sabbat Lasombra.

Seeing an opportunity, the Anarchs moved in. If they could inflame tensions between the other two sects, they could bait them into a war which would hopefully exhaust all their resources; allowing the Anarchs to swoop in and take what remained. Operating as “free agents”, they carefully manipulate both sides to their own eventual benefit.

reformers wanted to curtail this power, and envisioned a Mexico governed by more democratic institutions. The conservative party was powerful enough to consistently oppose these efforts, and Mexico would remain a state in conflict during many bitter wars to resolve these issues.

1830s & 1840s

The early 1800s was a difficult time for Californians. The American settlers were coming in increased numbers and causing uprisings against the local governments. The colonial mindset from the previous centuries never left. Those who when west to Manifest Destiny were often direct descendants of people who fought in the Revolutionary War and took to the west with equal revolutionary zeal.

The Texas Revolution

Though most of the West was Mexican, that did not stop ambitious European settlers from migrating into Mexican territory. Texas was a particularly choice destination, and by the 1830s a significant number of Texans were those originally born in the United States or Northern Europe. Most of these settlers were English-speaking Protestants, and thus had several salient cultural differences with their neighbors. Another issue was slavery: white planters wished to bring their slaves with them, but Mexico had outlawed slavery in 1823. Mexican officials clashed repeatedly with the settlers over these issues, to the point where both sides began to build up their arms in anticipation of conflict.

Tensions increased in 1830, when President Anastasio Bustamante outlawed any further migration from the

Many Kindred historians assume that this conflict reflects the Camarilla-Sabbat turmoil of the region, and that Ventrue, Toreador, and others of the Ivory Tower accompanied some of these European settlers into Texas. They wonder, however, that there appear to be no veterans of this fight among their number. The truth is that the Camarilla had little to do with Texas. Instead, the Southern Lords, a pro-slavery sub-sect which aimed to create a New Carthage, took advantage of the situation to try and build up their own power. A clever plan, but one ultimately doomed to fail, as the Camarilla would now stop at nothing to crush this upstart faction.

As civil unrest erupted in nearly every major town in California and Texas, the war of attrition between the Lasombra and the Ventrue-Toreador Alliance came to a flash point. The Lasombra began losing so much ground to the Camarilla that they called upon the Tzimisce of Colorado and Arizona. In response, the Camarilla supplied Gangrel soldiers, who joined with many of the fledgling Anarchs against the Sabbat. Revolution was in the air, night and day.

United States. This did not sit well with the Americans already there, and hostilities reached a boiling point in 1835. In the fall of 1835, the Battle of Gonzales marked the beginning of the Texas Revolution. Though the Mexican government sent what military force it could, the constant instability of the region had them at a disadvantage. The Republic of Texas forms in 1836.

The Oregon Trail

Inspired by the belief that the United States should eventually occupy every scrap of land 'from sea to shining sea', the movement called Manifest Destiny began in earnest during the 1830s. During the first wave of migration, settlers headed mostly for the fertile farmland of Oregon Territory, then stretching from the northern tip of then-Californian Mexico to the southern border of Canada.

The trip was fraught with danger, and many died along the way; of disease, accident, malnutrition, or attacks by Native Americans trying to repel invaders. The Willamette Valley was a popular destination, though small farms and towns sprung up around any arable land (which was most of it). Tensions between the white Europeans and Native Americans escalated. The colonists' hunger for land came at the expense of ancestral land rights. Many fought back, but inter-tribal rivalries prevented them from mounting a solid defense.

War and Blood

Texas, which had made friendly overtures to the United States since becoming an independent republic, was annexed and granted statehood in 1846. This rapid expansion of United States power, along with many other factors, provoked the Mexican-American War in the spring of that year. The war lasted 21 months and ended with Mexican defeat and one of the largest territorial increases in United States history. The nation

Reflecting the rapid growth among mortals, the Kindred population also boomed. And, as with the mortals, the vampires frequently came to violence when fighting over territory. Though cities such as San Francisco grew rapidly, they could still only support a small number of vampires without straining the Masquerade to a breaking point. Many a 'robbery gone bad' was instead a disguised feeding attempt. Vigilance committees formed, an attempt to contain the lawlessness. Some of these were simply what they seemed, a heavily armed neighborhood watch trying to cut down on the number of nightly muggings. Others were savvier, and Kindred began to fear these would-be-Hunters.

Sabbat and Camarilla clashed over territory, while the Anarchs egged on both sides. Neonates hungered for power and status, while ancilla and even elders fled blood hunts and political ruin in the east. The Kindred West became a reflection of the mortal West: one where personal strength mattered, and abundant resources belonged to those with the strength to claim them.

of Mexico was cut in half, while California, Arizona, New Mexico, Utah, and Colorado became United States territories.

Even before the war, American settlers streamed west into Mexico. But victory opened the territory wide open to migration. Mormons headed towards Utah, dreaming of forming their own religious utopia away from judgmental unbelievers. In 1848, the discovery of gold in Northern California prompted a tremendous wave of migration, of prospectors and miners hoping to make their fortune. Smaller rushes popped up elsewhere, such as a silver rush in Nevada. Famine and political unrest in China spurred many in China to travel east, forming Chinatowns in every major city up and down the coast.

But with such sudden growth, came growing pains. The white settlers felt entitled to every scrap of land they coveted, and resented the wealth possessed by others. The effort to push Native Americans off their land and onto reservations increased; and Californios found their own land rights being attacked by greedy settlers. Chinese immigrants struggled to find acceptance, and many Chinatowns were the targets of racist violence.

With the United States finally controlling the west coast by the end of the decade, the 1840s was a time of war and revolt for the kine and Kindred alike. The Sabbat faces major losses and stages numerous dramatic attacks on the Cam, but all the while losing their power base as the Mexican government loses California.

The California Gold Rush

In what turned out to be one of the great ironies in history, gold was discovered in California while it was technically still controlled by Mexico. On January 24, 1848, in the foothills of the Sierra Nevada Mountains, in a town now known as Sutter's Mill, a lumber mill foreman named James Marshall found nugget of shiny yellow metal in the American River. The pair spread the news, knowing that California would be changed forever from an agricultural hub to a natural resource extraction empire.

Popularized early on by mercantile men like Samuel Brannan, whom (along with many others like Levi Straus) would eventually become much wealthier than the average gold miner, by selling gold mining equipment. Because the find predated the telegraph, and the Pony Express, news was slow to spread. It took months before the rumors reached San Francisco, the largest nearby town, then still just a sleepy port town of about 1,000 people mainly concerned with exporting hide to China. The city nearly became a ghost town, as all the kine emptied into the newfound gold fields.

By mid-year, major newspapers across the nation were reporting the finds. Boomtowns sprung up around the various gold deposits, the names of which ranged from heinous (Hangtown, Mudville) to prophetic (Eureka, Angel's Camp). Paradoxically, some of the areas

Given that the journey was difficult enough for mortals, few Kindred braved the journey west. One Sabbat pack, sent by Kyle Strathcona, eventually succeeded in reaching Portland with the goal of establishing an outpost for the sect. However, while the pack succeeded in holding Portland for the Sabbat, they struggled to grow the city's numbers in any meaningful way.

with most unrest had the most inviting names, like Happy Camp. On December 5, 1848, President Polk announced the discovery to Congress, and so began the California Gold Rush.

1850s

The 1850s was started by blood and ended by gold. Those who happened to be in California at the beginning of the decade made out like bandits, but even by the middle of the 1850s it was clear California was not the promise land of El Dorado that everyone dreamed of. But other gold deposits, mainly in Colorado, kept the delusion alive. The confusion and immense opportunity made it as much as gold mine for the kine as it was a vitae mine for the undead...

The Bloody Fifties

For every few thousand gold-addicted miners that arrived in California, so too did a vitae-addicted Cainite. Mostly Lasombra at first, brought over by the one resident Keeper in San Francisco at the time, Miguel Garcia- Obregón, the Ventrue of Chicago (a staging point for many on the trail to California) started sending scouts in early 1850. Malkavians and Gangrel, every the lackies and foot soldiers of the Ventrue, were in specially equipped wagon trains to stake as many claims, as Sabbat, as possible.

On September 9th, 1850, California became the 31st state of the Union in record time. Settlers came from all over the globe, including European Americans and African Americans, Britons, Germans, English Canadians, French Canadians, Scandinavians, Italians, Belgians and French, Eastern Europeans, Hawaiians, Chinese, Mexicans, West Indians, and still more. Less than one year after Californian admittance to the Union, the population of San Francisco, or "Frisco" as some outsiders began calling it, skyrocketed to 25,000 full-time residents, and many more passing through on their way to the gold fields. Originally called "Argonauts," the media eventually dubbed the settlers "Forty-Niners."

That year there were less than a dozen sheriffs, and they reported at least one murder a night, along with dozens of robberies and assaults. Frisco had become lawless. The Wild West was born.

Boom & Bust

The California Gold Rush was different from other mineral rushes than had occurred in the past for one very simple reason: anyone who could get the gold could keep it. Throughout history, gold mines and such were the property of the reigning monarch or warlord.

The hills of California represented the dream of every previous gold miner: the power to stake your own claim. Gold fever claimed the minds of many. Though many would describe the obsession with the pliable yellow metal as unhealthy, it proved to be a literally monumental boon to some. On their way to California, numerous Forty-Niners took to the steams they found along the way, honing their skills. Uncountable folks tried their hand at random rivers and streams along the way to the West, the insurmountably vast majority coming up with nothing. But a few lucky men in 1849 and 1860, while camping along the South Platte River



After declaring the entire west coast Camarilla territory, Camarilla-aligned Kindred in San Francisco established themselves in the city and went about purging Lasombra influences. English-speaking Kindred warred with Spanish-speaking Cainites openly in Sydney Town. What the average San Franciscan never knew about the Vigilance Committees was they were organized by the Primogen of San Francisco to clear the area of Sabbat. Ghouls and mobs of useful idiots would roust and destroy Keeper establishments during the day, hanging any resisters. By night, Camarilla shock troops looked for Sabbat War Parties. By the end of 1851, the Port of San Francisco, ironically renamed the Barbary Coast after Lasombra territory in the Old Country, was firmly in the hands of the Cam.

valley at the heels of the Rocky Mountains in Idaho Territory, found what they were looking for. Although the finds were unimpressive at the time, the rumors of Rocky Mountain gold floated around for years, never leaving the minds of ambitious travelers.

Though the early gold rush Argonauts and some of the Forty-Niners were lucky enough to strike it rich by hand, the gold finds slowed dramatically in 1850. Soon, dismayed by their change in luck, many of the miners sold their claims and headed home, unaware of the Mother Lode waiting in the rocks near the stream that produced the gold. Enterprising locals bought up the land as it slid down in value. Large mining interests from London and New York began speculating on the finds. Trained in the Cornish mines of southern England, or in the vast Brazilian deposits of Minas Geras, or God knows where, professional geologists quickly started operating the mines, hired by the new mining interests to take the place of the Forty-Niners, most of whom were largely unskilled at mining. The industrial era of hard rock mining, also called Lode Mining, began.

In 1851, crime in San Francisco spiraled out of control. Operating mainly out of the shipping docks, an international gang (made up mostly of Australians) called The Sydney Ducks controlled most of the city. The shippingyard soon became known as Sydney Town, only to be later re-named The Barbary Coast, after the infamous piracy-soaked beaches of north Africa.

Only a few mortal sheriffs were employed in those days, as most folks opted to try their luck in the streams rather than on the streets. Pretty soon, the townspeople couldn't take the rising any longer, and organized the first of a series of "Committees of Vigilance." These committees were little more than vigilante mobs. Dozens of lynchings were recorded daily. The violence was so pervasive, and the "justice" meted out so liberally, that General W. T. Sherman, later the most ruthless

northern General in the Civil War, resigned from his position as Major-General of the Second Division of Militia in San Francisco in protest.

Pike's Peak or Bust!

In 1857, gold was discovered in the western Canadian province of British Columbia. In less than thirty days, 30,000 men flooded the Fraser Canyon Area, starting the first in a series of Canadian gold rushes. In a twist of spectacular bad luck for many, by autumn a vast majority – tens of thousands, many from San Francisco – were unable to stake a claim due to the area's high water and were forced to return home. Starving for another California-style gold rush, they declared the fields a bust.

By 1858, the golden dream in California was over. A bust. Many, if not most, who came began to return home, often empty-handed. Others hunkered down and started new businesses. Californian cities were quickly becoming like their Victorian counterparts back East, complete with

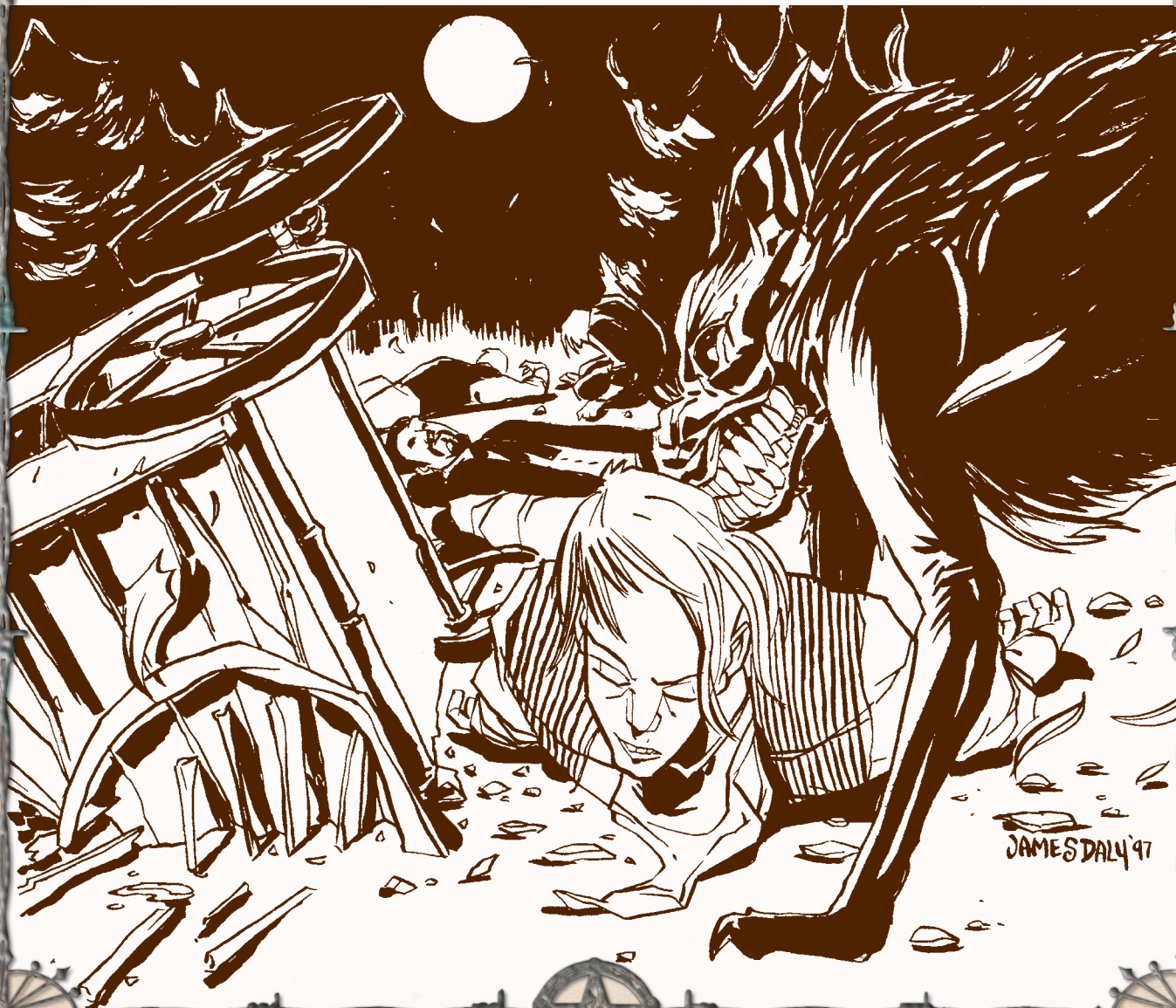
During these migrations, for which the Canadians held a world record at the time (representing a faster influx of miners than even happened in California, although most didn't stay), the Lupine Nations began to take serious notice of Kindred migration. The situation for werewolves in California was getting dire, and it was clear that the mortals would swarm any area promising precious yellow flakes. Wars broke out between settlers and shapechangers of various types, leading to countless cowboy legends of mysterious monsters of the Savage West. Intrepid Kindred also heard these rumors, and some – those keen on adventure, the occult, or suicide – ventured out into the wilderness in search of these aberrations.

stone buildings and undead tenants. The economy was finally robust enough that more conventional avenues of employment opened their doors. Boomtowns all over northern California thrived off commercial gold, timber, and mercantile operations.

In 1859, *en route* to find fortune on the frontier, a party of Spanish-speaking prospectors from New Mexico Territory camped along the South Platte River, in the area called Pike's Peak. They had heard rumors of Rocky Mountain gold and tried their luck. In a tributary called Cherry Creek they discovered gold. One hundred thousand men, women, and children, riddled with gold fever, participated in one of the greatest mineral rushes in world history. Called the Fifty-Niners, they used the phrase "Pike's Peak or Bust!" to popularize the location of the gold fields. The locals had learned that a strong marketing campaign was the lifeblood of a boomtown.

The gold fields of Colorado were not limited to Cherry Creek. Scored of boomtowns, supported by gold and silver, were quickly erected. Pioneer settlers found areas that weren't laden with gold often had another valuable natural resource, timber. Soon, another type of boomtown became common: mill towns. Although they didn't last long, due to clear cutting, the economy of the west seemed to be unstoppable.

But boomtowns weren't without problems. Aside from astronomical inflation and ludicrous crime rates, these bustling towns were often the site of both prosperity and despair, as local cultures were displaced and subject to genocide. Newly arrived professional mining interests would wipe out competitors, violently if not legally; and infrastructure buckled under the pressure of continual waves of migration. Doctor shortages, medicine contaminations, housing crises, nearly non-existent



By the time Pike's Peak was being excavated, the undead knew the drill: Boomtowns became doomtowns when the boom turned into a bust. It was a "first come, first serve" buffet during the good times and a fight to the death over table scraps during the lean times. Many local Kindred became drifters, wandering from boomtown to boomtown, pillaging the land and people as they went. In most cases an elder would arrive during the good times and expel or destroy her competition during the lean times. The boom-and-bust cycle was as much for the kine as for the Kindred, albeit in red vitae not yellow gold...

educational opportunities for children, and sewage and refuse disposal maladies were the norm.

Boomtowns were not immune to the consequences of clear cutting or strip mining. When the natural resource given area dwindled, the local economy crashed as fast as it boomed. These "busts" also became the norm in the Wild West, and sometimes entire towns were deserted, leaving behind legendary ghost towns.

The Pony Express

One of the most famous and celebrated aspects of frontier life, The Pony Express was a mail service that traded off their tried horses for rested ones at pre-arranged stables across the west. Adamantine riders rode day and night through hostile and unforgiving terrain. Officially known as The Leavenworth and Pike's Peak Express Company of 1859, in 1860 "The Pony Express" became The Central Overland California and Pikes Peak Express Company.

Although its tenure lasted less than two years, Pony Express riders took only ten days to reach from Atlanta to San Francisco, helping open the West when other delivery times hovered around three months (often sent by boat). It was, like so many things during this era, eclipsed by technology and telegraphy shorted after it became an institution.

California Genocide

The nonstop influx of land-hungry settlers into the Native American-controlled West was fraught with conflict. In some cases, tribes bartered deals for wagon trains to pay tolls as they passed through tribal lands. Other times, Natives and newcomers fought bitterly. Sometimes the Native Americans won, and sometimes the settlers won. These series of concerted efforts to

Before the Pony Express was established in 1859, news from the elders on the East Coast, in the Old Country took months to arrive. Fledgling vampires sent by their sires essentially operated autonomously. And in cases where the local regent, be it a Sheriff or a Prince, sometime with impunity to violate The Traditions. If the Wild West was defined as a time of lawlessness and opportunity, the first monumental shift towards the modern era was the Pony Express, and later the telegraph. Before 1859, vampires in the Wild West were as free as any Kindred as been since Carthage. Or perhaps before. Those undead who fought in the Lone Star Revolt and the Bear Flag Revolt may have had the greatest opportunity any fledgling has ever had. As with the Gold Rush, those Kindred who made it west and established a domain before the 1860s were the most successful. Many of these vampires survived into the Modern Nights.

eradicate the autochthonous Americans and their culture during the westward expansion are generally referred to as The Indian Wars. Significant fighting was known to have occurred in Texas, New Mexico Territory, Utah, Oregon Territory, California.

Attempts at genocide were not new to the native peoples of California, as they had suffered multiple eradication attempts since 1492, and before. Before European contact, the population of California was over a million. During the Mission Period, the native population was reduced by violence and disease to 150,000. By 1870, as a US state, the indigenous population of California had suffered its greatest losses, with only 30,000 native peoples remaining.

It's not known exactly when, but at some point, the were-wolf tribes of the Americas became aware of vampiric immigrants and their proclivity for genocide. Even before the Indian Wars began, the Lupine had organized raiding parties to find and eliminate the "Wyrmbingers." Some warned that the European tribes may one day join their New World cousins in a unified front against the Kindred. In response, many vampires spent their days hunting werewolves, fearing the coming war.

1860s

American history from 1860-1865 is dominated by the Civil War, and the Reconstruction Era that followed it was equally influential during the second half of the decade. While the front lines were seeing the highest rate of deaths on the continent since the Dinosaurs were made extinct, daily life continued in relatively normal fashion in the north. This was not so in the South, where the economy and population itself was stretched to the breaking point while defending against the northerners. Although the undead of the time took full advantage of the chaos, life on the West Coast during the Civil War was not as marred by the fighting as was the East. There were constant riots between supporters of the north and those of southern sympathies, but aside from the occasionally violent clashes, gold and mercantile continues to flow. Kindred in the west at the time saw little benefit from the war.

The ending of the Civil War was not kind to wealthy Southerners, and similarly harsh to Kindred of the south. Many fled the South after the war, hoping to carve out a new empire in the emerging frontier. Elders, after losing their vast plantations, sometimes found themselves simply wandering the Santa Fe Trail. Some became lords a second time, other became food for bands of wandering Caitiff. See *Rose City By Night* for more information.

The American Civil War

The Secession Crisis. The Great Rebellion. The War Between States. The War of Northern Aggression. The American Civil War. However it's known, one thing remains: blood. Rivers ran red with blood for half a decade due to cousins killing cousins and neighbors fighting neighbors. When the war began in 1861, the country was already divided. The previous years had seen escalating violence between slavers and abolitionists, and few were surprised when the southern states seceded just before Abraham Lincoln was inaugurated as President.

The fighting was sudden and intense. Tens of thousands of men died in a day during some battles. The fighting was, however, confined mostly east of the Mississippi and did not heavily affect the gold rush states. Numerous voluntary Union militia mobilized and left for the front lines. Clashes with confederate gangs was also common.

Although various pro-Confederate gangs were the center of local violence during the rebellion, no battles in California. However, garrisons were placed in Southern California and New Mexico Territory, both of which had strong Confederate sympathies.



On April 9th, 1865, Robert E. Lee, the leading Confederate General and one of the greatest military strategists of all time, decided that the fight against the Union Army was now unwinnable and surrendered the Confederacy at the Appomattox Courthouse. Five days later, while watching a play in a crowded theater, President Lincoln was shot in the back of the head by a cowardly Southern sympathizer who cried "The South will rise again" before leaping off the balcony and escaping. On June 23rd, Cherokee leader Stand Watie became the last Confederate general to surrender officially ending The Great Rebellion.

Although the Emancipation Proclamation freed enslaved black men and women, it did nothing to protect enslaved Native Americans. Soon more legislation, starting with the Indian Protection Act of 1865, was passed to make easier to collect native American children as slaves.

Rivers of Gold & Mountains of Silver

While the rest of the country was distracted by rivers of blood, prospectors uncovered numerous gold strikes in Idaho Territory in 1862-63. By this point, the federal government knew the routine. Montana Territory was established in May of 1864. Nearly \$4 billion (in modern dollars) in gold was extracted from the Helena mines before their decline in the 1880s. Although the West is famous for its gold rushes, one of the most massive finds of the era was the silver mine known as the Comstock Lode. Found in 1859, in western Utah territory, the find ignited a silver rush. The silver rush surrounding the Comstock Lode soon became the biggest rush after the 1849 California gold rush. The increase in cross-border activity contributed greatly to the growth of San Francisco.

The Tyranny of Social Progress

The bountiful wealth of the West was separated from the Eastern aristocrats by a thousand untamed miles. Originally started as part of the war effort, the Intercontinental Railroad was the dream of many wealthy investors from coast to coast. Also started during the war, the intercontinental telegraph line was completed on October 24th, 1861. It became the new connective tissue between East and West, and instantly made the famous Pony Express obsolete. Originally titled the

"Pacific Railroad," later dubbed the "Overland Route," the Intercontinental Railroad was nearly 2000 miles of iron and blood. In 1869, Oakland Long Wharf - in San Francisco Bay - was finally connected to the eastern rail network, in Omaha, Nebraska.

The ease of travel revolutionized the already massive migration westward. Settlements sprang up around train stations, and no longer had to wait for a mine to open. The stable economy of the east began to tame the West. Native populations were further decimated. Buffalo herds were hunted nearly to extinction, in large part because they were the main source of food, clothing, and shelter for the local indigenous communities. Sometimes travelers along the trains shot buffalo from their windows.

By the 1880s various rail lines connected rural communities to neighboring industrial hubs, following the old wagon trails.

1870s

In 1873 a market crash kicked off a major depression worldwide which lasted so long it became known as The Long Depression. It unbalanced the bedrock of power that the elders in the Old World and the East Coast used to control their counterparts on the West Coast. Soon boons were given to the emerging powers in the west to save the Old Guard, and the price of loyalty was steep. From the Tremere to the Caitiff, the 1870s was a time when the underdogs of Kindred society were able to carve out their own niche. In some cases, elders' power structures were so weakened by the rapidly failing economy that they left their domains, only to find themselves wandering the west like a mere fledgling.

More than kine made their fortunes overnight. Although the mortals often struck it rich in gold, the Kindred erected empires of blood. Herds, ghouls, childer, and vast fortunes made during the day were controlled by the immortals at night. Elders from the Old Country who spent lifetimes putting together a castle one block at a time were forced to watch vampires half their age and twice as removed from Caine amass otherworldly fortunes by dominating newly minted millionaire mortals. Blood feuds between Kindred were often fueled by Elders across the world in order to de-stabilize entire regions, sometime out of a desire to move into a new territory, other times out of petty jealousy.

Mortal robber barons like J. D. Rockefeller and Andrew Carnegie weren't the only people plundering the west during the Long Depression. So too were the immortal barons. Vast estates were bought for the price of a few blood dolls. Impotent politicians were ghoulé and made into powerful men overnight, who then served an undead master over the will of the people. But some Kindred found themselves down on their luck, manipulated by elders like common Kine.

One such cunning monster was the baby-faced Christopher Houghton. Embraced by one of Caine's great-grandchilder in 1682, at the unseemly age of just thirteen, Christopher came to Los Angeles to carve out an empire. He came for power, and in the vacuum of the Long Depression, he found his tool. After slaughtering his mortal family, Christopher ghoulé a man named Sebastian Juan Dominguez in 1870. He used his local influence to have Dominguez installed as Prince of Los Angeles. Through him, Christopher then turned Los Angeles into the most twisted town in all of California, an element which remained until the Modern Nights. See *LA By Night* for more information.

The Gilded Age

In a time when the massive growth of the West was slowing down, the Gilded Age roughly corresponded with the British Victorian era and the French *Belle Époque*. Newfangled millionaires who lived like kings in the West were eager to show off to the royalty and kleptocrats of the East their splendors and perhaps steal themselves an Eastern Empire for themselves, as some European imperial powers were beginning to do in Africa and Oceania.

Panic of '73

In 1873, a major, nationwide depression halted the continuous growth Americans had enjoyed for over twenty years. Social unrest and political upheaval spread rapidly, from the cities outward. The Panic of 1873, as it was later dubbed, was originally a financial crisis, but the effects were felt in Europe as the North American economy shrank. The general malaise lasted until '79, when renewed growth - a new gilding - reinvigorated Americans and made them, fortuitously, forget the Panic of '73.

Tombstone

As a U.S. Army Scout, Ed Schieffelin regularly scoured the wilderness for valuable minerals. In the 1870s, while prospecting in the Arizona desert, a fellow encouraged him to get his head out of the sand, famously saying "The only rock you will find out there will be your own tombstone." On September 21st, 1877, after leaving the army, Schieffelin staked his first claim: "The Good Enough Mine." Major silver finds followed and, in 1879, Tombstone, Arizona became one of the last U.S. boomtowns.

It grew rapidly until the mid-1880s, growing to population of about 14,000. In that time, the mines produced nearly \$100 million in silver (modern dollars), making it

the largest silver field in Arizona, second in the nation only to the Comstock Lode in Nevada. At its height, Tombstone boasted an icehouse, an ice cream parlor, a school, two legitimate banks, three newspapers, and a bowling alley, not to mention over 100 saloons, 14 gambling halls, and innumerable whorehouses.

Even in its day, Tombstone was famous for the gunfight at the O.K. Corral. The result of a longstanding feud between Ike Clanton his cattle-rustling gang the Cowboys; and Marshal Virgil Earp, his deputized brothers Morgan and Wyatt Earp, and the legendary gunman, degenerate, and gambler Doc Holliday. Three men, all Cowboys, were killed in short order. The Cowboys took revenge by killing Morgan Earp and mortally wounding Virgil. Wyatt and Doc rode down and killed the Cowboy Gang, one by one. Wyatt lived a long life and settled in California. Doc Holliday died of consumption shortly after the famous gunfight, or so the legend goes...

1880s

The 1880s were part of the Gilded Age and a key point in the Industrial Revolution. Steel became ubiquitous. People soon came to know the sky-scraper. Economies were growing again, despite the Long Depression. But it wasn't enough. People wanted more. They longed for the opportunity of the past decades, especially in the United States, so they manufactured their own... In 1882, Caitiff Joseph Pander was turned. A Lasombra embraced him in a shovel party, and everyone died but him in a following Camarilla raid. Badly injured but alive - thanks to manifesting Celerity right out of the grave - Pander made his way back to town and forcibly turned his whole gang, The Pander Posse. With no knowledge of his sire, only knowing the embrace, he and his childer became Caitiff. He then led them to



Tombstone and began raiding cattle ranches in the area. He remained powerful in the southwest until the Modern Nights.

The Chinese Exclusion Act

Anti-Chinese legislation got its start during the California gold rush, when Chinese immigrants were forced to pay fees to work the mines. In the 1870s, the Long Depression weighed heavily on the minds of Americans everywhere. Soon, rabble-rousing politicians began stoking growing anti-Chinese sentiment, blaming them for low wages. During the height of Chinese immigration in the 1800s, the Chinese represented almost a one out of every four wage-earners in California. In response, some places, such as Los Angeles, saw violence break out.

Signed into law in 1882, the Chinese Exclusion Act prohibited immigration by any Chinese laborer. Initially set to last 10 years, the act was extended upon expiration. Rather than ceasing all Chinese immigration, instead it enabled massive human trafficking operations. Some Chinese opted to move to Mexico when denied entry and were generally welcomed.

1890s

The 1890s was Hell. The Long Depression continued into its 26th year. The economy didn't return to normal until 1896, around the time of the final gold rush on American soil: the Klondike Gold Rush. High in the Yukon wilderness, the camps were famous for their long winter nights and high mortality rates and become the perfect breeding ground for young, power hungry vampires...

Panic of '93

The Long Depression - at this point called "The Great Depression" - started by the failure of a major bank in '73, was so named for its tenacity. Although the economy recovered by the 1880s, it was propped up by hard cash from local robber barons. The Panic of '93, started by the failure of a major railroad company, kicked off a whole new era of economic downturns and market failures that lasted through the end of the century, with another major panic in 1899.

Before the Panic of '93 was considered over in 1896, more than 15,000 companies and over 500 banks shut their doors. About one in every five workers were unemployed, with many turning to subsistence farming...

or crime. So many mortgages defaulted that the 1890s became known as an era of haunted houses and ghost towns. From mining camps to sprawling Victorian neighborhoods, the times was so bleak the homes themselves died of heartbreak.

The Death of Gaslight

As much as despair and hopelessness permeated the early '90s, the late '90s showed signs of recovery. The World's Fair of 1899 was held in Omaha, Nebraska, then called "The Trans-Mississippi and

International Exposition," and was developed over nearly half a decade to specifically show the world the American West.

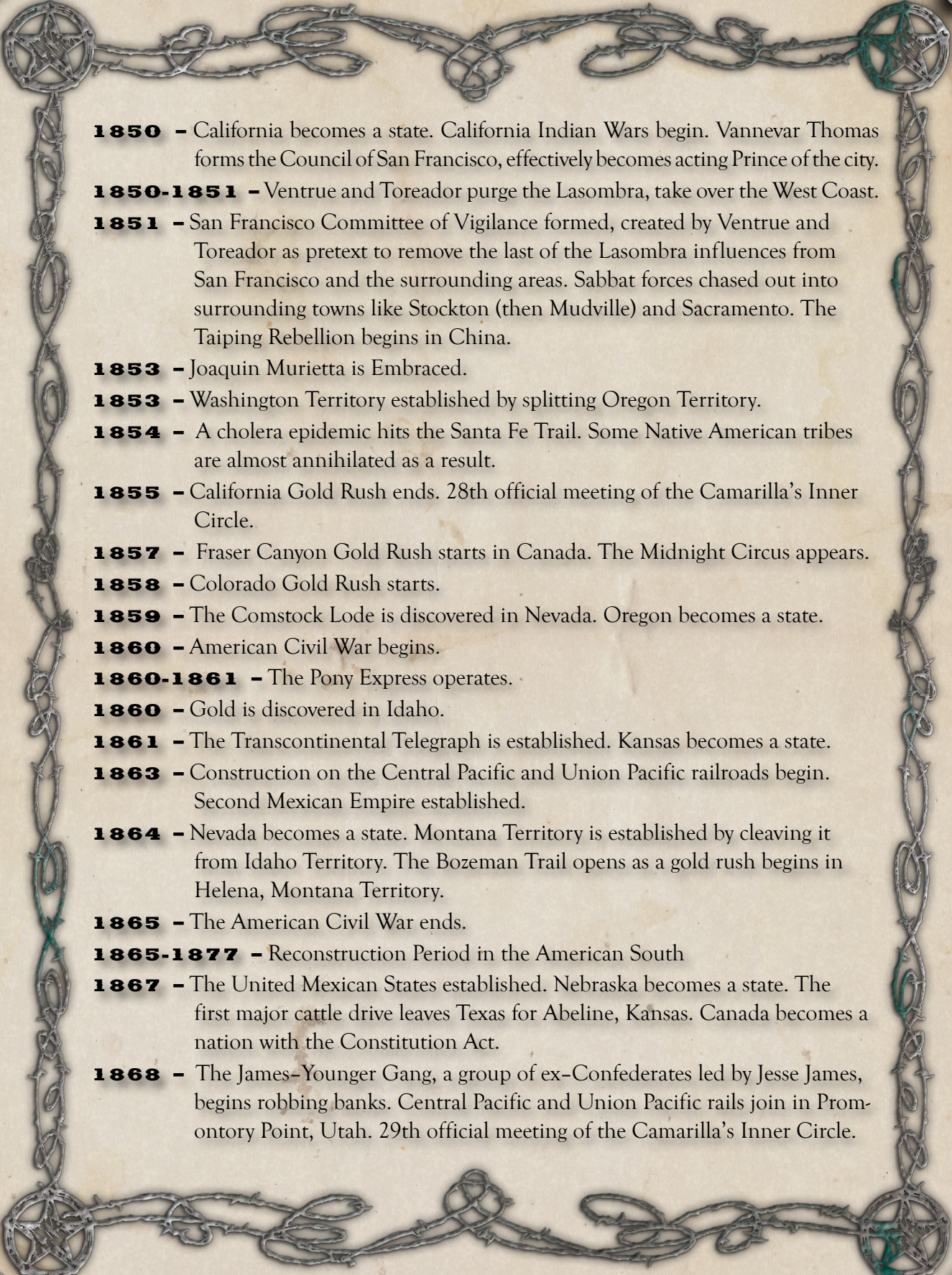
This fateful decade also saw the development of the modern automobile. Electricity filled the streets, quickly replacing dangerous gaslights. Queen Victoria herself began showing her age, the exact number of winters she had left being clearly few. With her will go the Victorian Age, and everyone sits avidly on the edge of their seats for what comes next. The Wild West was coming to an end, and the Modern Era was arriving.

Decades of poverty and desperation was the hallmark of the late 19th century, both for the kine and the Kindred. The Kine saw the Long Depression destroy communities, and the Kindred saw it destroy those undead who relied upon the living for anything but vitae. Elders were diablerized by their childer, gangs of Sabbat thin-blooded roamed the rural southwest with impunity, entire gold rushes like the Klondike Gold Rush in Alaska and Canada were poisoned by mischievous Malkavians who would have been destroyed for their meddling pranks had the Camarilla elders not been fighting for their unlives.



TIMELINE^{of the} SAVAGE WEST

- 1770s** - Califa becomes active.
- 1820s** - Sabbat arrive, mainly Lasombra, Malkavian and Gangrel *antitribu*, and Brujah anarchs.
- 1821** - The First Mexican Empire is established.
- 1824** - The First Mexican Republic is established.
- 1827** - Fort Leavenworth, Kansas is founded to protect those using the Santa Fe and Oregon-California Trails.
- 1828** - Christopher Houghton becomes the first Kindred resident of Los Angeles, California.
- 1829** - 26th official meeting of the Camarilla's Inner Circle. Mexican War of Independence ends
- 1830s** - Camarilla & Anarchs arrive, mostly Gangrel and Brujah, who fight the Sabbat.
- 1830** - The Romantic Period ends.
- 1832** - During The Black Hawk War, two Methusalehs, Menele and Helena, fight until they both fall into torpor.
- 1835** - The Centralist Republic of Mexico is established by Santa Ana.
- 1837** - Samuel Morse files for a patent on the telegraph.
- 1838** - Texas and California declare independence from Mexico.
- 1838-1839** - A forced migration of the Cherokee Nation east of the Mississippi is ordered by President Andrew Jackson, the "The Trail of Tears."
- 1842** - The 27th official meeting of the Camarilla's Inner Circle.
- 1846-1848** - Mexican American war.
- 1846** - Under threat of war, Britain cedes Oregon to the United States. The Second Federal Republic of Mexico established.
- 1847** - Mormons, led by Brigham Young, reach the Great Salt Lake.
- 1848** - Gold is discovered in Alta California. The Mexican-American War ends with the Treaty of Guadalupe Hidalgo, ceding over one million acres of land, including modern day Arizona, California, Colorado, Nevada, New Mexico, and Utah.
- 1849** - California Gold Rush begins. Vannevar Thomas arrives in San Francisco.

- 
- 1850** - California becomes a state. California Indian Wars begin. Vannevar Thomas forms the Council of San Francisco, effectively becomes acting Prince of the city.
- 1850-1851** - Ventrue and Toreador purge the Lasombra, take over the West Coast.
- 1851** - San Francisco Committee of Vigilance formed, created by Ventrue and Toreador as pretext to remove the last of the Lasombra influences from San Francisco and the surrounding areas. Sabbat forces chased out into surrounding towns like Stockton (then Mudville) and Sacramento. The Taiping Rebellion begins in China.
- 1853** - Joaquin Murietta is Embraced.
- 1853** - Washington Territory established by splitting Oregon Territory.
- 1854** - A cholera epidemic hits the Santa Fe Trail. Some Native American tribes are almost annihilated as a result.
- 1855** - California Gold Rush ends. 28th official meeting of the Camarilla's Inner Circle.
- 1857** - Fraser Canyon Gold Rush starts in Canada. The Midnight Circus appears.
- 1858** - Colorado Gold Rush starts.
- 1859** - The Comstock Lode is discovered in Nevada. Oregon becomes a state.
- 1860** - American Civil War begins.
- 1860-1861** - The Pony Express operates.
- 1860** - Gold is discovered in Idaho.
- 1861** - The Transcontinental Telegraph is established. Kansas becomes a state.
- 1863** - Construction on the Central Pacific and Union Pacific railroads begin. Second Mexican Empire established.
- 1864** - Nevada becomes a state. Montana Territory is established by cleaving it from Idaho Territory. The Bozeman Trail opens as a gold rush begins in Helena, Montana Territory.
- 1865** - The American Civil War ends.
- 1865-1877** - Reconstruction Period in the American South
- 1867** - The United Mexican States established. Nebraska becomes a state. The first major cattle drive leaves Texas for Abeline, Kansas. Canada becomes a nation with the Constitution Act.
- 1868** - The James-Younger Gang, a group of ex-Confederates led by Jesse James, begins robbing banks. Central Pacific and Union Pacific rails join in Promontory Point, Utah. 29th official meeting of the Camarilla's Inner Circle.

- 1869** - The Continental Railroad is completed in the U.S., linking New York City with San Francisco.
- 1870** - Ghoul Don Sebastian is embraced by Christopher Houghton and crowned Prince of Los Angeles.
- 1871** - The Great Fire of Chicago ravages the city, destroying multiple supporters of Prince Maxwell, then overthrown by Lodin.
- 1872** - American hunters begin to decimate the bison herds as a means of killing Indian tribes off by proxy. The Modoc Indian War begins.
- 1873** - California Indian wars end. An international economic depression starts, called the Long Depression.
- 1876** - Alexander Graham Bell invents the telephone.
- 1878** - Colorado becomes a state.
- 1881** - 30th official meeting of the Camarilla's Inner Circle.
- 1881** - Gunfight at the O.K. Corral between the Earps and the Cowboys
- 1882** - The Chinese Exclusion Act is passed. Joseph Pander is turned.
- 1882-1885** - A severe depression grips the U.S.
- 1883** - Northern Pacific, Southern Pacific, Texas Pacific, and Santa Fe railroads completed.
- 1887** - Railroad comes to the Pacific Northwest along Siskiyou trail.
- 1890** - The US Census is taken. The Bureau of Census officially declares the Frontier closed.
- 1893** - Panic of '93. Major depression in the United States. The World's Columbian Exhibition takes place in Chicago to celebrate Christopher Columbus' arrival in the New World. Kindred historians consider it the beginning of the Modern Nights.
- 1894** - 31st official meeting of the Camarilla's Inner Circle. The Pullman Strike in Chicago is violently put down. Prince Lodin uses the opportunity to expand his influence into labor unions.
- 1896** - Gold is found in the Yukon, starting the Klondike Gold Rush. Henry Ford builds his first gasoline-powered vehicle. Henry Ford builds his first gasoline-powered wheeled vehicle. Major-General Robley publishes a book called *Traffic in Heads*, detailing European culture's obsession with shrunken heads.
- 1897** - The Long Depression finally ends.



Chapter Three: The Pale Riders

"From trains to trails, the west wasn't won, it was lost to the greed of European scum."
—Pernell McKinney, the Trail Bleeder, Clan Gangrel

Ever since the arrival of Spanish monks in the early 1700s, there has been an imbalance of power in the west. Albeit behind a veil of secrecy and masquerades, the undead of the Old World conquered the kine of the New World through treachery and murder. This is their legacy.

The Camarilla

With the sacking of California, the Camarilla gained one of its most powerful victories over the Sabbat. The first of the "Camarilla Clans," as they are spoken of on the frontier, were mostly wanderers, outdoorsmen, and paupers.

When the Bear Flag Revolt set the pro-America Californios of Alta California against the local pro-Mexican ranchers, *Brujah* Anarchs saw a perfect opportunity to rattle themselves some territory.

Wandering *Gangrel* were the first of the Camarilla Clans settled the West, if one can call roaming the wilderness settling.

Malkavians, along with *Gangrel*, were the first of the Camarilla to become numerous in the boomtowns.

Nosferatu maintained their tradition of subterfuge and information-brokering. With the corruption of the officials reaching unprecedented levels, this was perhaps their finest hour.

Tremere stoked their rivalries, jealous of the number of cities other Camarilla clans controlled and used life on the frontier as a cover for their schemes.

Using the burgeoning entertainment and hospitality industries in the frontier towns, the *Toreador* have carved out a large fiefdom for themselves in the Wild West.

The *Ventrue* dominated the political landscape in the West, finding themselves economically rivaled only by the *Toreador* and *Lasombra*. With their greatest enemies surrounding them, the *Ventrue* of the west are uniquely paranoid and proactive, sometimes to their benefit and sometimes not...

In With the New, Out With the Old

Taking California and the West Coast of the United States from the Lasombra was a major achievement in the history of the Camarilla. The wealth, the tactical advantages, the sheer size of the territory... little of the victory doesn't represent a milestone. On top of that, the victory was achieved mostly by neonates.

The Brujah know it was done on the back of the Anarch Movement, but history will write that the Camarilla were winners of some of the most valuable real estate in the world. This accomplishment required a massive amount of cooperation between clans, Gangrel with Brujah, Toreador with Ventrue, Malkavian with Malkavian. With The Convention of Thorns and Sacking of Carthage being distant memories even for

the oldest Elders, the scale of the collaborations was unheard of at the time and worked to cohere the clan members from sea to shining sea.

However, westward expansion is seen as a threat to the sovereignty by Camarilla elders. Considering the wealth contained in the mines that some neonate Princes now control, Manifest Destiny is a two-way street in the Wild West. The Elders fear such equity in the hands of neonates and ancillae. Some higher powers wanted the land to stay in Sabbat hands, and thought that the neonate expansion would have crumbled under its own weight. One Prince pitting himself against the next in a frenzied power struggle, unlike anything the Kindred world had seen in hundreds of years. Indeed, the fight to control the West would have failed had it not been for the Camarilla soldiers. For once, the Camarilla Elders may have to adapt.



Brujah

Individualists. Idealists. Iconoclasts. The Brujah have always focused on a revolution of some sort, be it academic or societal. The elders still reel from the loss of Carthage (the famed Third City) while their progeny fight for the freedom their sires promised unlife would bring. After so many centuries of fighting, both among themselves and others, the Brujah are younger than most Camarilla-aligned clans. Those turned during the 1800s know little of the tragedies spoken of in the history books, and believe New Carthage can be built overnight, if only the other clans stop meddling. These dreams seemed so foolish until that silly yellow metal was discovered in yonder California mountain streams.

The Brujah's passion gives them an edge in dealing with the kine. In many ways, they are some of the most human of the dead folks. Their closeness to the mortals gives them a faster response time to new trends, which, in the quickly changing days of the Wild West, has been one of their greatest advantages. From the numerous Gold Rushes, to the emergence of the steam engine and Manifest Destiny, the Brutes and Brains of this ancient and numerous clan are some of the first leeches to draw blood.

The philosophers of the clan think the bloodline of Brujah is doomed, but the Rabble are tenacious, and refuse to stop looking for a suitable replacement for their lost city. Even if they don't know what they seek. This drive has created a stark divide between the elders and the youth: the older Kindred stay in their power structure, embedded in

cities and nation-states they wield like weapons against their rivals and enemies. Newly created Brujah see opportunity where the elders see a wasteland and, unlike most other clans, would be happy if the power structures of the Elders stayed out the West Entirely. The neonate Rabble see no opportunity in a land controlled by Elders.

Overview

Since the 15th century, after the creation of the Camarilla, the Brujah have been well-represented in all three major sects: Camarilla, Sabbat, and Anarch.

Where there is open war, there are Brujah fighting Brujah. Some realize the futility and fight only for themselves under the Anarch banner. Those who know their history know what could be done with the frontier. Those who don't are doomed to repeat it. Clan Brujah lost Carthage and the clan leaders, from the Elders in the Old Country to the neonates on the frontier, want to carve a new one. And that requires cooperation.

Innumerable Brujah in the mid- to late-1800s, from the old country to the new, sectarian and Anarch alike, are heading out west to build New Carthage. From wagon train to overland trails to the arduous sea routes, the Brujah wasted no time going west. Everything is there, all they need do is take it from the Lasombra. So, the western Anarchs did the unthinkable: they formed a partnership with the Ventrue and the Toreador.

There just isn't as much room for all that *bourgeoisie vs proletariat* attitude in the West.



It's a conquest, and the enemies of your enemies are your friends, until they aren't. Besides the Brujah are no strangers to betrayal...

Most Brujah in the West make their livelihood in similar ways they did back East. Many are hired mercenaries, Pinkerton-esque Anarch brute squads, Sheriffs for newly minted Princes, and the like. Those who spent the Renaissance as a sellsword are sometimes found in the boomtowns, cleaning house for a hefty fee. Others become successful outlaws, often cattle rustlers or highwaymen. Some of the more human Rabble embody the archetypal drifting boomer, gambling their way from saloon to saloon.

Since they dwell so close to the kine, in many cases, it is rare for a Brujah have to drink from animals or go hungry for a night, unless they're traveling. Some gangs of violent youths ride with the Rabble and give up their blood as Blood Dolls. Many pillage what they easily find in back allies, or from the trail encampments they find on their own journey to manifest destiny.

Millenia of revolution have honed the Brujah into cold-hearted freedom-fighters. Whether it's on a literal battlefield, or a mental one, they constantly test themselves for the next conquest. For centuries, many fought and died Final Death without a vision of the final prize, only the hope of a New Carthage. To many of those who fought are cling to their unlife, the time to rebuild is now.

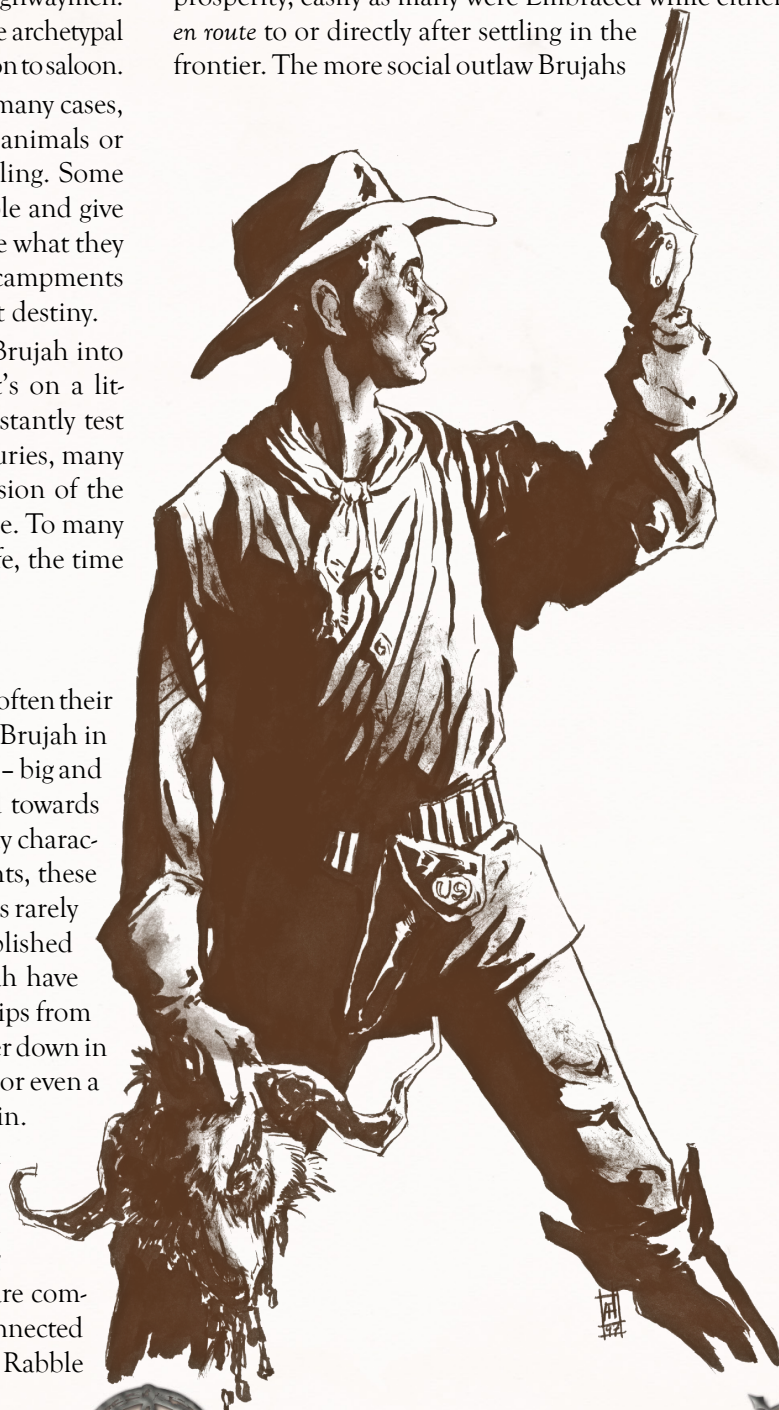
Domain

Depending on their preference, but more often their chosen profession (in both life and unlife), Brujah in the Wild West can be found in both the city - big and small - and the rural parts, but most tend towards the big boomtowns known for sin and shady characters. From feeding to fighting the right fights, these towns serve the Rabble best. Paranoid elders rarely make it out of their secure havens in established cities. Traveling Kindred from Clan Brujah have been known to learn Protean and survival tips from their Gangrel counterparts, but most hunker down in makeshift camps, caves, abandoned mines, or even a specially-prepared room in a pioneer's cabin.

Considering the similar areas in which Brujah tend to congregate, their domains often overlap significantly. Rants and impromptu meetings to hash out feeding grounds, mineral rights, and other issues are common. As such, the Brujah are usually interconnected in the Wild West. There's hardly a single Rabble

who hasn't dreamed of defending her domain against a Prince's posse, but more often than not the battles are Anarch verses Anarch, fighting over caravan trails and saloons. This constant interaction between members has given rise to at least one known outlaw outfit known simply as The Brujah Bunch. Somewhere in between Anarach and *antitribu*, the Brujah Bunch roam from town to town, diablerizing and pillaging as they go.

As many as came out West seeking fortune and prosperity, easily as many were Embraced while either *en route* to or directly after settling in the frontier. The more social outlaw Brujahs



tend to make childer they use in their gangs, while the loners rarely make new Kindred.

Interests

The Rabble just want independence, and the supposed freedom that comes with it, but Brujah elders, and those neonates keen enough to separate the wheat from the chaff amongst clan members, want to build a New Carthage in California, and reclaim their millennia-old birthright. In places like San Francisco, Denver, Tombstone, and Mexico City, the Brujah elite use the younger members of Clan Brujah as proxies against common enemies. With enough foot soldiers, maybe someday soon it will be possible to have a Brujah fiefdom. Maybe the Anarchs in California...

No matter what side you are on, you're a winner when you're a Brujah (at least, that what the elders will

tell you). In some of the more hopeful Anarach groups, the bond between the sires and childer have been enough to convince at a few others to join their cause.

Roaming packs of Lasombra desperados have found it difficult repel the Anarach front in the Central Valley and in southern California while simultaneously trying to hold on to San Francisco. The future looks bright for most Rabble, and they make sure other know it.

When they aren't fighting in a war or two, the Brujah tend to their herds and hunting grounds carefully. You can't wage war without a steady supply of food, now can you? In the larger cities,

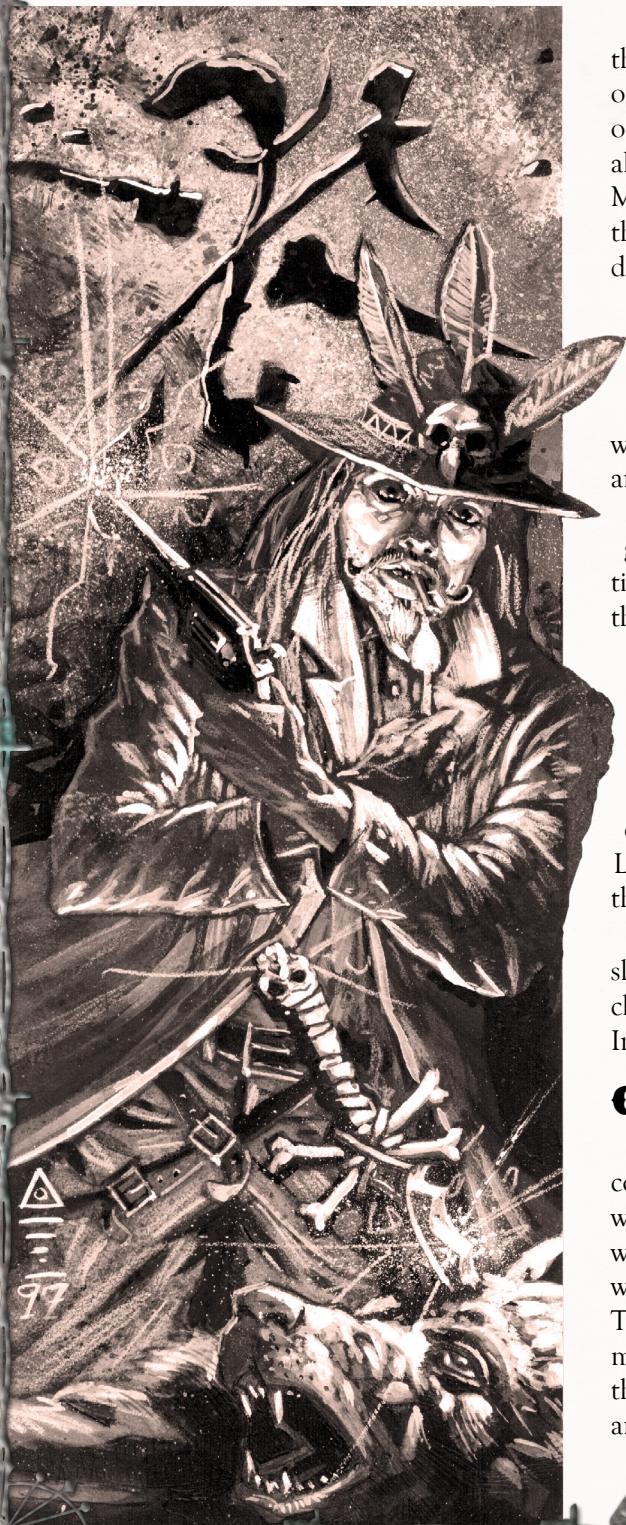
these often take the form of shady back allies between warehouses and saloons. A quick knife to the throat afterwards and you can drain the kine dry, the local doctors will never look at it twice.



"You go right ahead and skin that smoke wagon, fella. Think I can't get to mine first? Try it, you daisy."

—Hack Thomas, Brujah Shootist

GANGREL



Wanderers. Explorers. Mountainfolk. The Gangrel find themselves right at home in the West. Their heritage as creatures of the wild only makes them more useful and successful west of the Mississippi. Some tell tales in which the Gangrel have always been in the West, there when the Lasombra first arrived. More a force of nature than a clan, whether they have been in the Americas for three hundred years or three thousand, they dot the landscape now.

Often part of the Camarilla, but also both Independent and well represented in the Sabbat, the Outlanders are a connective tissue between many other supernatural beings. From fighting wars between the vampiric sects, to interfacing with shapeshifters, the Gangrel are as integral in the West as they are back East or in the Old Country. Still, they never shed the stigma of being a Low Clan. At least here in the West they are given a wide berth, wider even than in the more civilized sections of society – there's no easier place to disappear in the U.S. than the Indian Territories. And that there is Gangrel territory.

The Gangrel rarely associate with anyone, kine least of all. When they do, "interaction" can take a number of forms. Years of isolation can make one wary of companionship, or, in some cases, crave it. Some Gangrel take it upon themselves to protect the kine in their domain. Not just because it is an efficient way to maintain livestock, but as a point of pride. Like a good housekeeper sweeping the floor, they often keep their domains clear of intruders who may damage their kine.

Although they don't share a universal vision, even in the slightest, there is hardly a Gangrel on Earth who fears for their clan's future. Whether as the long arm of the Camarilla, or as Independents, they have always endured.

Overview

Ever on the move because of expanding cities and continued colonization, the wilderness-loving Outlanders were pushed west by encroaching civilization. Being one of the only clans who regularly has positive interactions with the Lupines, many were in the untamed West long before Europeans arrived. Today, they are found in the open spaces between settlements, mostly on the outskirts of towns, but also concentrating along the well-known trails. Travelers can be sure the Oregon Trail and the Santa Fe Trail both have local Gangrel as permanent

residents of various canyons and lakes along the way to The Promised Land.

Often loners due to their deformities and disposition combined, who the Outlanders are is sometimes irrelevant. More than a few are so close to nature now that they are more a part of the land than members of society, Kindred or otherwise. Those are the minority, however. Some make an honest living as scouts and map makers, but those are getting fewer and fewer as more settlers arrive.

Getting to know a Gangrel can be dangerous, and few can say what makes any of them tick. Years of surviving on their own, as many are forced to do as neonates, often gives members of this clan a stoic if not anti-social attitude. Many cling to their Humanity, but more lose it in the wild to the Beast. Rumors have it that a Gangrel who has succumbed to the Beast forever lasts longer in the Savage West than anywhere else on Earth...

Well represented in the two major sects, the Gangrel are also prone to identify as Independent. Still, as they see their fellow Low Clan members gaining more and more respect from the Camarilla, Malkavian princes and the like, they are more and more likely these days to expect fair treatment at the hands of the High Clans - something they rarely receive. There are murmurs

that the Outlanders are not satisfied with their Camarilla membership, but the majority know what side they're on when the Sabbat raid. The Sabbat Outlanders, however, are as fervent as ever. The City Gangrel, a newly emerging bloodline, is beginning to appear in the larger cities, like Denver and San Francisco. In every city they are found, they have become a menace for the Camarilla and local kine. Many Kindred historians have taken a gander to what will happen when the City Gangrel take their first frontier city. Some say it's only a matter of time before they control their own territory.

Most have at least some relationship with the civilized world, but it's a rare Gangrel who is a socialite. Many are so isolated that they have heard little since the Civil War. Some prefer it that way, others are so out of necessity or habit.

Domain

Those who integrate into society are few, but some groups within the Sabbat are known to dwell almost exclusively in the cities. Some of these City Gangrel have even made it to the boomtowns in Colorado, but very few have made the arduous journey all



the way to California. City Gangrel almost all travel in packs. More traditional Gangrel domains are sometimes vast swaths of wilderness surrounding the populated areas from which they feed, but in the West some are located along the Santa Fe Trail, the Oregon Trail, and the various trails to California. The towns along the railroad supply ample vitae for a Gangrel.

Gangrel rarely form groups larger than a pack or a coterie. Roaming Sabbat City Gangrel packs are ever-present in the slums of New York, but reportedly weren't in great numbers in San Francisco and the other Pacific boomtowns until the Long Depression on the 1870s, thanks to the railroads...

Neighboring Outlanders are the only Gangrel that regularly interact, but they (as clansmen are wont to do) often work out some hierarchy, with an alpha Gangrel having first pick over the best areas. This alpha-beta pattern is less and less common as one gets further into the Savage West, though - many Gangrel just move on when they see another Kindred a'comin'. No need to fight when the pickings are as good as they are out West. Lest you're hankering for a fight that, is....

Intruders are dealt with in various ways. Some are dispatched outright for even trespassing, others are watched from a distance, still others are simply warned. And a very unlucky, select few are toyed with. As rightly they deserve, according to many territorial Gangrel.

It is a tradition for the Beast Clan to abandon their progeny after Embrace. Many Gangrel sires watch their childer from a distance, only years later introducing themselves. Tightly knit broods are rarer than platinum.

Gangrel in the Wild West have been known to make camp anywhere. From mines to caves, the wilderness

in the western territories gives ample natural shelter. Those who live close to town sometimes learn the art of Earth Meld and live among their prey. They do, however, fiercely defend these regions as the supply of blood is rarely enough to support more than one permanent resident. Feeding along the trails in the Wild West is a recipe for interacting with a member of Clan Gangrel.



Interests

Clan Gangrel has no unified goal, but they do have a common theme: tenacity. Although one thinks all Leeches want nothing but to survive, many are haunted by their Humanity or their lust for power. The Gangrel generally are neither haunted by Humanity nor possess a passion to person power, they endure for the sake of endurance. They are survivalists by living in the wild, so they might unite against the tyranny of "social progress" and encroaching technology like railroads or

telegraph lines into their domains, or against a tribe of Lupine in order to stake claim to feeding ground. But it is unlikely such a group would continue operating as a unit after their mutual enemies are dispatched.

The Outlanders may be spread around the various sects, but they're mostly content where they are. For the time being. Rumors about their disgruntled position (especially in light of the Lunatic Princes of the West) are just that: rumors. Or rather, they don't represent the whole of the clan's will. Yet. Still, most see it is as unlikely that a majority break will occur between their current Camarilla allegiances any time soon. Being the long arm of the Ivory Tower has its distinct benefits, from being given a wide breath by your fellow Kindred to relatively steady employment (by undead standards).

"Stranger, this here caravan is enough to feed us both but I ain't gonna be lookin' over my shoulder. You best put up your fangs and let me finish feeding, or I reckon we have ourselves a fight."

—Pernell McKinney, the Trail Bleeder

MALKAVIAN

Seers. Fanatics. Heretics. Madmen. The Children of Malkav have filled many niche rolls in the past. From prehistory until perhaps the Dark Ages, their Curse of Caine was seen as more of a gift than a curse: an insight into the afterlife, glimpses of the future, a touch of godliness to some. But those times faded. With the rise of the Holy Roman Empire, visions of anything but Christ and his saints became punishable by death. And even then... sometimes worse if the locals didn't like what the Lunatics were selling. And so, the way of the Low Clans went the Malkavians.

As the 18th century faded, and the more enlightened age of the 19th century arrived, so too did a new era for the afflicted. The advent of modern medicine and psychoanalysis gave way to a new understanding of what troubled the Lunatic. It wasn't the moon, or demons, but a mental condition! This de-mystification did as much service to the insane as it did disservice, as enterprising conmen experimented with innumerable quackery "cures". Even as gravity shifted from viewing insanity as a supernatural affliction to a natural disease, the allure of the mad also had a renaissance as a source of mysticism. However, shunned in high society by the High Clans and kine gentry, a parlor room fascination with the mad was about in the general public. Spiritualists and fortune-tellers were fantastically popular, and the flair of the unknown that came with those who claimed to understand such oddities were often considered charmed and valued members of society.

Most Malkavians find, through their troubled nightly lives, that a close connection to kine society is helpful. A Low Clan (but not a lowly clan) the Malkavians often tie themselves to mortal benefactors sharing in their idiosyncrasies. With the increased pathologizing of mental abnormalities in the 18th and 19th centuries, the incidences of wealthy patrons touched by the same fire as a Child of Malkav is more likely now than ever. Of course, there are still those who skulk in the depressing parts of town, feeding on the random intrepid traveler who lost their way, but the 19th century is a time where the Makavians have been breaking new ground and taking new territories. Perhaps the the feverishly mad Lunatic who murders as often as she feeds will always be with us, but they are less common now than in previous centuries. Some find themselves with large herds, preaching to penniless miners on the frontier.

From their position in the Camarilla (and to a lesser extent, the Sabbat) to their potential roles in kine society, the 19th century is the best time to be a Malkavian in two thousand years. The feeling of



a rising tide is felt throughout the Madness Network. Those who were affected by the Grand Prank – when neonates suddenly in the Camarilla suddenly welded the Dominate vampiric Discipline, rather than Demenation – know their founder stirs, and many see this as a sign that great changes are in store for the members in the very near future. From Gehenna to transcendence, the Lunatics are foaming at the mouth in anticipation of what the 19th and 20th centuries will bring.

Overview

Prophets. Paupers. Parasites. Many Malkavians found their way West the same way they made their daily bread. The Winds of the Great Magnet took them there. From following wagon trains like a cougar hunts a pig, to wandering from town to town sampling the vitae along the way the way in which the mad made it West are innumerable. However, it is fair to assume most went suddenly.

Many of the Low Clan folks defy stereotype in ways the High Clansmen only scoff at. The Malkavians are united in only their curse. The role of a fanatics is fairly common, from wagon raiding parties to miners to preachers, the West needs its obsessively driven inhabitants, and more than a few Lunatics have found themselves and their dispositions welcomed by fellow Manifesters of Destiny.

The Camarilla and the Sabbat have numerous Malkavians. Even more probably should be considered Independent, despite their perceived alliances. However, tenuous memberships or not, the Malkavians are often seen as a Camarilla clan. The disenfranchisement of the afflicted has, however, dampened their enthusiasm over the last millennia or two. Only recently have these Kindred begun to see the widespread appreciation and upward mobility they enjoyed in the antiquity. For this, Camarilla Malkavian loyalty is waxing. So much so that Lunatic Princes, once

unheard of, are somewhat commonplace in the Wild West. The Princes of Skagway (Alaska) and Deadwood (Dakota Territory) became famous for their cunning and ruthlessness, paving the way for countless more boomtowns run by a Lunatic Prince.

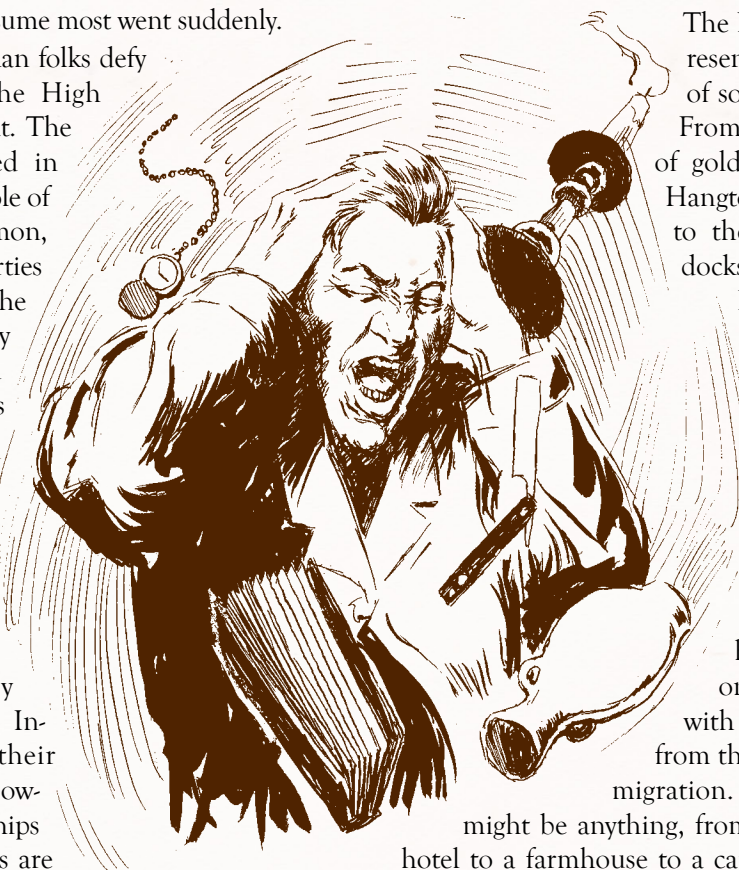
The nightly activity of a Malkavian is always subject to her mental state. Some like things to be the same all the time and have a routine, others change their habits constantly. The inability to be predicted is their strongest connective tissue; it's perhaps this shattered lifestyle that attracts them to the frontier. Much like their daily habits, they can be one thing one day and something else entirely the next. To say anything about a Malkavian's mindset is to talk in circles. They are all unique, and all take definition from their curse.

Domain

The Malkavians are well-represented in the lower rungs of society in the Wild West. From dusty pre-dawn pews of gold rush boomtowns like Hangtown or Cripple Creek, to the sprawling back-alleys docks of San Francisco and Portland, there isn't a populated area in the West without a local Lunatic. Many reckon they are the most numerous vampires here.

As some of the few willing to take the risk (many on whim) to abandon their Eastern havens early, Cainites on the frontier contended with their mad kin's domains from the onset of the westward migration. A Malkavian domain

might be anything, from a gambler's suite at a hotel to a farmhouse to a camp in the scrub brush. They often room with their herds or retainers. Then again, a newcomer may find herself feuding with a local Malkavian one day only to find they've abandoned their domain for (seemingly) greener pastures the next. Only Malkav himself knows what makes his childer tick, and he ain't tellin'. It's fair to say a Malkavian's domain is often approached with caution and awe in



the West, from dynamite boobytraps to Dementation curses, they aren't known to be friendly towards unwanted guests.

Rare is cooperation between the mad in general, but when they do decide to be amenable, they're usually found with others of their Blood, and in the West, marauding Malkavian gangs are not unheard of. Not since the Crusades have so many banded together out of mutual interest, rather than survival. Though vile those interests may be... The opportunities for theft and wanton destruction in the name of Manifest Destiny appeal to many, and a myriad of poor souls met their unfortunate end at the hands of Lunatic gangs.

Interests

'Herding cats' and 'taming rattlesnakes' are often used metaphors when talking about rustling more than one Malkavian in any given plan. Still, between survival and entertainment, there are always ways to make a Malkavian talk sense. The opportunities for social and financial gain are paramount to many who run westward with the wagon trails, but in many cases the Lunatics are there for reasons beyond even their understanding. In this way, they sometimes hunt for a cause, in some cases going so far as to martyr themselves on some fanatical quest. Still other days, the mad brood find themselves irreconcilably opposed to those around them.

A successful settler breaks bread with her neighbors, and the Malkavians are wise to this. A loner is easily dispatched in the night, but she survives who has friends and allies when the times get tough. As survivors incarnate, the Malkavians often understand the value of generosity and hospitality. It is rare to find a

Lunatic who hasn't learned strength in numbers, even if they struggle with it at times. This is how many of the famous Lunatic Princes of the West were created: they started out as leaders of Lunatic Gangs. They infiltrate a boomtown and, once they and their ghouls "control" it, the leader of the Lunatic Gang become the de facto Prince. If they hold

off the Lasombra of the Savage West, they are nearly always become the official Prince. Such happened in Skagway (Alaska), Deadwood (Dakota Territories), Hangtown (California), and other scattered townships.

As they see their stock rising within the Camarilla - thanks in no small part due to the onset of spiritualism and psychoanalysis - Malkavian ties to the Camarilla are as strong as they have been in the past five hundred years. Many fanatical Malkavian preachers left over from the Crusades have found themselves in places of power in the new west, like the Prince of Hangtown. As word spreads of such acceptance in the ranks of the largest vampiric sect, loyalty to the Camarilla is at its zenith among the Lunatics. Still, the Great Prank affecting only their ranks has stymied the surge of good will for others, who now even more zealously defend the honor the Sabbat.

While many of their victims meet a final end, some become the next generation of the Damned. Malkavians have a sordid history of Embracing people for entertainment, and the West is no exception. Some say the Malkavian make broods so fast in California they will bring the End Times to pass with an army of Thin-Blooded madmen. Some in the Pacific northwest even whisper they are doing it on purposely, and speak of Gehenna cults ran by the Lunatics.

"yup, just like you heard! Gold Grease. just rub it all over your body, then roll down yonder hill, and only the gold dust will stick to your body! After just a few applications, you will be rich! Bottles are priced accordingly..."

-Donald Goldingthwaite & his Traveling Medicine Show

Nosferatu

Beauty is skin deep, but ugly goes to the bone, as the old quip goes. The Nosferatu never shy away from ugliness in the world and served as a primary avenue for the importer of cruelty, malice, and abhorrence from the Old World. Nosferatu traffic in misery daily, crushing hopelessness and distilling it into fiat currency. Their greatest inventions are those that allow atrocity to be ignored. Over the centuries, Nosferatu have used masks (both physical, and those gifted by Caine) to appear humbled by the travesty of their curse to conceal their progress as a clan. Empowered by paranoia, arrogance, and greed, fueled by dehumanization, and transported by railroad, progress is the most powerful weapon of the age – and one the Nosferatu aim control covertly.

Information has always been the Nosferatu's core commodity; the clan structure reflects an efficient funnel to collect, collate, and curate a constant flow of data. Above ground, Nosferatu place ghouls into telegram offices, keep a watchful eye on stocks, and support the growing influence of the postal service. If valuable goods or important information moves through Nosferatu territory, you can bet your boots that's it's been opened and recorded.

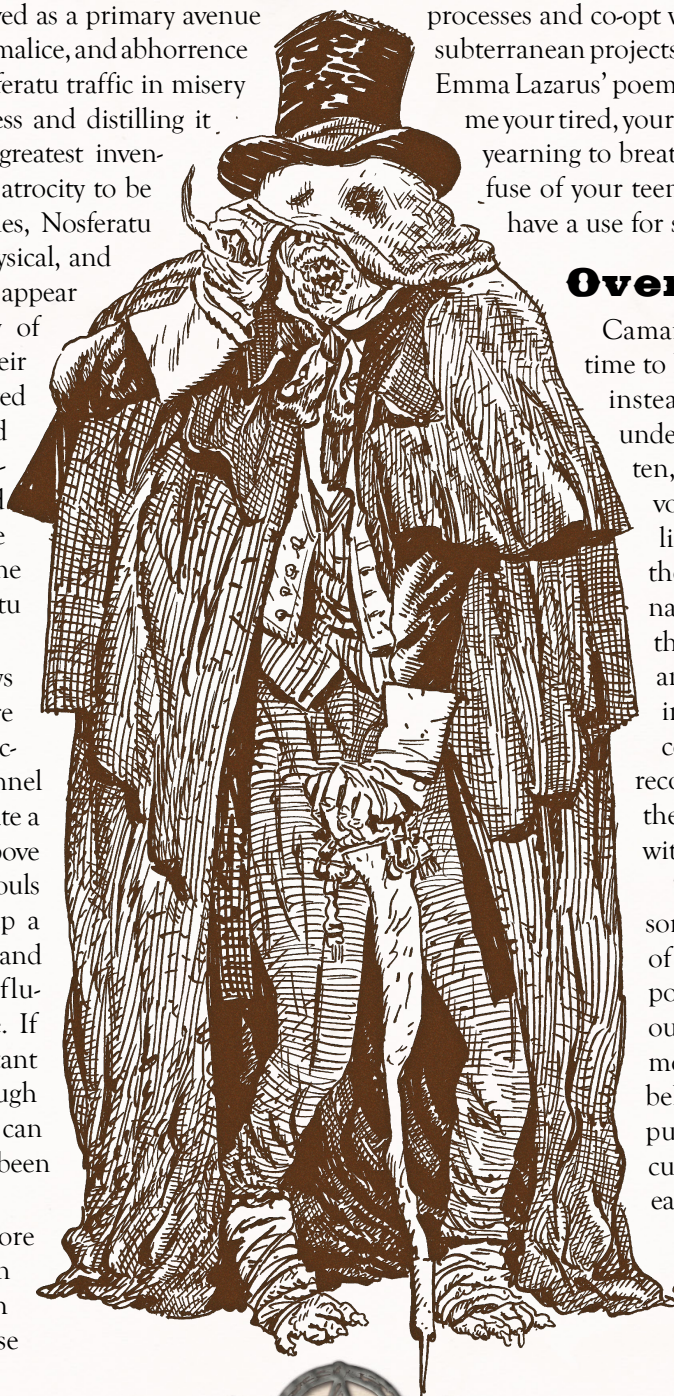
If information is the core activity, then the warren is the mechanism through which cohesion of purpose

is reached. Elders of the clan, hard-pressed to recall a time of such opportunity, subvert city planning processes and co-opt work teams for clandestine subterranean projects. When published in 1883, Emma Lazarus' poem implores the world to 'give me your tired, your poor, your huddled masses yearning to breathe free / The wretched refuse of your teeming shore;' the Nosferatu have a use for such people.

Overview

Camarilla Kindred rarely take time to learn about the Nosferatu, instead filing the entire clan under the stereotype of misbegotten, monstrous, sewer-dwelling voyeurs; only useful when political expediency demands the blackmail of a rival. Such narrow thinking mostly suits the Nosferatu, as it becomes another useful mask. If one investigates deeply, one discovers that the underground records-keeper holds truth, but there is surprising diversity within the Clan.

There are many reasons why some Nosferatu embrace a life of filth, shunning the higher points of the cities, and eke out an existence in the lowest, most wretched places. Some believe that they are divinely punished for mortal sins, cursed to serve penance in an earthly purgatory. Others simply see the benefit in hidden lairs, but reject any notion of the unclean; in-





deed, these warrens are often cleaner than any dental practice, and certainly better-organized. Numerous Nosferatu (sometimes for lack of choice) maintain Havens above-ground, situated closely to their mortal holdings or sources of information. There are cases Sewer Rats nesting in newspaper and telegraph offices, or maintaining light-less carriages for the railway – all the better to stay informed, and on the move. Darker still are the few who hear the Bestial urges of their new natures and rush headlong into the monster's role. For these creatures – whose unlives tend to be short and brutish – the highest calling is for one's actions to reflect their outward appearance. They are killers of Kindred, slaughterers and fear-mongers of the mortals, and unliving proof that every campfire tale designed to terrify has a basis in truth.

Most Nosferatu, though, have a realistic assessment of their standing in the Camarilla. They are no leaders like the Ventrue, nor able to beguile like the Toreador, and have little in common with the Tremere – the triad who form the self-styled rulers of their fellow vampires. Instead, the Nosferatu have realized that a well-turned word in the right ear, or the reconstituted scrap of information is what makes them powerful.

The word of caution passed between sire and childe, though, is that power is most effective when wielded rarely, in moderation, and not openly – lest the rest of the clans understand the true nature of the Nosferatu and call for a purge.

Domain

The subterranean world belongs to the Nosferatu. In growing cities, their labyrinths expand and often rival topside structures in their strength, as they are designed to endure centuries. The warrens situated below the streets house uncounted vampires who are often dedicated to facets of a singular goal, held to account by the leadership of the Master of the Warren. Leadership styles differ wildly, but it is generally agreed among the Nosferatu that violent or oppressive leaders do not last long; it is the warren's right to rise up against a leader who does not have the interests of the Clan at heart.

Further out West, beggars are rarely choosers if below-ground lairs are desirable. In some cases, these Kindred reuse mortal cast-offs by refitting defunct mines or excavating below a farmstead to create accommodations more suited to their tastes. Fortunate Nosferatu establish strongholds in major cities by co-opting under-

ground structures such as sewers to expand a network of byways that allow their clan access any part of the city without sullyng their feet with a sidewalk. Added to this are the growing number of passages that worm their way into places of mortal power, secret doors and stairwells built to specification that nevertheless do not appear on any plan in City Hall. Most Kindred never see these routes, or underground fiefdoms; though many suspect so, and the clan is willing to play upon that paranoia when needed.

Unlike most clans, there seems to be an outward appearance of unity to the Nosferatu and their near-communal havens, prompting some to speculate on the similarity of the Sewer Rats, whether Camarilla or Sabbat. Others have questioned the scope of inter-sect information sharing facilitated by the Nosferatu, but the Rats invoke the 'Trail Stew Principle' (if it nourishes you, and someone else is willing to cook it, then you don't ask how it's made) and slink back into the darkness.

Interests

As individual members vary, so do their interests, although some seem to be the clan's hallmark. The Embrace is made to strengthen the clan, and thus a neonate will always be chosen for interests and skills that can be put to use. Something in the Nosferatu psyche lends an introspective air, and the Rats are always willing to learn more about the nature of the Blood. America presents a range of new vermin, and masters of Animalism are always keen to test their powers on these creatures. Some warrens are particularly noted for this experimentation and tend to be raucous affairs of scale, fur, and feathers, teeming with caged raccoons,

prairie dogs, rattlesnakes, and even buzzards. Nicknamed 'Menageries', these warrens also boast spawning pools from which crawl abominable creations glutted on vampiric vitae, ready to engender tales of terror. Rattlesnakes as thick as wagon axles, hyper-intelligent squirrels driven by darker mischief, and bloodthirsty

coyotes that can track Kindred are only the beginning of outlandish urban legends that will dog the Nosferatu for decades to come.

Some Nosferatu are moved to kindness and mercy by their Embrace, and these Kindred are the epitome of retained Humanity. These humble souls can be found near hospitals, colonies reserved for the most infectious of diseases, and among the poor who have long been abandoned by mortal society. Among such wretched mortals, the undead are tested to ease suffering, find meaning, and

exercise a quality of care otherwise completely absent in such communities. Among those Nosferatu so moved, individual reasons for their actions differ from simple curiosity to divinely motivated acts of penance.

To be fair, information exchange is the heart of the clan, and few vampires invest in funding and learning new technology like the Nosferatu. Among their number are skilled operators of the latest communications devices, and constant attempts to improve information storage and retrieval. When Melvil Dewey presents his classification schema for knowledge in 1876, the Nosferatu stand at the forefront of adoption, eagerly absorbing the simple four-page pamphlet and reorganizing entire warrens. For these vampires, there is a truism that the only information worth gathering is that which can be found and applied at need – and the future belongs to these thinkers.



"Yup, just like you heard! Gold Grease. Just rub it all over your body, then roll down yonder hill, and only the gold dust will stick to your body! After just a few applications, you will be rich! Bottles are priced accordingly..."

–Donald Goldingthwaite & his Traveling Medicine Show

Toreador

Passion draws the Clan of the Rose, more tightly than nearly any other clan, to the kine. They share passions about art, craft, politics... anything and everything. This disposition has given the Degenerates place amongst their food that no other clan has achieved. Politically savvy as much as power hungry, they fall a close second to their Ventrue kin in vampiric politicking due to their obsession with the material world and the things in it. Since the signing of the Convention of Thorns, they have vied for power with the best of the undead. The fight over Manifest Destiny in the Wild West is no exception. Some are power-hungry fame-seekers; others delicate flowers who refuse to bloom because they are afraid of their own thorns. The Toreador represent the full spectrum of human condition.

Their presence in the West came in waves. Many arrived direct to California with the '49ers, looking for a place to make it as an entertainer. And make it they did. Hot damn if they didn't make whole towns. Others showed up once their business interests compelled them. Still others arrived for the sheer experience of it, after hearing lurid tales about the lawless West.

Passionate about anything the humans have to offer, members of the Clan of the Rose are as close to the humans as any. Closer. Some have herds, other retainers, most of the rest just stay close to those they share a bond

with. As followers of trends, sometimes the kine just find them – especially in the lonely saloons out the outskirts of the various boomtowns that dot the frontier. Exploiting the social trends of the kine to increase their herd and political reach is a nightly routine for many.

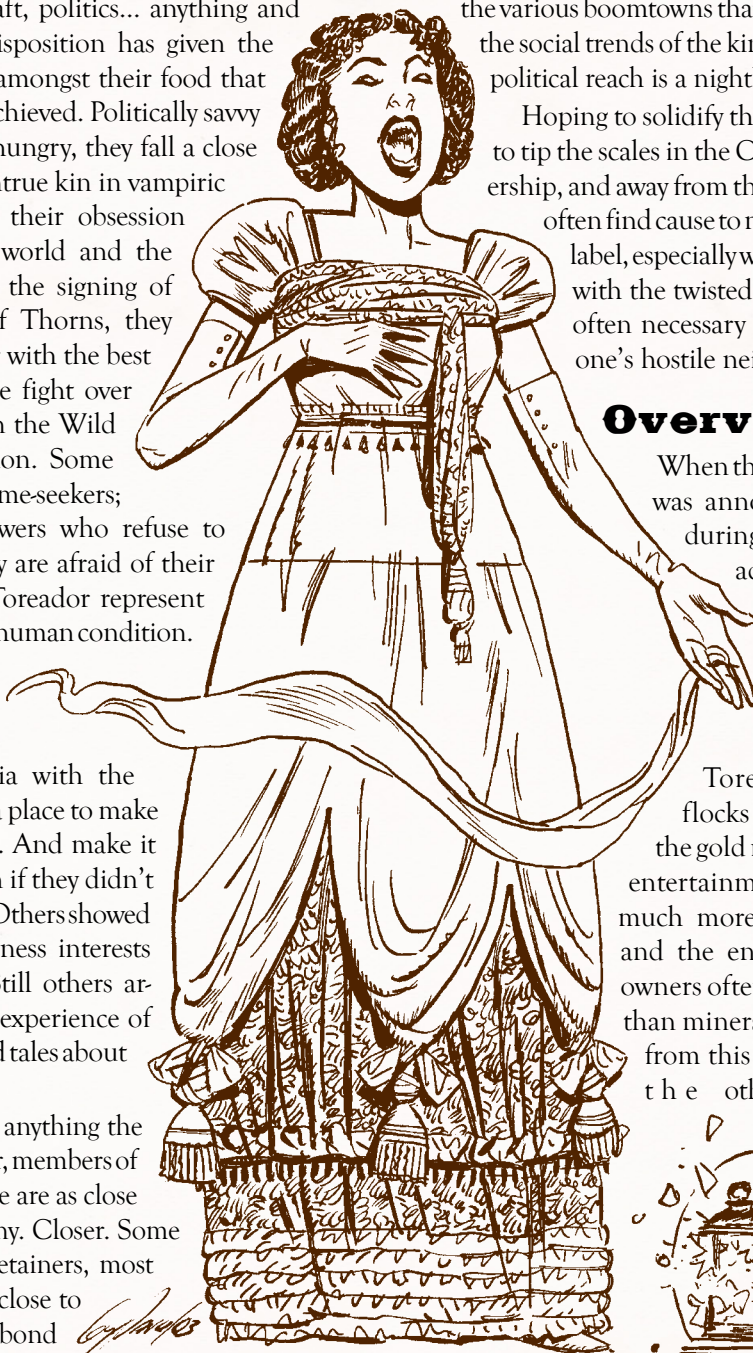
Hoping to solidify their control of the new West to tip the scales in the Camarilla towards their leadership, and away from the Ventrue, the Degenerates often find cause to make their sobriquet a fitting label, especially when making backdoor deals with the twisted Toreador *antitribu*. Such is often necessary to fortify one's self against one's hostile neighbors.

Overview

When the news of gold in California was announced by President Polk during his State of the Union address on December 5th, 1848, word spread like the fires of Carthage. Most Elders on the East Coast stayed that next year, but a few younger

Toreador and their deviant flocks took to the West as fast as the gold miners. After a fashion, the entertainment they provided became much more lucrative than the gold, and the entertainers and real estate owners often made much more money than miners. The Toreador benefitted from this perhaps more than any of the other Kindred.

Toreador of the Wild West are a mixed bunch. The population of Camarilla-aligned Degenerates is vast, but the anti-





tribu are also numerous, and some have formed posses. The Camarilla tolerates the *antitribu* posses about as well as the old west sheriffs got along with the cattle rustlers.

As the purveyors of various human entertainment, the nightly duties of a Toreador on the frontier is often quite similar that of to a human. The Toreador pursue occupations that put them in contact with the kine directly, like dancing and singing. Although most of the action in the small towns is confined to Saturday nights and Sundays, that's where one hotel can be the center of town... and thereby control it. Bigger towns allowed more play time, more everything. These large cities, like San Francisco and such, appeal to most of the elder Toreador that manage to come west of the Mississippi, but they, too, are crawling with Degenerate neonates.

The ease with which they take advantage of the once-in-a-millennia opportunity that is the California Gold Rush feeds into the massive collective ego of the clan. In the early rush times, they almost came to control the whole of the west, but by the era of the Long Depression,

the land was clearly divided into the same proportions Camarilla territory always is, with Ventrue taking the lion's share.... So the battle continues.

Domain

The Clan of the Rose is almost exclusively found in populated areas, as such allows more play opportunities. The smaller cities are favored by some, as they allow more control of a domain and herd, which many of the Toreador find desirable, but smaller cities often are surrounded by Gangrel and require more gumption to maintain. Smaller settlements also reduce a Degenerate's opportunity to express herself passionately. Unless she has the entire town wrapped around her pretty little finger, extracting the maximum amount of pleasure from a one-horse town can become taxing.

There are so many Degenerates in the West, it's a rarity when one doesn't have an overlapping Domain with another Toreador and are in fact often purpose-made to interact. One Rose may sell paintings for small

fortunes to local business magnates, another sing in her saloon, and still more operate warehouses. They often form artisan guilds, collective entertainment sites (saloons, warehouses, cafés, and the like), and (rarely) trade organizations between smaller and growing boomtowns. Numerous Toreador networks exist, and some think they may have even used the Nosferatu to courier goods between towns. As the saying goes: they do things a little different out West...

Artists in the West were very few at first, and, although many Toreador felt tempted, most of the early entertainers were not Embraced because doing so risked breaking the Masquerade. By the end of the 19th century, however, it was open season on mortal creatives. Many amazing painters, poets, dancers, singers, inventors, and more were turned forever undead, for better or for worse. Many think for the better, with many of the boomtowns becoming livable faster than any could have dreamed. A new era of vampiric society, to many. A series of popup towns, full of love for life, ready to Manifest Destiny.... You could cut the passion in the air with a knife, and the Toreador were in love with every second.

From lavish Victorian mansions to the best suite at the hotel, finding an established Degenerate who doesn't have jealousy-inspiring accommodations is rare. Those who don't have that opulence crave it. And then often times attain it through steel and blood. However grand though, many of these Toreador palaces burn in the various fires and earthquakes that plague the West.

Interests

Nearly every Toreador wants political power for her clan. Thereby, gaining a political foothold in the West has been paramount for many, and a uniting interest.

Through controlling the entertainment industry and, subsequently, the real estate that hosts it – be that a simple saloon or a grand hotel – the Degenerates have become one of the dominant clans in the West. Although their power is essentially isolated to the towns, it is impossible for a Kindred to miss.

Many young Toreador who came in '49 and '50 become fantastically wealthy and powerful, some of them significantly more so than their sires back East or in the Old Country. Using the Wild West like a blank canvas, they neonates finally held all the cards somewhere in the world. It may not have lasted long, but networks of



Toreador actively kept their sires in the dark about the success of the West, praying their elders would drift back into torpor and sleep through the whole thing.

In place where most have a herd of adoring fans and clientele, the West isn't a place to be greedy about feeding grounds so much as the herds themselves. With the rate of disappearances in the Savage West known to be astronomically high, feeding is easy for any Kindred who can walk silently at night. As a result, hunting grounds themselves are not as tightly policed by Toreador as with other clans. They tend to be more concerned about the kine that enjoys being overly fed upon over a wayward farmer being drained.

After decades of Manifest Destiny, confidence in the Camarilla, and the Toreador role in it, the West is perhaps a high-water mark for the clan. The war of attrition with the Ventrue is finally looking to shift towards the Clan of the Rose, and their freedom of expression drives their political success. It is an era of Manifest Destiny for the young Toreador on a scale that is simply unknown to them until now. To many, they have already beaten the Ventrue, and cities like San Francisco are their proof.

"Elders back in New York look down on my saloon because of the dirt on the floor, but I've sang for more smiling faces than they have willing clients for their drab oils. We're out here smelting ingots of gold from the cultural melting pot, while they mire in the past!"

~ Ophelia Cox, Madam of Eureka

Tremere

The Clan of Warlocks doesn't do well outside cities, less even than their counterparts in other clans. The chantry, the core of the Tremere institution, requires at least a few vampires to function - which in turn require a substantial population to support. Few cities yet have the 'human resources' necessary to support a full chantry. This puts the Tremere in an interesting position. The clan elders recognize the potential of the West and are determined to keep it solidly under Camarilla control.

Yet even with their commitment to their beloved sect, they recognize the vampires who can put down roots first will have the greatest claim to a city. Part of a centuries old rivalry, they often find themselves outnumbered by the Ventrue in the boomtowns and thus choose carefully who they send West.

The elders have no wish to take the necessary risks to pull up stakes and relocate - perhaps in a generation or so, when the cities have been built up to an acceptable degree, but for now they are content to send their Blood-Bound underlings.

The ideal Tremere 'homesteader' is an energetic ancilla who has demonstrated her loyalty to the Tower and the Pyramid both; and has made minimal ghastly errors. Though

clan custom would indicate that Tremere on the verge of failure would be sent West as a way to redeem themselves, the clan is reluctant to use these Kindred.

A lackluster Warlock may fail at her appointed task, or worse, go rogue and join the burgeoning Anarch movement. The Tremere aim to find those who are talented, powerful, and willing to relocate. It should go without saying that qualifying Kindred are few and far between;

and those who meet such criteria (more often than not ancilla) are frequently jealously hoarded by their patron elders. But it only takes one or two elders taking the risk to send a childe West before a rival coven sends one of her own. The end result is that the West is sparsely populated by Camarilla Tremere; but those who do make their havens here are both driven and skilled.

Apart from the Camarilla Tremere, the West plays host to a very small branch of the Sabbat Telyavelic Tremere. These Tremere traveled with their

packs as part of the Sabbat attempt to take this territory for themselves. They have enjoyed only moderate success to date but have the potential for much greater achievements. The



land of the West is rich and full of power. Ambitious Telyavelic Tremere dream of restoring their unique power – Sielanic Thaumaturgy. Even if they cannot recreate the entire branch, the few Telyavs in the West are working hard to develop a Thaumaturgical Path which draws power from the land itself. They are small in number, though, and very spread out. Progress happens, but slowly.

Overview

Tremere in the West are ambitious and energetic. A few bright sparks among them realized that the clan, due to its youth, lost several important opportunities in Europe and the Middle East. By the time the Tremere clan came into being, much less became a Pillar of the Camarilla, most of the European cities had long been settled. The Ventrue and Toreador had already claimed the choicest places for themselves, and the Tremere were forced to build chantries on the remaining available land. But the West is different. Cities grow and change at a dizzying pace. The Tremere have resolved to not let this precious chance slip through their fingers. Undeterred by the rivals in the West, the Warlocks have made every western chantry into a place of imposing power, especially the Sacramento chantry as its under constant raids by Lupine and Sabbat.

Various Tremere have spent the 19th century busily mapping out the ley lines which cross the Western territories – to better know where to found a city or construct a chantry. Much to the dismay of the elders, this project hasn't yielded what the participants hoped...yet. Unbeknownst to Kindred historians, Tremere jealousy was the primary culprit. Once one coterie began the journey, several others began their own in competition. Though the ley lines of much of the West has been mapped out the end of the Frontier Days, any given coterie has only a fragment and the clan as a whole only has a few of the pieces. And they are reluctant to share their

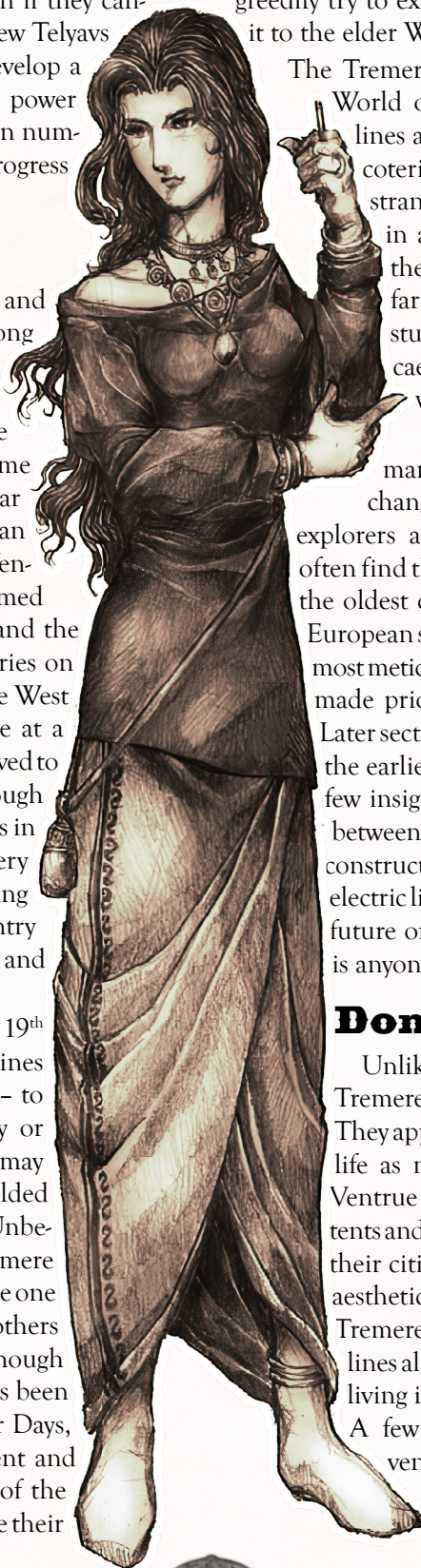
charts and maps with others. Some even went as far as to seed misinformation into their own maps as they greedily try to exploit their findings before reporting it to the elder Warlocks.

The Tremere weren't the only denizens of the World of Darkness with an interest in ley lines and places of power. In a few cases, a coterie followed the thread of a unique and strange power, only to end up enchanted in a changeling freehold. Other times, the Warlocks found themselves in a far more dangerous situation, as they stumbled into a well-guarded Lupine caern. These last encounters rarely end well for the Tremere.

One experienced Tremere frontiersman reported "some force" seemed to be changing the ley lines. Younger undead explorers attempting to reference these maps often find themselves confused, unable to follow the oldest charts from the very earliest days of European settlement, even though they were the most meticulously mapped and annotated (being made prior most of the Warlock infighting). Later sections of the chart remain accurate, but the earliest ley lines appear to have shifted. A few insightful Tremere have drawn a parallel between the shifting of the ley lines and the construction of railroad, telegraph, and even electric lines. However, what this means for the future of magic, or Thaumaturgy in general, is anyone's guess.

Domain

Unlike most of the settlers of the west, the Tremere in general don't like living rough. They appreciate the finer comforts of civilized life as much as any Toreador. While even Ventrue can tolerate living in a boomtown of tents and clapboard taverns, the Tremere prefer their cities to have a slightly more developed aesthetic before they move in. Thus, those Tremere who aren't tracking down the ley lines almost universally restrict themselves to living in the larger urban areas in the West. A few coteries, mostly treasure hunters, venture into the wilderness from time to time but even those brave Kindred dare not take such trips without a



firmly established home base from which to start. The Telyavelic Tremere are a bit freer from such restraints. They tend to enjoy living close to the land, the better to re-discover the secrets lost during the Inquisition. However, even they are not willing to travel too far into the deepest wilderness, if only to stay close to their food supply.

Interests

The Tremere are interested in nothing so much as harnessing the inherent power of land in the West. The Telyavs seek to restore the lost secrets of Sielanic Thaumaturgy, while the Camarilla Tremere are busy extensively mapping the ley lines of the West.

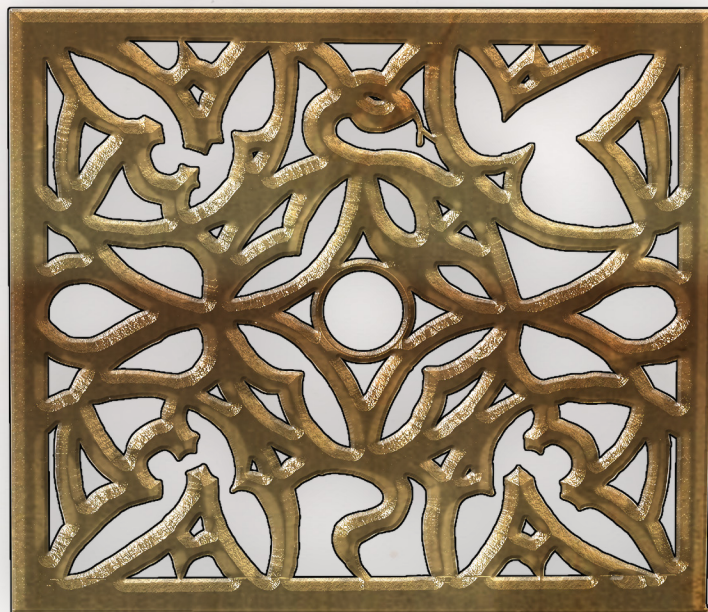
Almost universally, there is interest in building up the cities. The Tremere are determined to get in on the ground floor, and dream of Los Angeles or Seattle being for the Tremere what London is for the Ventrue or Paris for the Toreador – an unquestioned bastion of clan power. The Tremere already have Vienna, of course, but one can never have too many seats of power. And if the Ventrue have London and Berlin, why shouldn't the Tremere have Vienna and Los Angeles?

Thus, the Tremere tend to be heavily invested in mortal politics, and to a lesser extent in infrastructure-building interests. They dabble in railroads, shipping, construction, and other industries meant to raise the local standard of living and grow populations. This causes them to lock horns with the local Ventrue more often than even the elders would like, especially in the realms of investment banking and land

speculation. But, as the art of the deal goes, Tremere are usually willing to cede control of busting boomtowns in exchange for favors or considerations that could prove more valuable. In this fashion, the Tremere and the Ventrue of the west have a symbiotic relationship, albeit rocky.

As a clan, the Tremere are perennially obsessed with the occult. Their ley line project has brought them into contact with

other creatures, with whom they have attempted to establish friendly ties (this pursuit has been more successful with some than with others). Some try to study indigenous mysticism, but find their efforts stymied more often than not by Tzimisce. The shamanistic practices of the First Nations do not mesh well with the rigid Hermeticism which forms the basis of Thaumaturgy.

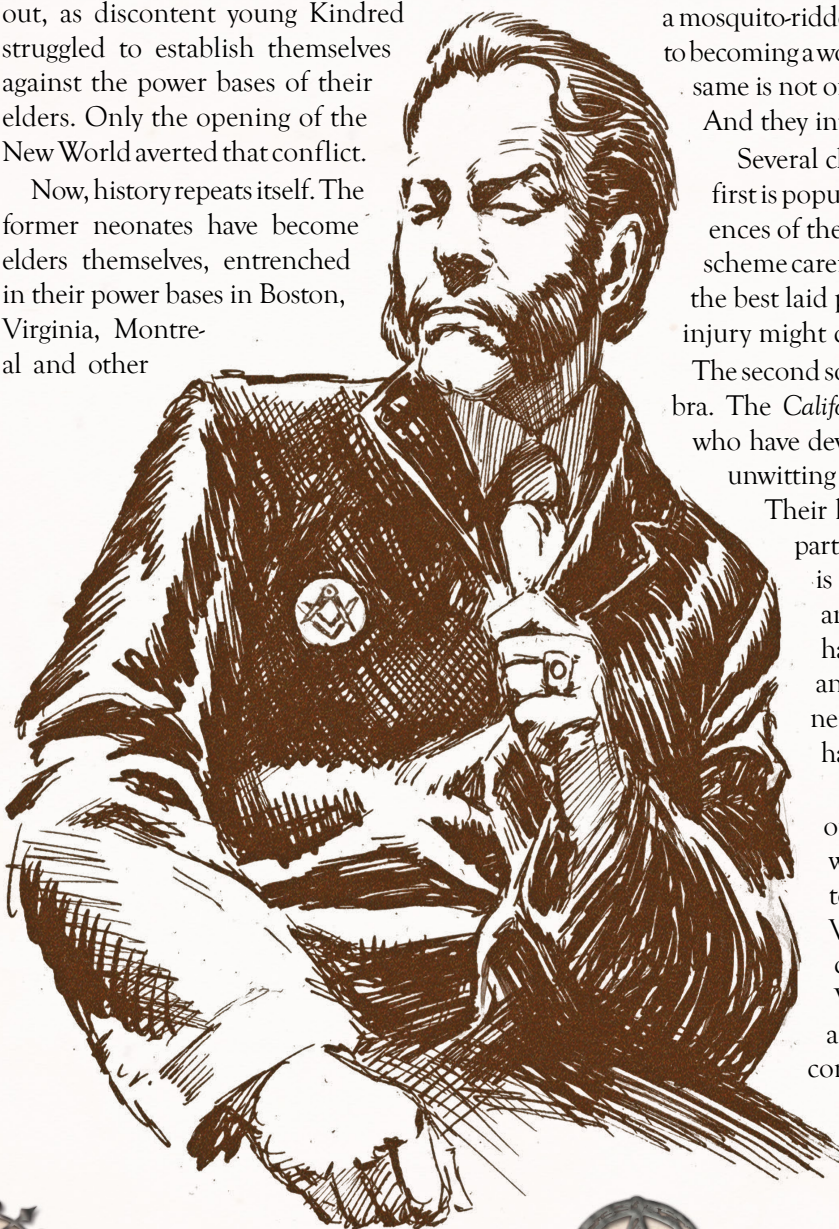


*"Yes Sire, our plans will never be discovered."
—Emantic Thing, resident Tremere of Sacramento*

VENTRUE

Land is wealth. This is the guiding principle of the Clan of Kings, tied firmly to Old World ideas of nobility and power. For a vampire, 'good land' means heavily populated by easily controllable kine. London and Berlin are two examples of such, and it's more than mere coincidence both are controlled by entrenched Ventrue factions. Centuries ago, war threatened to break out, as discontent young Kindred struggled to establish themselves against the power bases of their elders. Only the opening of the New World averted that conflict.

Now, history repeats itself. The former neonates have become elders themselves, entrenched in their power bases in Boston, Virginia, Montreal and other



growing mortal cities. And their childer clamor for the same kind of opportunity. Thus, many young Ventrue are willing to risk starvation and hardship in the West, for the dream of eventually being a Prince in their own right.

And while the Ventrue consider the West to be an inconsequential backwater, the more foresighted in the clan remember when New York was nothing more than a mosquito-ridden island. Now that city is well on its way to becoming a world power. These Kindred know that the same is not only possible in the West, but inevitable.

And they intend to be on top when that happens.

Several challenges face a King in the West. The first is population. Given the finicky feeding preferences of the clan, many neonates and ancilla must scheme carefully to ensure their needs are met. Even the best laid plans might still go awry, as sickness or injury might carry off a carefully cultivated Herd.

The second source of conflict comes from the Lasombra. The *Californios*, descendants of Spanish settlers who have developed their own unique culture, play unwitting host to many of the Clan of Shadows.

Their hold on large swaths of the Southwest, particularly the fertile land of Baja California, is quite firm. If the Ventrue are to enjoy any measure of success in the West, they'll have to devise some way to displace their ancient rivals. For their part, of course, neither the Lasombra nor the *Californios* have any intention of going anywhere.

Lastly, the Forsaken. This group is only spoken of in frightful whispers, with some denying their existence altogether. Certainly, no one outside the Ventrue knows much about this secret cult. Over one hundred years ago, a Ventrue in Georgia attempted to take a childe. But his childe turned on him, committing the dread crime of amaranth.

Diablerie so soon after the Embrace had a permanent effect on the soul of the childe, who fled for the West.

Now, this nameless childe gathers a cult of like-minded Kindred around them, vampires whose sole goal is diablerie. The Ventrue are desperate to destroy this cult before it gets out of hand. But those who try, more often than not, find themselves its victims.

Overview

Ventrue are largely content to let the mortals do the hard work first. Finding a rich plot of arable land, the mortals build a farm, then a settlement, then a town, then a city. Somewhere around 'town', the Ventrue move in. They provide much-needed capital, allowing the town to flourish and grow into a city.

That's the idea, at least. In truth, the Ventrue struggle as much as any other clan to understand the ebb and flow of fortune, not just in the West. The concept of a 'boomtown' is foreign to their view of things, and many a would-be noble lineage has been utterly bankrupted when a mine critical to boomtown's success goes bust. The Kings understand the importance of early investment but are at a loss when it comes to evaluating truly promising opportunities.

Beyond personal profit, the Ventrue are determined to bring order to the chaos of the frontier. They bring Camarilla values to the Anarchs and autarkis, with varying degrees of success.

They are continually opposed by the Forsaken, however. This cult is quite skilled at infiltration and

deception. They seem to have recruited a member who knew Obfuscate and was put to the task of teaching it to the rest. The Forsaken aren't Sabbat, nor are they Camarilla or even Anarchs. They're Autarkis, vampires with no political affiliation. Promising young Ventrue, wanting the easy path to power, are frequently tempted to join. But woe betide the one who turns down their sales pitch, they might find themselves hunted for their vitae.

The Ventrue of New England have recently learned of the Forsaken, and want nothing more than for this deeply embarrassing rogue bloodline to be put down. It's been whispered that the elders will look the other way should an enterprising coterie use Forsaken tactics themselves. But under no circumstances is any member of the clan of Kings to reveal the existence of the Forsaken to one outside the clan.

And much to the delight of the Ventrue, the ever-simmering racism of white Americans has begun to boil over in California. Jealous of the incredible wealth possessed by the *Californios*, newcomers from the East covet the farms and ranches and towns owned by this people. The Ventrue are quite happy to fan the flames of this sentiment, the better to take advantage of whatever crimes the Americans plan against this established community. The Ventrue could care less about the racial overtones of the conflict – but the *Californios*





form a significant Lasombra power base, and the Ventrue want that clan out of 'their' territory.

Domain

Ventrue prefer investing in small cities with great potential. While a few have established themselves in San Francisco or Phoenix, and they lust after the next well-positioned boomtown and are every eager "oust the pesky Lasombra." Although such endeavors result in mixed success. The West is littered with failed Ventrue settlements. Small towns grew quickly, but then collapsed when the mine ran dry or the land speculation went bust. Such fast turns of fortune do not suit Ventrue sensibility, and more than one have met their Final Death during such sudden downturns. Other Ventrue become more like Tzimisce *voivodes*, ruling capriciously from a remote manor. The stark individualism of the West does not suit such an arrangement, though, and a Ventrue attempting to live that way has only a few years left before a mortal summons the courage to form a posse.

Overall, Ventrue prefer relatively well-developed towns and cities to settle in. They quickly set about ghouling the local power figures (the mayor, preacher, and sheriff), and claim Praxis as soon as is feasible.

Building a Herd is another priority, as the Ventrue work to cultivate a group of mortals from whom they can safely feed. The Ventrue do not like traveling once they arrive in the West. They usually ascribe such preferences to their well-known feeding restriction.

Interests

As always, the Clan of Kings is interested in money. Whatever brings cold, hard cash into Ventrue coffers is acceptable to them. But the economy is changing. Ventrue understand that land is and always will be valuable. But how to discern the small collection of clapboard houses that might grow into a thriving metropolis, and the one destined to be nothing more than a waystation on a long and lonely highway? The Ventrue struggle to understand this, and frequently go bankrupt from bad investments. Currently, the Ventrue scheme to wrest Los Angeles from Lasombra control. They envision a beautiful city on the sea, one to rival San Francisco. But the area will need a lot more water if that is to happen. And, of course, the Forsaken. Bringing down a member of this hideous cult can redeem a disgraced Ventrue, and ensure they rise significantly in the esteem of their cousins.

"Power is measured in wealth and influence. And influence can be bought.
So you see, when wealth flows from the ground, so too does power."

~ Learned Hand, northern California Prospector

Sabbat

Although the *Lasombra* only controlled Alta California for less than a hundred years, and under their limited control was better known to traffic cattle ride rather than the gold for which it came to be known, the loss of the region was a significant geographic and psychological defeat.

The *Tzimisce* have established more *voivoidates* in the hinterlands of Colorado; and the Sabbat-aligned Fiends from New York City have established loosely connected strongholds in northern California, giving them some of the strongest footing in the Savage West.

Death, Destruction, & Destiny

When the California Mission System was established by Father Junipero Serra, a few *Lasombra* and Gangrel *antitribu* followed. Mortal historians describe it as the longest-distance, least confrontational annexing of any territory in history. What they don't know is that the various local tribes who stalked the invaders were attacked by the Keepers and drained dry for sustenance as the Kindred continues to follow the kine explorers. Mostly feeding off from the autochthonous American population, the early *Californios* was too few to support a Kindred colony. What hunting grounds did exist became fiercely defended Domains, and any rogue vampire who tried to feed on their precious Californio herds were exterminated without remorse.

As such, more than a few would-be Sabbat settlers went native after their packs were killed off. Naturally reclusive, the *Tzimisce* were most successful in such events. Several have integrated into Hopi society and function like a *wuya* spirit of the land, kidnapping and terrorizing them when they fail to offer the proper sacrifices. Numerous Sabbat packs settled Mexico, and now a sophisticated network of Archbishops control essentially the entire country.

It is a treaty was signed between the Princes and the Archbishop of Mexico City, supposedly brokered by Malkavians and Nosferatu, that keeps border skirmish to a minimum. After the Mexican-American War, it was apparent that too much unrest near Mexico would trigger a response by the U.S. Army and the two Sects were keen to keep their fighting away from the kine battlefields. The treaty states that neither side are to organize kine rebellions, but rumors persist that it also includes provisions about blood hunts and other

cross-border raids being specifically forbidden. The treaty itself isn't public, as such would violate unspoken laws against working with the enemy, so its enforcement is spotty at best, but its well-known throughout the region that carrying out a blood hunt on a Sabbat in Sabbat territory is generally a no-no and is likely to bring a response from the neighboring Princes, who don't want to be dragged into a border dispute that spirals into a sectarian war.

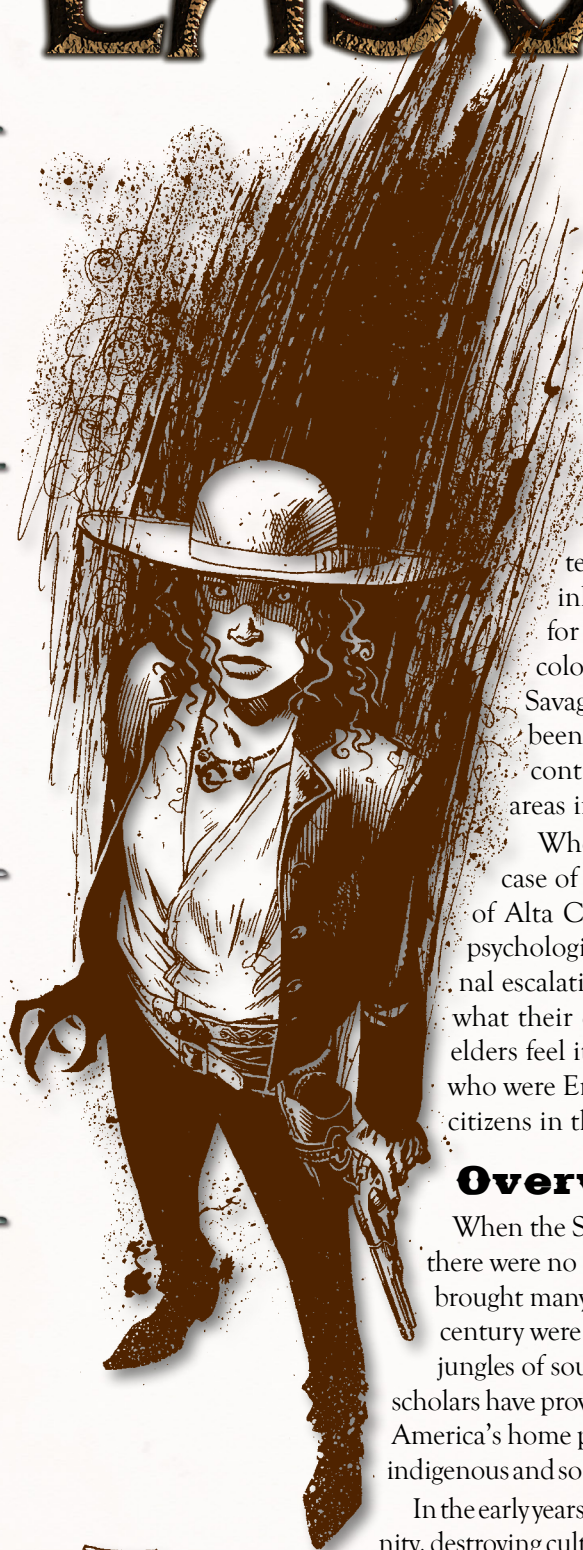
If I Can't Have it, No One Will

The *Lasombra* didn't leave California quietly. They sided with Mexico and the ranchers during the Bear Flag Revolt, just prior to California self-annexing to the United States. Their bloody expulsion was aided by the Anarchs at first, and the newly annexed territory was swallowed up by the *Camarilla* leviathan in 1851, with the beginning of the Vigilance Committees ("The VC's," as they were known) in San Francisco. When the *Ventrue* arrived with the United States Army during the Mexican-American War, Vigilance Committees became the norms and mobs hung dozens of *Lasombra* supporters a night. Reinforcements were sent from south of the border, mainly *Brujah*, Gangrel, and *Lasombra*, some *Tzimisce*, and few other clans, but the territory was eventually lost to the *Camarilla*.

Banditry and road agent posses became a way of life for many displaced, disenfranchised ranch hands of Mexican decent. Cattle raids from across the border became the norm. Cowboys started do the same from the United States side, eventually raiding herds on both sides of the border. Sabbat influence waxed and waned with the waves of lawlessness.

It became difficult for the *Camarilla* to pit Rabble against Rabble and many *Brujah* who lived in California prior to it annexation joined the Anarch Movement, which became a thorn in the side of the Sabbat during the War For California. The Gangrel *antitribu*, mainly City Gangrel, became their standard shock troops, but they were few that Caitiff became the front lines by the end of the conflict. Joseph Pander used the Sabbat's dependence on Caitiff to create his posse. By the end of the 19th century, Sabbat-aligned Caitiff were known as Panders generally seen as Sabbat bloodline. By the turn of the century the Sabbat were so few in the settled western United States as to be considered non-existent, but they remain a constant issue in the small towns near the Mexican border.

LASOMBRA



ROBINSON
1997

The Lasombra have been associated with power and wealth as long as their chief rivals, the Ventrue. The Keepers demand respect and knowledge but wield it selfishly. Their foresight is legendary, but their motivations turbulently circle around personal advancement. The Clan of Night are masters of harnessing the powers of the Abyss, their ranks including both warriors and mystics. Recently, they have become explorers of the New World as much as they ever have been of the Abyss. Although, unlike many of their competitors, they often come for knowledge as much as power.

Through careful manipulation of the Catholic Church, the Keepers manage a vast international empire. Using the many tentacles of the clergy, they dominate their kine and the land they inhabit. They have maintained a stranglehold on their territories for hundreds of years, concentrating mainly in Spain and its many colonies, putting them the forefront of westward expansion in the Savage West. Ubiquitous south of the border, Lasombra Leeches have been preying on ranchers since the Mission System nights. Many continue to exert feudal control over vast swaths of cattle ranching areas in the southwest.

When what you want is the world, what you get is eternal war. In the case of the War for California, or *Guerra Por California* as the undead of Alta California often call it, they were handed a smiting loss, both psychologically and militarily. Such defeat has become a point of irrational escalation for some, waging private wars in a vain attempt to reclaim what their clanmates couldn't keep. As the leaders of the Sabbat, many elders feel it was a loss they can move on from, but to the many neonates who were Embraced here, and now have to face an eternity as second-class citizens in their homeland, it means a fight to the death.

Overview

When the Spanish conquistadors made it to the New World, it seemed as if there were no kindred were here to oppose them. Although subsequent travels brought many a leech to these lands, and the vast majority to arrive in the 16th century were Lasombra. However, rumors persist that something exists in the jungles of south America akin to Kindred, but so far, no Sabbat or Camarilla scholars have proven its existence. Some think there could be undead who made the America's home prior to European contact, or perhaps something else, something indigenous and so terrible it's territory remains sealed off to the invading conquerors.

In the early years of the conquest, Lasombra freely pillaged community after community, destroying cultures like the cattle they would replace them with. Abyss researchers had no shortage of souls to experiment on, and much was learned. Few Cainites lived

here permanently before the early 1800s, those that did managed the flow of cash and kine by maintaining control of Drakes Bay in San Francisco. They maintained a lucrative trade with China all the way leading up their expulsion from San Francisco in 1851 – by the Vigilance Committees – and although the powerful vampires retreated to Mexico by far and large, it is known that some left to strike new claims the Orient, and beyond.

Once conquistadors, swatting lives out of existence like gnats, they then became great land barons, farming valuable cattle on vast estates that blanketed the land. Now, after the *Guerra Por California*, the Clan of Night is reduced to the unlife of a road agent or a lone bandito. Many form large posses, but life as a posse leader is rife with it's own danger. The nightly emotional toll of living a life of constant retribution only lasts so long before even the coldest shootist becomes one with their Beast.

The founders and natural leaders of the Sabbat, Lasombra in the Wild West (or anywhere else in the 19th century) are rarely independent. A handful of *antitribu* survive, but many masquerade as members of another clan and hide their true nature. Tradition-

ally-minded elders know to stay the hell away from the frontier since the War For California, but that doesn't stop the land from crawling with Keeper neonates nightly. As a sect forever at war,

the Savage West is the frontline of the most important war the Sabbat has fought in centuries.

In the nights after losing California, most Keepers in the Savage West occupy their nights as ranchers, many owning multi-thousand-acre land grants from the *Californio* days. These modern gentry tend to be fantastically wealthy and spend most of their nights fending off Camarilla shock troops. Those who weren't around to plunder the land during the Mission era entertain themselves as posse leaders, often leading kine, ghoul, and Cainite alike on mysterious missions to strike back at other supernatural denizens of the West.

Passionate, hateful, and egotistical, revenge and power are the focus of many established Lasombra in the West. Even the *antitribu* who travel to the frontier to escape the Camarilla-dominated East find themselves juxtaposed between Sabbat-aligned clansmen and hostile Camarilla members – to say nothing of the Lupine and other supernatural entities that despise anything connected to the undead. The west is an unforgiving place in the 19th century, especially to the Clan of the Night.

Domain

Classicists to the core, the strongest Lasombra presence in the New World is still historically Spanish lands. The Lasombra control Mexico and, until the early 1850s, Alta California along with what we think of as the American Southwest. Today, many still maintain feudal-style ranches in rural areas that were supposed to be ceded to the Camarilla in the *Guerra Por California*. It is debatable who controls these border towns, and in general remain the highest concentration of neonate Keepers in the west.

The technically-rigid organization of the Sabbat in America does no favors to the Lasombra during wartime. Infighting, common among the Sabbat globally, is an epidemic in the West. With some of the towns separated by a night's hard ride (and in many cases so rural that they have no telegraph office even after it's invention), communication between packs and the leadership is sparse at best. As a result, overlapping domains, especially in the early 1800s, is a source of conflict for the Lasombra. Some whisper this was a major factor in the loss of California. In the years directly following their devastating loss in San Francisco, only the Vaulderie ensured they didn't finish the Camarilla's job for them.

Keepers are generally quite well-organized. Organization, to a Lasombra, is simply a series of power structures used to impose ones will on the world. In the



Old Country, little else signifies this position in society more than a castle. In the American frontier, however, elders aren't found in castles but rather on sprawling Mission-style estates on massive swaths of land granted to them decades ago. The Keepers are ostentatious aristocracy on the outside, and petty filth on the inside, and such is reflected in their havens. Often beautiful and imposing from

the outside, while lacking maintenance on the inside, the Clan of Night prefers function over form.

Lasombra in the Wild West have become more pragmatic than their European counterparts and are not above Embracing neonates for the express purpose of creating soldiers. As a result, a new form of mass embrace has emerged called a "shovel party" where kidnapped men, women, and sometimes children are embraced and then buried. Only the strong survive long enough to unbury themselves. The weak are eaten by vermin in a day's time. Consequently, the ranks of the Lasombra in the West have swelled with folks of all types. The practice is shunned by the elders, but the neonates used it to great effect during *La Guerra Por California*.

Some of them learn the ways of the Clan of Night and become worthy additions, others become failures. A selected few are so damned that they try to go back to their normal lives, inevitably with disastrous results. Some of them find themselves labeled *antitribu*, but the truth is more tragic. Lasombra have made more Caitiff than any other clan in the West. Some even think the famous Caitiff leader, Joseph Pander, had a Keeper sire.

In the early days of Cainite colonization, kine herds were small. Twenty to thirty people comprised a large Mission. Keepers thus grew used to maintaining very tight control of feeding in their domains. Some of the

small towns were dependent on one a single kine to keep organized, lest they all move away (ruining the Cainites herd), so draining kine to the point of exsanguination was uncommon. Feeding on the native communities became

the norm until the city of San Francisco became the first boomtown and gained tens of thousands of new residents in less than a year. After the Forty-Niners showed up,

the Clan of the Night declared open season on kine. In Mexico, however, it's different. There, they have had well-established Prisci, for hundreds of years, and feeding is much more loosely controlled as a result.

Interests

The Lasombra are one of the few clans who have a specific plan uniting them: regaining Alta California. A four-hundred-year-old war with the Camarilla has many skirmishes, and many great battles. The War For California is one of the great battles to many Keepers. To those Embraced here, it's the paramount Sabbat conflict. And they lost. This angst has given rise to numerous posses and war packs united under the banner of Lasombra California. Sabbat-aligned members of this clan suffered greatly at the hands of the Ventrue, and plan to repay that debt.

The acquisition of wealth and power is also a major preoccupation of the Keepers. It's not uncommon for an elder to sire a childer specifically to oversee a section of her ranching empire, or for a traveling shootist to make alliances with various Prisci as a hired goon. Lasombra tend to have extremely practical relationships when it comes to other kindred and are known to organize themselves in order to further communal gains, only to later turn on one another as each tries to take the spoils from the other.

"WE'LL FIGHT, AND THEY'LL DIE. OR WE'LL FIGHT, AND WE'LL DIE. EITHER WAY, SOME LEECHES GONNA DIE. I WAS BORN HERE, AND I WILL DIE HERE."

—RAUL "BLANCO" ACHOA-AYON, LASOMBRA DESPERADO

TZIMISCE

Nightmares in the flesh, the Fiends embody a unique corner of the Cainite spectrum. Both reclusive and reviled, the Tzimisce live among the kine, like the rancher lives with his herd. Just as the learned cattleman knows not to spook the herd, these Leeches hid behind the thinnest of veils back in the Old Country. The closeness normally amounted to aristocratic-style ownership of peasant farmlands in many cases, where elders ruled with adamant force. These ancient Fiends commanded childer to strike out and find their own claims, in the hinterlands of Eastern Europe and beyond. For many, this arduous task took them on journeys with waterproof crates of their native soil, all the way to the American frontier. From the mountains of Colorado to the Alps of California: *thar be devils*.

When established, neonates never fail to try to recreate the dominance transmitted to them by their wicked sires. Though adept at fighting werewolves, the Fiends of the Wild West quickly learned that they either needed to have large entourages of loyalists. In a malicious attempt at survival, a few Tzimisce managed to integrate themselves in Native American communities as wicked spirits and creek devils. Steal a child, demand a sacrifice, the tricks of the Carpathians worked equally well on the Navajo, Apache, Zuni, Hopi in the south as the Wiyot, Hupa, Wailaki, and Klamath nations in the north. From White Ogres and *wuya* spirits of Hopi mythology, to the Bigfoot legends of the northern peoples, the Fiends who chose to cut ties with their masters manipulated their way to survival by hook or by crook, figuratively and literally. Some of those who went native reconnected with their Sabbat kin, and it is thought that some of the newly emerging Sabbat *ritae* was borrowed from Native American practices.

Never convinced that they could be beaten, Tzimisce walk the earth with a certain air of confidence. Like a gambler who knows he has a rich uncle, Fiends often have close ties to their bloodline. Between power hungry sires and ambitious brothers and sisters, they are rarely without allies. The journey West was the great exception. Many left the East with little hope of acceptance upon return should they repatriate empty-handed. For some, it was an expansion effort, the same as had been undertaken many times before. For others, it was a rite of passage. Whether routine or a duty, there wasn't a single Tzimisce who didn't consider it an opportunity to seize control of something, if only their own unlfe.

Overview

Travel is inherently complicated for Tzimisce. Trucking loads of dirt around the mountains of eastern Europe is normal the elders, but this makes extended travels a burden. Having a childer establish themselves in a faraway hinterland, with a basement full of fresh soil awaiting their



master's arrival, is superior to going it alone. If either fail to establish a haven safe enough for their sire, they more often fight to the death to find a new territory as their own than to make the trek back to their vengeful masters.

As travel with only scant handfuls of one's native soil is only for the foolish, Fiends' preferred method of travel is wagon train or boat. Such travel methods can be dangerous when traversing the Camarilla-controlled lands of the East Coast and Midwest. Numerous stops between Sabbat-friendly strongholds are common for Westward-bound fiends. As a result, some of those who failed to strike a claim of their own have taken to operating waystations on the frontier, often feeding on lone travelers.

Many Tzimisce appear normal enough. When not pushing the visions of demons to the side, they often go about quire respectable lives when compared to their kindred neighbors, and even compared to the kine in many places. Inn keepers, farm owners, business magnates, and even socialite Tzimisce walk among us. Others of those sent west were warped from Dominate and Vicissitude to the point that they're little more than drones, automatons responding only as their masters would wish. Dark twisted and constantly repaired, knuckles are to the boxer as the mind is to the Tzimisce. Counter to the understanding of most outsiders, Fiends rely on their ability to remain sane and composed. They expose themselves to the deepest of horrors in order to further their threshold of madness. When unbroken, they can seem like the most stable and companionable folks around. When enraptured by their Beasts, they are pure devils.

A small fraction of those headed to manifest destiny in the boomtowns and doomtowns, however, are from the established Sabbat packs in the eastern parts of Canada, where the Sabbat presence is strong. These younger leeches have a closer connection to the western mentality, and often consider a thousand acres of cattle grazing land the equivalent of mountainous castle in Transylvania. Considering the distinct lack

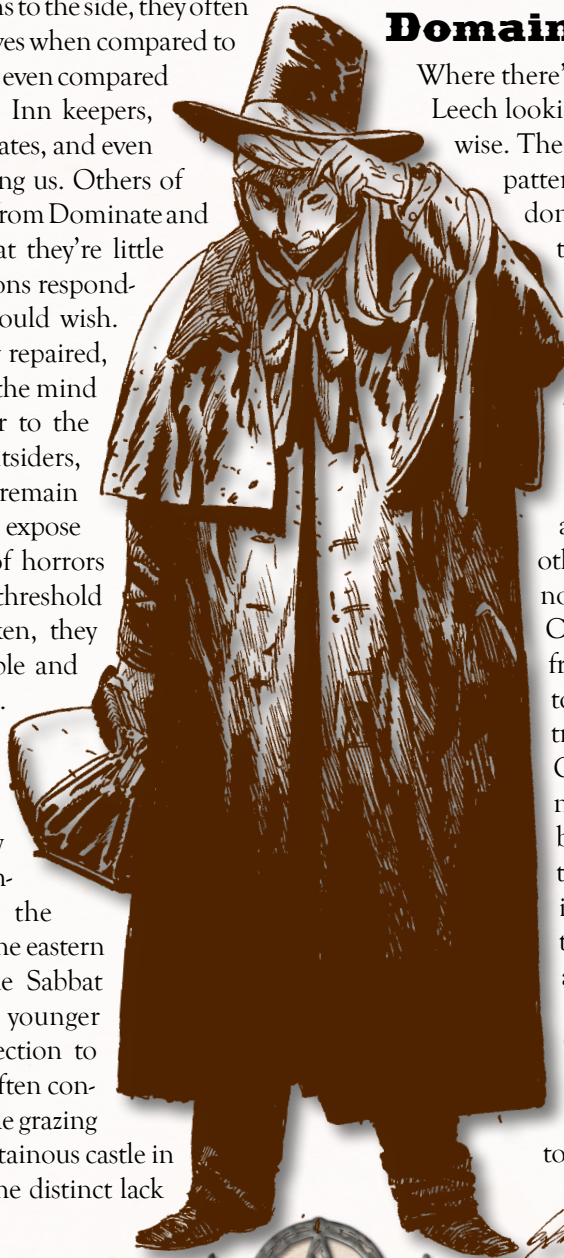
of castles on the frontier, those folks have it easier being undead in the West. They mainly head West with their packs in support of other existing Sabbat war parties, like those in California who fight alongside the Lasombra. For them, native soil is plentiful and friendly towns in which one can fester are common.

These younger Tzimisce are often higher generation and take after their Sabbat kin in habit. Forming raiding parties and trading in stolen cattle is the norm. Experimenting on cattle passes the time and helps perfect the art of the *Vozhd*, which may fiends contend is going to win the west faster than the Winchester. Mutilated cows often spook passing caravans, many correctly ascribing it to a demon.

Domain

Where there's kine willing to mine gold, there a Leech looking for a free ride, undead or otherwise. The Tzimisce have the same predatory pattern as any other parasite, but they don't have the inherent mobility of the Gangrel or even the Tremere, always drawn back to their home soil. As they slowly diffuse from Europe, they have tried harder in some places than others to set down roots. When Denver became a boomtown, Tzimisce found themselves exploring the surrounding areas, prospecting just the same as others. Although their prize was red, not yellow. When gold was struck in Cripple Creek, established Fiends from Denver were able to send childer to colonize the area before the Ventrue could gain a proper foothold. Grandiose aspirations of creating a new Transylvania stirred until the boomtown's economy crashed. It is thought that disgruntled fiends live in the remote Rocky Mountains to this day, often warring with Lupine and Gangrel for over domain.

Similar story unfolded in the Trinity Alps of Northern California. When gold was found in the Sierra Nevadas, it supplied enough wealth to build numerous gold towns. Established Fiends from New York



City who sent their denizens to San Francisco early and had little problem integrating with the Lasombra in the surrounding ranching communities. By 1851, when the Keepers and the Fiends were expelled from San Francisco, Tzimisce strongholds in the eternal northern California Redwood forests were already thriving. Weaverville remains a town controlled by Fiends and their timber baron ghouls.

As they are rare, it's not often the domain of two Tzimisce cross. When they do, they are not kind to one another. Only the fiends of Northern California have been known to interact without open war. Some suspect they are all related, either by a common goal or by a single nefarious sire. As Sabbat in the West, however, they rarely seen as pack troublemakers. Most Tzimisce are independent, but those that belong to a Sabbat pack are usually among the most loyal to their sect.

Tzimisce havens in the West are, at best, wooden facsimiles of castles occupied by their elder in Europe. Characteristically opulent sprawling estates, the Victorian mansions of the frontier rival the gothic beauty of their stone counterparts across the Atlantic.

However, not all Fiends can afford such luxury. Still, even the monstrous Tzimisce who lives in the caves of red rock canyon has a display of well-polished skulls.

Interests

Power. The ability to decide the fate of others. Collectively and individually, the drive for power draws Fiends West. Gold mines, dry goods chains, cattle empires, the routes are as varied as those they wish to control. As a result, Tzimisce hunting grounds are extremely restrictive, as control of the herd is the most visible and immediate demonstration of the power they crave. Rare are Fiends who share.

Loyalty to their sire is greater than the will to live for many Tzimisce, whether or not strengthened by the Vaulderie. The horror of life has for many replaced the joys of living. Those locked into the pack life of a Sabbat are the same: alliances are all they have. For those with a shred of a soul left to lose, independence from the sects and even their own sires is preferable. The neonates of the latter type are sometimes the most dangerous encounter in the wild west, because they truly have nothing to lose.



"WE'LL FIGHT, AND THEY'LL DIE. OR WE'LL FIGHT, AND WE'LL DIE. EITHER WAY, SOME LEECHES GONNA DIE. I WAS BORN HERE, AND I WILL DIE HERE."

—RAUL "BLANCO" ACHOA-AYON, LASOMBRA DESPERADO

The Independents

Assamites of the West are rare. Some come individually to satisfy contracts. Others seek the mythical El Dorado, which they believe to be Third Enoch.

With no official organization in the Camarilla, the *Caitiff* of the Wild West have it little better on the frontier than they do in the big cites. But the emerging clanless posse led by Joseph Pander appears to be congealing into a clan, and they have their sights set on Sabbat recognition.

The *Giovanni* have found their place in the West: they use their ties to the Catholic Church to interface between the Lasombra and the Camarilla, thus enjoy-

ing the leeway they need put down roots deep into the sandy soils of places like Las Vegas, Nevada.

From traveling medicine shows to gambling halls, *Ravnos* find their vices in the West more easily than other clans. Perpetually on the move, very few Kindred learn of a *Ravnos* scheme before it's too late.

Corruption dominates the West and, much to the delight of the *The Followers of Set*, the locals keep it that way. The poison touch of the *Setites* goes almost unnoticed among the daily din of public hangings, snake oil salesmen, and corrupt officials. Numerous powerful *Serpents* have relocated to places like San Francisco and Skagway due to the Gold Rush.



ASSAMITE

The Assamites are a clan divided. Still laboring under the weight of the Blood Curse, many Assamites fight on the side of the Sabbat; which promises them vengeance against the hated Tremere. The rest of the clan remains in Alamut, their heavily guarded mountain fortress in the Middle East. But that does not mean the West is free of the Childer of Haqim. Many come here, pursuing individual as well as clan goals. By and large, the other clans remain none the wiser, content to believe the Assamites have little business here. Sabbat Assamites come with their packs, looking to do murder and spread the word of Caine. Some of them seek out Calafia, believing her to be an ancient member of their clan residing in California since before the Spanish Conquest. Legends speak of an ancient Assamite sorceress with power beyond measure, who could burn whole armies in the field. Surely one such as this, they believe, has the power to lift the Blood Curse.

Others make the journey under cover, as infiltrators and assassins. Many a blood-hunted wrongdoer from the Camarilla cities of New England



has fled West, hoping to escape what passes for justice among the Kindred. Some Princes are content to let such miscreants flee, glad to see them leave their cities in peace. Others, more vengeance-minded, seek out the Assamites for contract.

These infiltrators come West, pursuing their prey and destabilizing the other sects when they can.

A small cadre of viziers has arrived pursuing rumor and legend. They have heard that some ancient Kindred dwell here, elders who must have arrived centuries (if not full millennia) ahead of mortal Europeans.

This is a wonder and a mystery to them, and they seek to unravel it. Some of them work with their Sabbat brethren, more or less willingly, in an attempt to track down the legend of Calafia. Others pursue entirely different avenues of research, seeking out Kindred among the indigenous peoples. The rumors of a Third Enoch remain alive among this clan, and these few brave viziers are determined to find it – or, if they have to, found it.

Overview

The majority of Assamites in the West are of the Sabbat, who travel and operate with their packs. They serve the will of the Sword of Caine, happy to put their unique skills to use on behalf of the Sabbat to do murder and wreak havoc on their enemies.

Many of the other Assamites who come West are independent, whose primary motivations generally fall along two main lines. One group consists of lone operators who have been hired to find and destroy wayward Kindred; those attempting to flee blood hunts, vengeful sires, or other enemies. The second are researchers, hoping to unlock the secret of Calafia.

By and large, non-Sabbat Assamites do not operate openly. They assume the guise of other clans, masquerading as Brujah or even Caitiff.

Domain

The Assamites have little domain to speak of. Those of the Sabbat tend to share their territory in concert with their pack.

Assassins, who come to the west seeking a single target, usually don't claim domain. However, more than a few have become infiltrators. After learning a few tricks from an Anarch or Autarkis, they pose as Toreador, Ventrue, or Brujah. No one is checking identities in the Wild West, and many Princes accept these Kindred into their cities, believing their cover identities. Some Assamites have achieved great success using this method and enjoy some level of personal domain under their cover identities. Of course, should they ever be exposed, they will lose this and will be forced to flee back to Alamut.

The viziers looking for Third Enoch are a different story, however. Though ostensibly nomadic, they wish eventually to settle down. Legends of El Dorado, the Golden City with its own Fountain of Youth, have morphed into a peculiar Kindred legend. They comb the West looking for hints this city could have exist-

ed. Currently, they focus their search in New Mexico, in the abandoned villages of the Pueblo people. This long-vanished civilization carved their homes into the living rock, building a city halfway up and into the red-rock cliffs. Whether disease, famine, or war took these people, no one knows. But the Assamites circle around such a peculiar city structure, convinced this place must be some lost key to the Third Enoch. A few of the young-

er and more ambitious among them have decided that the Third Enoch is a myth – but must not always remain so.

Interests

As a clan, the Assamites have few interests in the West. An individual child of Haqim pursues her own goals for her own reasons. They come together for mutual support, but Alamut is otherwise indifferent to the goings-on in the West. Should the viziers uncover true information about Calafia or Alamut, however, their attitude will quickly change.



“...”

—UNKNOWN ASSAMITE

CAITIFF

Since prehistory, Kindred have whispered rumors of the End Times, Gehenna, and of the harbingers of this apocalypse. The Thin-Blooded. Those clanless half-breeds who shall only bring woe and destruction to Kindred society. Ever since their emergence in the Dark Ages, the Clanless were suspecting of being progenitors of the Thin-Blooded. They have been prosecuted accordingly ever since the connection was made. Whether because they were abandoned by their sires, or by some mystical twist of fate, these Leeches are of their own stock. They have endured hundreds of years as wanderers and miscreants, lacking any formal representation in vampiric society. The unlife of a Caitiff is full of suffering and servitude at the hands of their undead kin.

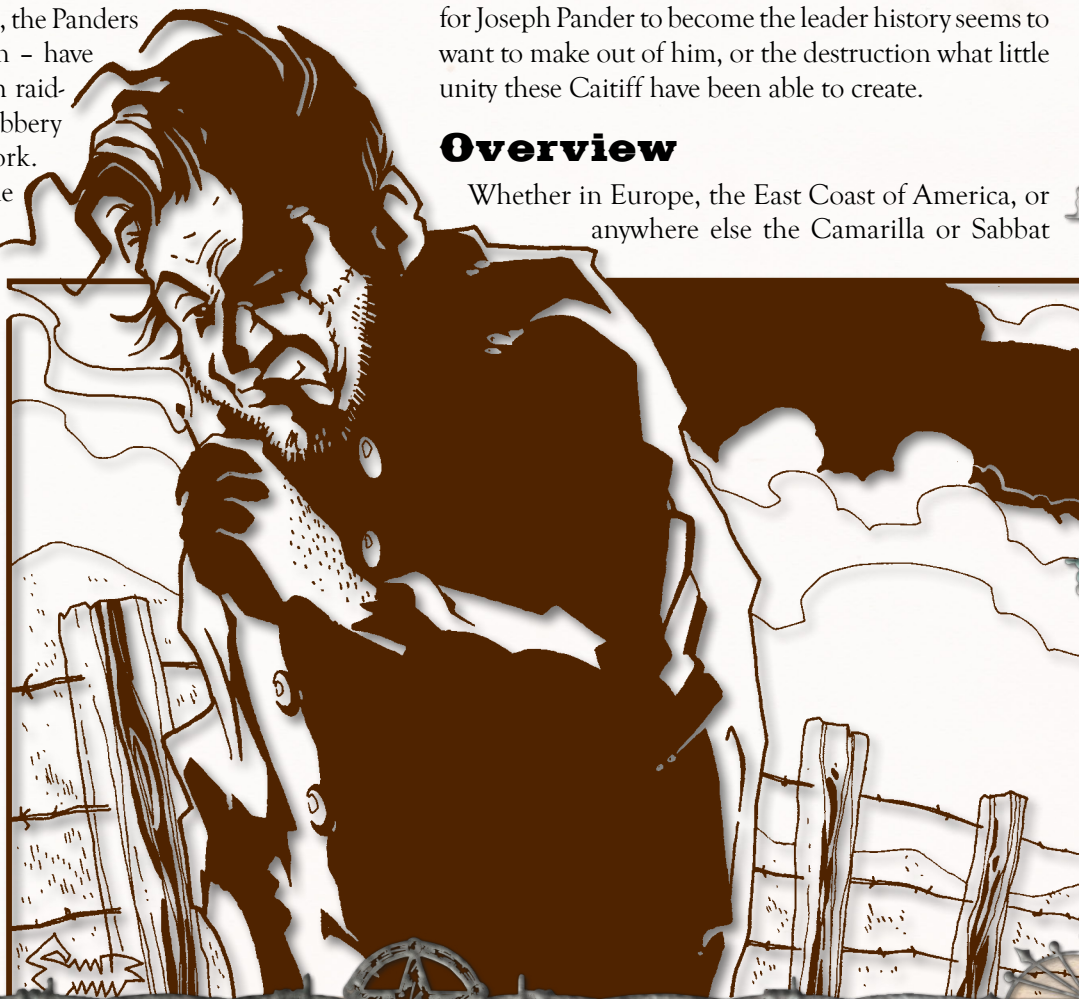
All of that has started to change by the 1880s. A Caitiff by the name of Joseph Pander has been operating a growing and feared Cainite gang, The Pander Posse. Found mainly in Indian Territories, the Panders – as they are known – have started moving from raiding to organized robbery and mercenary work. They have gained the attention of Camarilla Princes in the West as troublesome pests and potential future troublemakers. It is assumed by many that they are in league with the burgeoning Anarch Movement. Some fear that they may soon join the Sabbat, but such is considered unlikely. As its current size, a few dozen, the Pander Posse may be dangerous in person, but they don't represent a political force. Yet.

The Caitiff as a whole are difficult to generalize. Some of the only connective tissue between them are traits that lead to antisocial behavior, like being labeled a pariah. However, in the West, they have found a niche: crime. Kine involved in criminal gangs are not only plentiful but mostly operate at night and the sort who would not object to being in cahoots with the Kindred.

Although very few Caitiff have currently heard of Joseph Pander, those who have flock to him like Forty-Niners to California. The feeling amongst those in his posse is overwhelmingly positive: they will earn a position of some type in Kindred society, whether it's as foot soldiers in the Anarch Movement, another sect, or simply as a group large enough to declare independence. However, those in the Posse with foresight realize that the group has already reached critical mass and will eventually have to splinter. That splintering will be an opportunity for Joseph Pander to become the leader history seems to want to make out of him, or the destruction what little unity these Caitiff have been able to create.

Overview

Whether in Europe, the East Coast of America, or anywhere else the Camarilla or Sabbat



rule, escaping tyranny and a decrepit social order is what the Caitiff have been doing since the first orphan vampire. Going West was a natural calling for many. Would you rather serve in Heaven or reign in Hell? And being a bootlicker in East wasn't exactly Heaven. No one knows how many Unbound hit the dusty trail with the 49ers, but by the 1880s they are more numerous in the American West than anywhere else on Earth. For some, like Joseph Pander and the Pander Posse, the lost finally are found.

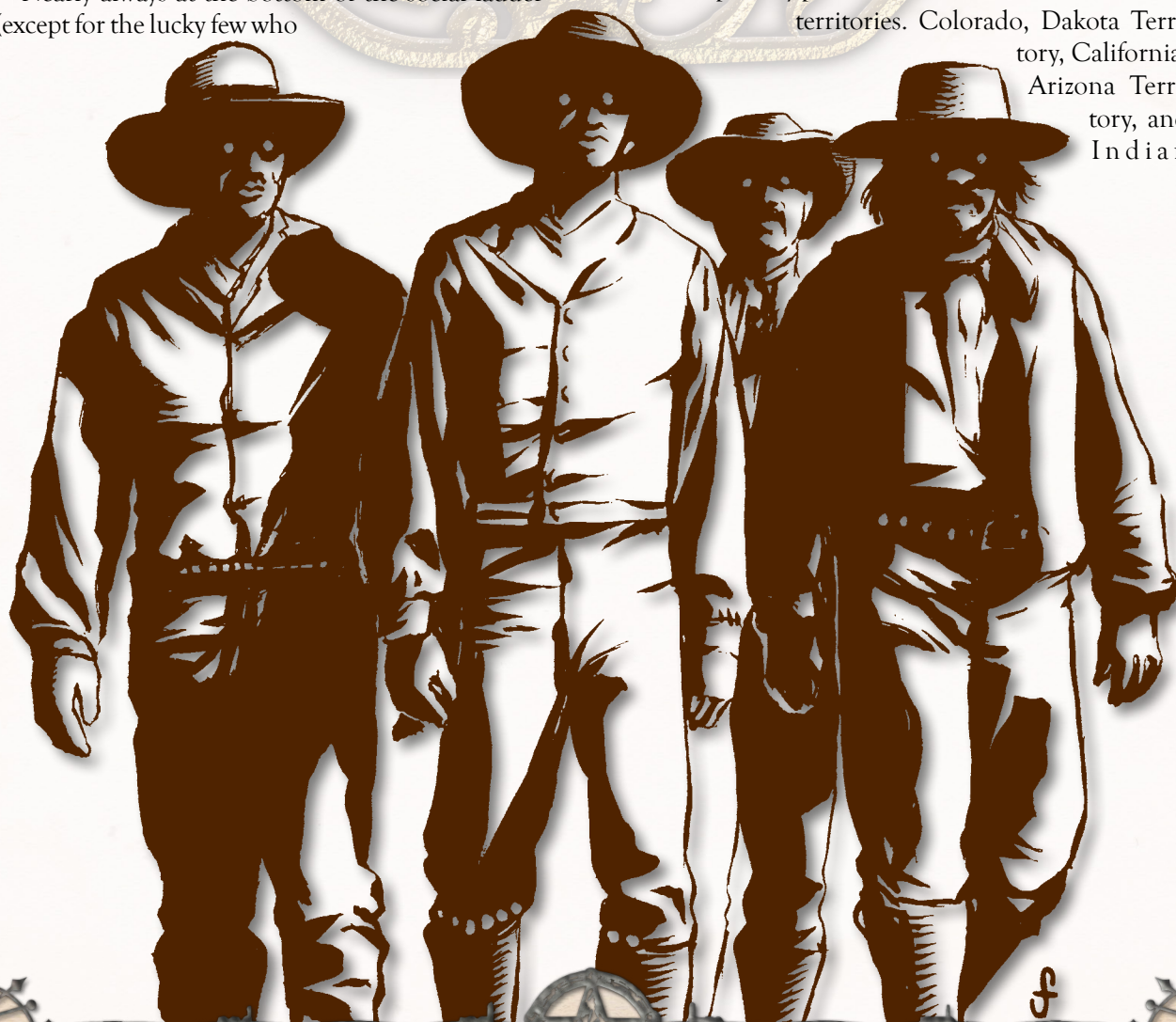
As a group, the Caitiff don't align strictly with one sect or the other. Numerous independent or Autarkis Caitiff wander the West. Often Embraced and abandoned, the Unbound are forced to extremes beyond the other clans to ensure survival, and often it ain't pretty. Most develop a penchant for shoot-first-and-ask-questions-later and carry a massive chip on their shoulder. Survivors, Loners, Deviants... the heart of a Caitiff is iron and ice.

Nearly always at the bottom of the social ladder (except for the lucky few who

win themselves a place in Pander's Posse), the Caitiff rarely live high on the hog. From menial tasks like scouting to the humiliating and dangerous, the Caitiffs are often used like cannon fodder in the Eternal Struggle by their elders; and, in the Sabbat, by their pack. Not surprisingly, such abuse tends to make Caitiff aggressive and short-tempered, and, at worst, short-sighted. Some are beaten into submission and spend like unholy existence as sycophants to one master or the other, still other rebel against the autocratic systems of the vampiric sects. If there is one generalization to be made about the Unbound, it's that they can't be generalized. Even their clanless disposition is being challenged, by The Panders.

Domain

In most cases, Caitiff stick close to their pack or coterie. Very rarely do they travel alone in cities. It's safe to assume they spread over the land like varmints but are especially prevalent in the boomtowns and the territories. Colorado, Dakota Territory, California, Arizona Territory, and Indian



Territories are especially riddled with Clanless. However, very few Caitiff have a domain that they control and their domains drift like the buffalo herd. Most Clanless are too far removed from Caine to hold off Kindred invaders much less lupines and the other denizens of Savage West nights.

As they are Clanless, so too are they without organization. Other than The Panders, no Caitiff groups are known to exist. Some have chosen to flock together, but none have made themselves known. As such, they have little to no representation within their sects and whatever domain one might own is often easily taken away. Caitiff sometime Embrace others, continuing their curse, but most of them are orphaned by another clan, or an anomalous child rejected by her sire. As such, Caitiff broods powerful enough to maintain a domain are as rare as ball lightning.

Most Caitiff live a subservient life, living on the dime of other Kindred who use them like tools or slaves. At best, they share a room in a manor with their coterie, but lesser accommodations are far more common. Caitiff who don't have a coterie, if they survive, often dwell in the uninhabitable regions of the Badlands, the Sierra Nevadas, or the Salt Deserts, feeding on any wayward caravan misguided enough to stumble into their Domain. Hunting grounds are usually shared

with the pack or coterie, or with the rest of the city in the case the areas have been tamed by a Prince.

The Panders, once, again, are cut from a different cloth than their cousins. They live semi-nomadic un-lives; raiding caravans, camps, mines, and even small towns, sometimes staying and stealing in one place long enough to decorate their cave, tent, or captured homestead lavishly. Only Pander's Posse has the strength to maintain a domain for any length of time.



Interests

Survival has always been paramount to the Caitiff. But, for many, whether abused or no, they desire community, one way or another. A small but growing minority think that it is possible the boomtowns will eventually grow into a haven for all Childer of Caine, clanless or otherwise.

Caitiff have never had any coherent order, and so there's little in the form of official news for the Unbound. Anarch meetings are the rare exception, and it's there that many hear of Joseph Pander. Those who haven't heard of him think the same thing a millennium or two of clanless have: that they are the damned of the damned. Those that have heard of him have hope. Those that have joined him look as if they have truly manifested destiny.

"I don't see how you're gonna try to sell us that East Coast horse pucky, stranger. This is Unbound hunting ground. You're gonna respect that or we'll learn you some. Ain't no princes out here in the Territories."

—Joseph Pander, Caitiff Figurehead & Posse Leader

Giovanni

The arrival of the Giovanni in the New World is worrisome to the Camarilla. Having only recently passed their fourth century as a fully-fledged clan, Augustus' crime of patricide is still known to European Elders. Their insular – some say incestuous – focus provides ample ammunition for their detractors. Throughout mainland Europe and the British Empire, the Necromancers are universally reviled. Their neutrality is less political acumen than a type of mandated ostracism that provides the Camarilla especially with the means to keep the Family at arms' length whilst simultaneously allowing the Ivory Tower to spy into the Venetians affairs or negotiate clandestine contracts of convenience.

The Giovanni are content for the most part with the freedom this arrangement provides, although this is sorely tested in some circumstances. The assertion of Camarilla membership over all Kindred is recognized as a tool of control, and for the Giovanni, this recognition is a balance between the protections of the Ivory Tower versus the need to conform to the behavioral norms of the Sect.

Unity? Solidarity? Purpose? The Giovanni mastered the outward appearance of these traits as mortals, and those who test the Clan will find their efforts turned against them. Family may be the root of almost any slander against the Giovanni, but no other clan boasts the connections, security, backing, or the support to which even an Ancilla may lay claim. Clan loyalty is to be cultivated

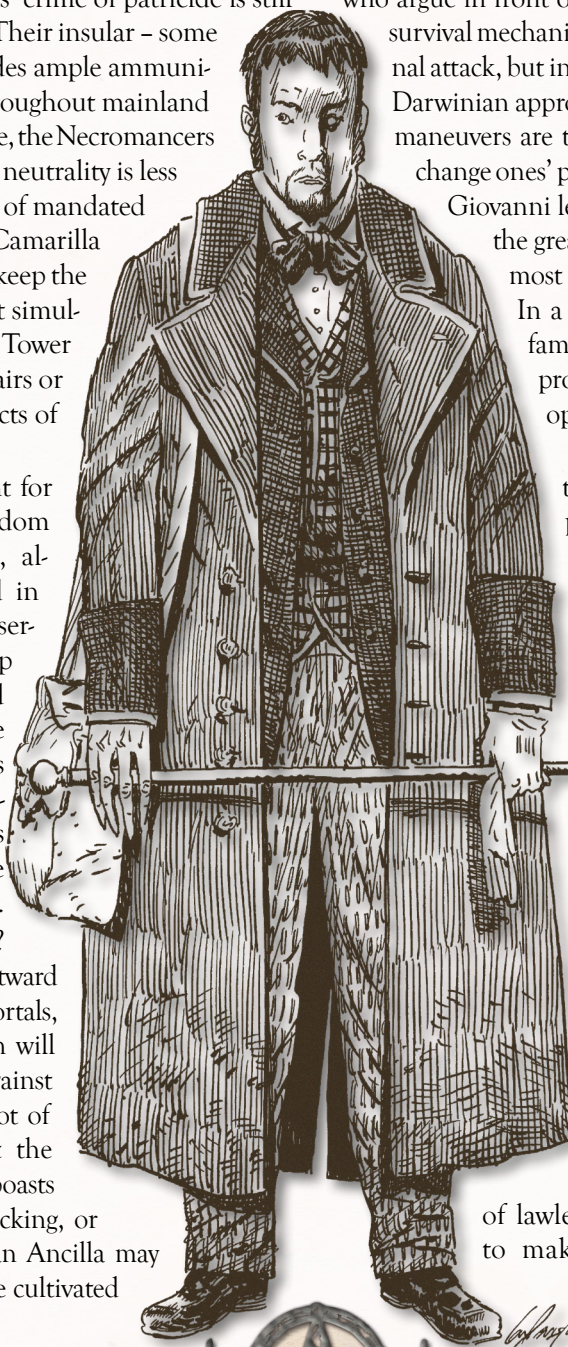
and repaid in kind; to those that much is given, much is expected. However, the outward appearance is exactly that. One of the immutable rules of the Venetians is the appearance of solidarity and there are reprisals for those who argue in front of outsiders. The mask of unity is a survival mechanism that defends the Clan from external attack, but inside Giovanni strongholds there is a Darwinian approach to power. Intra-family political maneuvers are the norm, all designed to positively change ones' place in a strict hierarchy of monsters.

Giovanni learn from an early age that family is the greatest source of strength, but also the most likely origin of betrayal and death.

In a Clan built on necromantic power, familicide is a particularly terrifying prospect as death represents another opportunity for servitude.

Business acumen cultivated in the clan's early nights provides a power base in Venice; and a sense of entrepreneurialism backed by old money as the Necromancers venture into the frontier. Powers of the dead, coupled with a thirst for power and wealth, allows the

Giovanni to glide into advantageous positions – whether infiltrating the Church, financing gold-mining operations in California, tracking down bounties on mortal or Cainite targets, or ingratiating their agenda into a Governor's re-election. Italy may be their uncontested dominion, but the rest of Europe has been wrung of opportunity and the risks of direct confrontation are too great. America, it turns out, has just the right combination of lawlessness, greed, and licentiousness to make even the most cold-blooded Giovanni smile.



Overview

From their beginnings as an influential mercantile family to seizing the power of undeath, the Giovanni have exercised influence across Italy, and especially Venice. Unlike many clans, there are persistent rumours that elders still commune with the clan founder, who remains an alert (if not demanding and vengeful) patriarch. Those Giovanni joining immigrants arriving from Italy have been swift to congregate in larger cities such as San Francisco, intent on ensnaring nascent business and endeavour in a web of debt and reciprocation. It is said that the Giovanni already control railroad interests, sponsor newspapers, speculate on gold, and invest in transportation companies. And all with a simple aim: power.

The importance of legitimate business cannot be overstated, for without a robust veneer of legitimacy, how can one indulge in the necessary evils of society? For every Giovanni-controlled share in a railroad company or respectable newspaper publisher, there are double shares in houses of ill repute, human trafficking, blackmail operations, and protection rackets. Anyone dealing with the Giovanni is introduced to a civilized, gentlemanly clan with impeccable decorum and a host of "cousins" (all of whom can help you, too). Their formal attire marks their members as powerful elite and their professional manners are beyond reproach.

Those who cross the Giovanni are gifted with a rare – albeit short – vision of the true depth of depravity, intrigue, and brutality lying beneath the tailored couture and polished etiquette. For these poor souls, the full force of undead strength is brought to bear first through leg-breakers and collection agents, the ruthless domination of will exercised in tandem with incriminating evidence; and, finally, the terror of unending servitude.

The flexibility of Caine's gift is such that Giovanni can be found in underground saloons, legitimate businesses, and the seedy parts of every town. The cultural diversity of American immigration during this period is unprecedented, and with it comes intolerance, imposition of cultural homogeneity, and fear. The Giovanni are no strangers to these sentiments, although their cultural background places the Family at an advantage.

Domain

When the Giovanni settle a region, great care is taken to create some semblance of home. In future years, these locations will be known as "Little Italy's," founded on shared cultural pride and a need for the familiar. Giovanni residences reflect individual tastes and wealth, but are



always based in deep appreciation of architecture, furnishings, and atmosphere that would make their Elders proud. Even the dankest saloon or most austere funeral parlour contains some touch that the discerning observer will note as the influence of Giovanni aesthetics. Havens are generally attached to places of business, but always contain sturdy, sunless rooms, a quiet location for meeting cousins, and depending on individual pursuits, a necromantic laboratory.

This time represents an age of discovery for those who extend the frontiers of thanatology as the culture of general violence means that bodies (and the attendant spirits) are always in ready supply. Some Giovanni have become ardent wraith collectors, seeking as diverse a range of thralls as possible. By extending clan interests to more Dark Kingdoms, the Family's power grows. But so, too, do the chances of retribution from beyond the Shroud. The Venetians may yet find that claiming all of the dead as their domain is not only dangerously untenable, but deeply undesirable. Giovanni interests in the European Shadowlands have matured over centuries, slowly extending into the British Isles and to the north of the African continent. The latter proved especially challenging as cultural differences, belief systems, and new landscapes all forced the Giovanni to learn swiftly; the Americas are no different. The local Dark Kingdoms are relatively uncharted, and the diverse cultural beliefs from immigration mean the Giovanni are wary of Shadowland conspiracies to capture souls, too. The Dark Kingdom of Jade, for example, dispatches emissaries (especially along the railroads, where disease and accidental death are high) who will protect the interests of their Emperor with extreme measures – any Giovanni claiming these souls had best be prepared for conflict.

Interests

The Giovanni want to be part of America's future. Desperate Kindred are in near-continuous supply,

whether seeking shelter from an enemy, the cover-up of a careless feed, or even unaligned protection for their ventures. To the Giovanni it's all business, and the opportunity to serve the Family whilst learning enough secrets to keep said desperate vampire on a

short leash. The accumulation of wealth is also a family-wide obsession, fuelled by the belief that very few problems remain unsolved with enough money. Mastery of commerce is second only to mastery of the dead, and the Giovanni have been present at most major battles and will continue to fuel conflict (large- and small-scale) when it suits their interests and need for the Restless. A schism is emerging within Clan ranks concerning the spoils of war. A growing number

of Giovanni see battlefields as soul farms that simply require judicious use of necromancy for the crop to be harvested. Referred to as "Reapers" within their ranks (and "Vultures" from without), they haunt battlefields and can be seen in darkness picking over remains and lurking outside medical tents for the freshly deceased. Reapers have a reputation for looting, that they are able to defend – many soldiers travel with portable mementos that become Fetters in death, and these items make controlling wraiths far easier. Other, more established, or dignified, members of the Clan look down on the Vultures as thieves and scavengers, little better than the birds feeding from corpses. However, the Reapers' rapid accumulation of souls should also be cause for alarm within family ranks – as none are sure to what ends these resources will be bent. Reapers are also most likely to incur wrath from beyond the Shroud, and vengeful wraiths do not care to distinguish one Giovanni from another.

Necromancy requires constant experimentation to flourish and the greatest discoveries for the Clan will be in America, powered by the souls of those sacrificed, and harvested by, a thankful Clan.



*"Bring him back, dead or alive. I can work with either."
—Ludovico Disanob, Giovanni real estate tycoon*

RAVNOS

Tricksters, charlatan, ne'er-do-wells, and thieves are the unfortunate sobriquets assigned to the Ravnos – but only but those unable and unwilling to explore a deeper level of reality. Persecution and ignorance have long been the travelling companions of the Ravnos, who try to find strength in their neutrality. Alienation suits the Ravnos well, as it strips away extraneous obligations that distract from uncovering the truth of reality. To the Ravnos, the Camarilla and Sabbat are much like any mortal authority and its attendant constructs. Self-made prisons forged by alliances, duty, and the expectations of others have become such regular practice among the Kindred as to render themselves invisible. The journey to freedom can only begin when these concepts are exposed as burdensome weights and limiting chains. The New World represents this journey. Whilst the caging constructs of the Old World have dogged the steps of every settler, immigrant, and adventurer, America is nevertheless a country of infinite possibility.

While not a physical energy, a resonance in the land attracts the Ravnos like few other places. Gatherings of the Clan in remote locations have been observed with some consternation by other vampires. Those Ravnos who study the Caine-given gifts that warp reality

are excited by this new place. They theorise the Ravnos of Europe have become complacent, content to use Chimestry to beguile and cheat a population who desperately wants to believe in luck, magic, and second chances – conduits through which the Ravnos flourish.

America, by contrast is a different sort of energy. The old tricks still work here (and are the mainstay of success), but there is a chance for change. These same scholars and practitioners report a vibrancy buoyed by wonder, and a thirst to be immersed in the unknown that has refreshed humanity's staid mindset – and with it, perhaps, reinvigorated the Clan.

Overview

Like those with whom some of the European Ravnos share cultural heritage, the clan is accustomed to persecution, and nomadic existence predicated on the whims and prejudice of others. The exclusion and distrust propagated by most Kindred means that few bother to delve past the stereotypes, and engage meaningfully with the clan; instead treating them as convenient scapegoats and forcing them into a social status that allows even Caitiff to presume superiority.

Among the European Ravnos, a philosophy of dynamism is embraced by most of the Clan. This manifests as a desire to ensure that energy is never trapped in stasis, but instead allowed to flow freely and reform as opportunity and need dictate. It may be a seemingly esoteric belief, but ultimately the Ravnos believe that a static, unchanging reality is against the best interests of the universe, and that only through change is perspective,



innovation, and creativity allowed to flourish. This has not benefitted their empire building endeavours.

The American socio-political landscape – for all the claims of freedom and independence – is at risk of copying the established world powers. Might makes right as creatives are marginalized by aggressors who want a short road to power. The Ravnos are keen to understand different systems of societal organization, especially those that allow for distributed leadership and actively spurn established authority. They lurk behind communes and communities on the outskirts of town; they back emerging religious movements that spring up will wells in the West; they provide entertainment and wonder through travelling carnivals, circuses, and medicine shows, or even foster self-determination through Vigilance Committees that patched the holes left by governmental inadequacy. When viewed through this lens, the Clan's activities and current interest in America make sense. Acting in a manner antithetical to the local community standards is a purposeful act, designed to make others question the integrity of belief enshrined in law and custom. Unchanging law codifies thought. Under such strictures, certain actions and thoughts are labelled as taboo, effectively locking non-conformist ideology into a prison of static, unquestioned ignorance. The stories that reached European shores of the wildness of America, the uncivilised nature of some of its' people, and the seemingly irreverent abandonment of formal customs in the face of practicality has acted as a Siren's song to the Ravnos who scarce believe that such a country could exist.

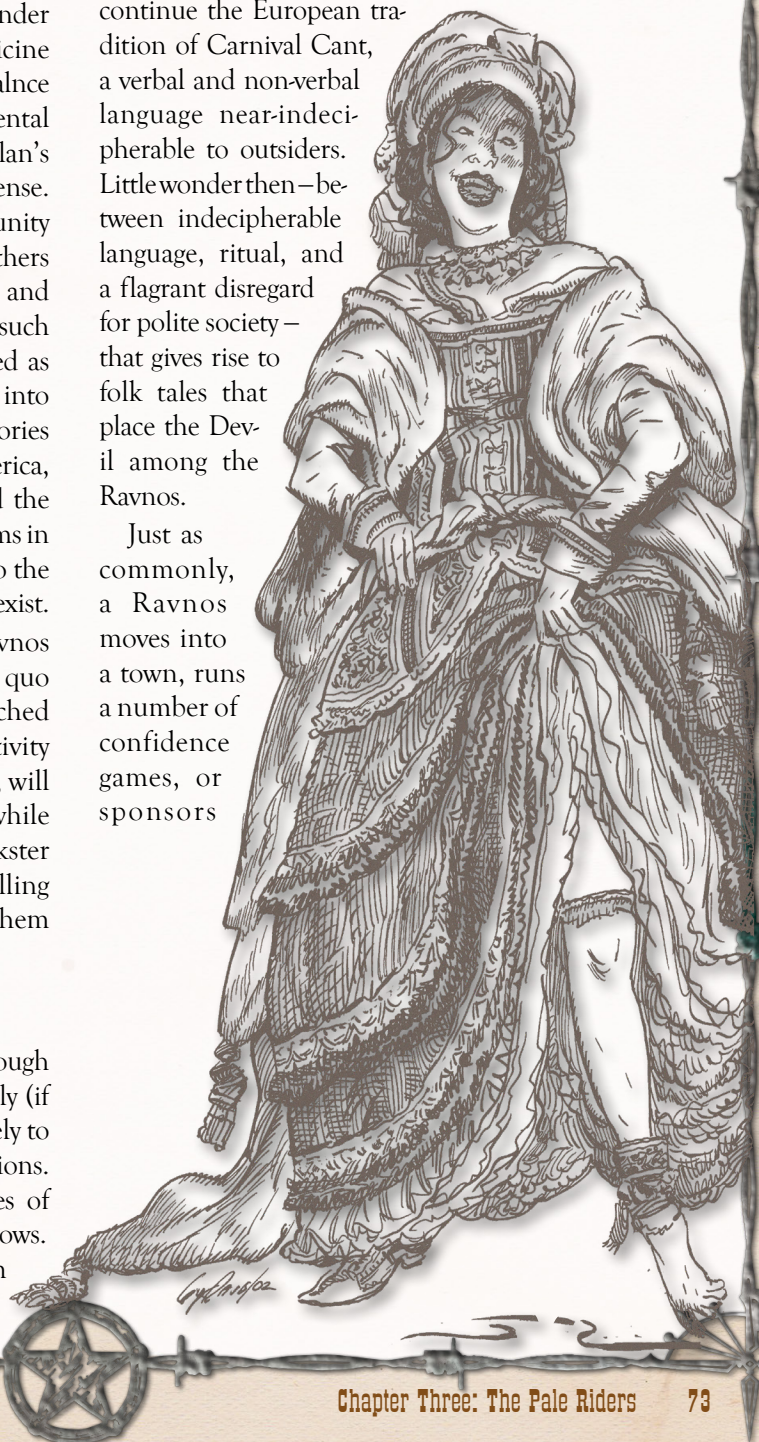
In this so-called 'land of opportunity,' the Ravnos actively seek opportunities to subvert the status quo and offer alternatives to the morass of entrenched power structures, inequity, and the dearth of creativity on a societal level. The Camarilla, wary as always, will usually only tolerate a single Ravnos for a short while (and coterie for much, much less), but these trickster Cainites have usually left town (with chaos as a calling card) long before the local Sheriff arrives to escort them beyond the Prince's Domain.

Domain

The Ravnos lay no claim to large Domains, although the notion of household is strong. A Ravnos rarely (if ever) tries to control an entire city, they're more likely to lair in a particular saloon or adopt travelling companions. There are many rumours about tight-knit coterie of Ravnos travelling with carnivals and other such shows. The mobility affords the Ravnos a level of freedom

(some may argue freedom from consequence), whilst the connections with "travellin' folk" provide endless capacity for speculation and creativity born from a suspicion of written law and power derived from documentation. The influence of these coterie upon the travelling communities usually manifests as a more egalitarian yet internally consistent set of norms, shared ownership principles (or even a commonwealth notion), and even traditions of internal justice. Campfire stories chillingly recount the bizarre ritual or carnival justice and the penalties "regular folk" can incur by falling afoul of these obscure laws. With some Ravnos encouragement, these nomadic groups continue the European tradition of Carnival Cant, a verbal and non-verbal language near-indecipherable to outsiders. Little wonder then – between indecipherable language, ritual, and a flagrant disregard for polite society – that gives rise to folk tales that place the Devil among the Ravnos.

Just as commonly, a Ravnos moves into a town, runs a number of confidence games, or sponsors



the sale of a miracle cure or snake oil, and leaves before anyone can bring her to justice. Stories circulate of Ravnos (and their ghouls) who successfully insinuate their way into the circles of the rich and powerful, only to make fools of the peerage and escape with priceless heirlooms and heirs. In the latter half of the 19th-century, Ravnos leverage the popularity of spiritualism and remove the fortunes of the gullible and powerful through judicious use of showmanship, an affinity for arcane language and careful application of Disciplines.

Interests

Kindred scholars have dismissed the Ravnos as grifters who will eventually die out either through foolishness ending in death; or that bad blood will be their end. This overtly rigid self-assurance is like a magnet to the Ravnos, who view escape from authority and lawful retribution (both Kindred and kine) as a challenge, not a warning. If any interest or passion unifies these wanderers, it is a craving for the

unknown. The antithesis of static order is the unrealised potential of opportunity and this energy can be found in abundance on the plains and uncharted territories of America. Stories abound of immigrants who 'strike

it rich' and change the inevitably of destiny associated with the Old World. The discovery of gold in California spreads these dreams like an infection, and kine begin to wonder how they would reshape the world (or at the very least their small portion of it) with the promise of wealth. Ravnos have been spotted on the gold fields and are just as likely to cheat a miner of their find as they are to quietly observe a hundred miners and show special patronage to one. This type of disruptive influence on the world, the Ravnos claim, is exactly the remedy for the sickness called 'progress'

that spreads across the continent, and given that no other Clan appears capable of halting this infection, the Ravnos are charged with a thankless task, against challenging odds, for Kindred who hate them to the core.



"YOU SEE YONDER RIDGE? YOU KNOW WHAT'S BEYOND? OF COURSE YOU DON'T! YOU FOCUS ON IGNORANCE AND PROFIT INSTEAD OF THE REALITY LURKING JUST OUTSIDE YOUR VISION."

—MIRREL SANTANJI, RAVNOS EXPLORER

followers of SET



The Serpents find the West thrilling, full of opportunities to serve their dark lord. Some have begun to view the land as a second Cairo. After all, Set is the god of many things; among them the south, deserts, and earthquakes. Their god speaks to them through the San Andreas fault, and thus many flock to California, eager to take advantage of the hunger for vice in growing cities there. Many infiltrate populations of the downtrodden, insinuating themselves wherever the flame of hope gutters.

However, with such independence, the risk of heresy is on the rise. Masquerading as prophets and preachers, the Setites take advantage of mortal yearning for stability in a hostile environment and rapidly changing world. A small town, isolated by miles of desert in Nevada, Arizona, or even Utah, might fall victim to the predations of a particularly charismatic Serpent. Should the Setite toe the line and keep to accepted doctrine, all is well and good. But cut off from the parent temples, some have begun giving the teachings of Set their own peculiar spin; especially the younger Setites who might never have visited one of the great temples in Ombos, Constantinople, or London. The infighting provoked by such behavior threatens to destabilize the many other gains made by the Followers of Set in the West.

And if that weren't challenge enough, rumors persist that a lost Setite bloodline, the Tlacique, may be experiencing a revival. Long thought to have all died a Final Death, they instead hid among the Californios and Native villages. Now, the pressures of white migration, along with the coming of the Ivory Tower and Sabbat, threaten this small bloodline.

Overview

The Followers of Set thrive in the West. Despite their personal feelings regarding spiritual freedom, the Setites aren't anarchists. Indeed, they rather enjoy strict societies that place a strong emphasis on morality. Every rule and ethic is a potential handhold to corrupt a target. The European Victorians have exported their restrictive values, and the Setites enjoy receiving the cast-offs from New England and the Midwest.

The Followers of Set encourage their new recruits to rebel against these values. Many of the brothels, opium dens, gambling halls, and even theaters are Setite fronts, where mortals are encouraged to partake in luxuries and comforts which the rest of society says are immoral. But the Setites go even further than that. The West became a haven for people struggling against

the strict gender roles and sexual standards found back East, and the Setites are only too willing to take advantage of those lost souls. Many a struggling gay man or transwoman find shelter and validation among the Serpents. Though welcome, this protection is far from altruistic, as such mortals are viewed simply as pawns in a cosmic chess game which the Setites play against the gods.

Some especially devout Setites have noticed how similar the Southwest is to Egypt, especially the Southern California region. They dream of building an infrastructure to rival that of the ancient, storied temples in the Mideast. Of course, they'll need the population base of those cities to justify the expansive structures they dream of. Thus, these devout Setites are highly in favor of Manifest Destiny, Chinese migration, and any other effort to bring large numbers of mortals to settle in the area.

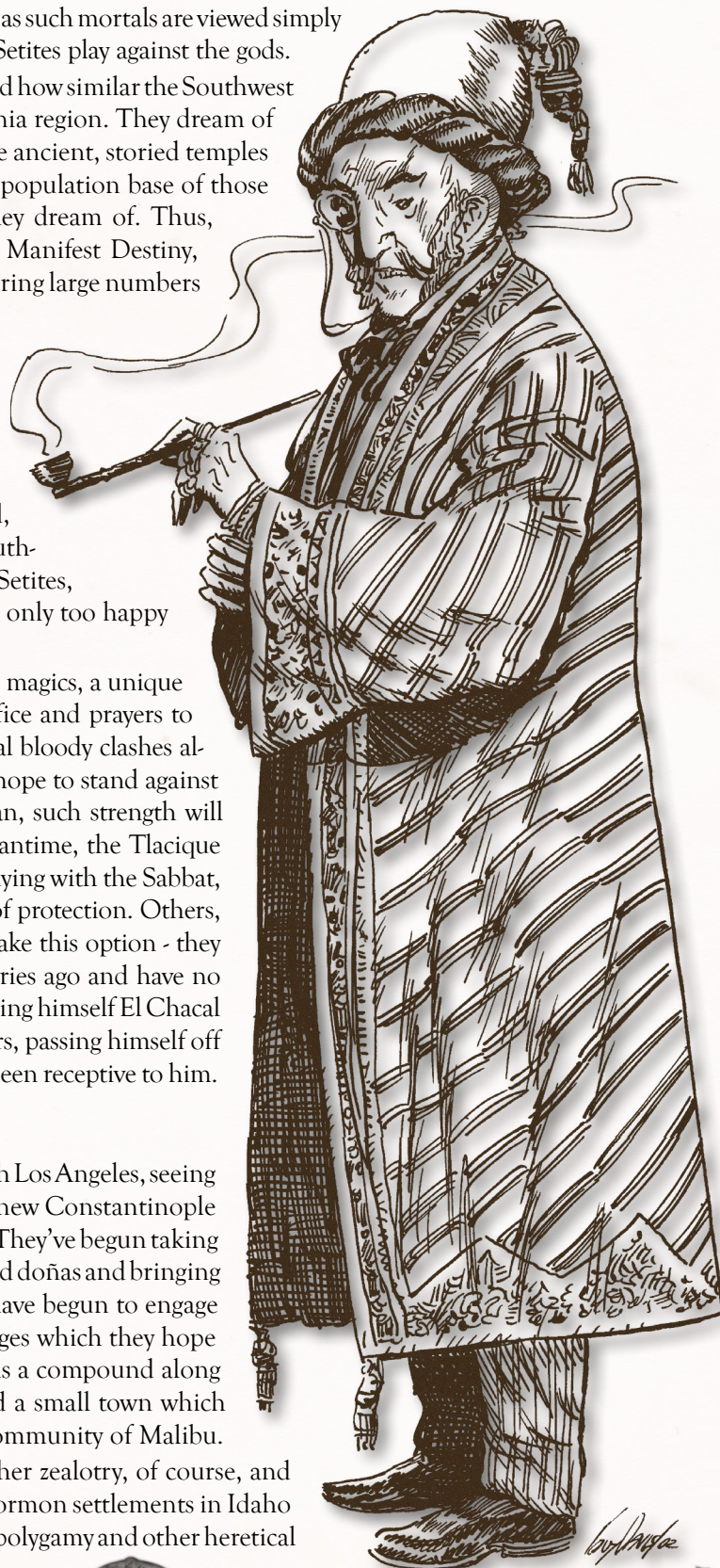
Such efforts bring them into conflict with several already established populations such as the Californios and the Native Americans, where coincidentally, a long-lost branch of the clan has been hiding. The Tlacique were long thought exterminated, but a small lineage has been found in Southern California and Arizona. The devout Setites, determined to sanctify this land for Set, are only too happy to bring war to the Tlacique.

But the Tlacique have their own powerful magics, a unique form of blood sorcery which relies on sacrifice and prayers to ancient Mexican gods. This has led to several bloody clashes already. Though the surviving Tlacique can't hope to stand against the combined might of the entire Setite clan, such strength will take time to amass and organize. In the meantime, the Tlacique plan their next move. A few are in favor of allying with the Sabbat, where they will at least have some measure of protection. Others, especially the elders, are more reluctant to take this option - they remember the Lasombra purges from centuries ago and have no wish to see history repeat itself. An ancilla calling himself El Chacal has made overtures to the local Sabbat powers, passing himself off as an autark Gangrel. The Sabbat has so far been receptive to him.

Domain

The Followers of Set have fallen in love with Los Angeles, seeing in this land the potential for it to become a new Constantinople or Cairo; one under their complete control. They've begun taking over some of the ranches, corrupting dons and doñas and bringing whole families under their control. Some have begun to engage in land speculation, buying up empty acreages which they hope will one day have value. A current favorite is a compound along the sea, overlooking the Pacific Ocean, and a small town which will one day grow into the wealthy beach community of Malibu.

Zealotry always combines poorly with other zealotry, of course, and thus the Followers of Set avoid Utah and Mormon settlements in Idaho and Arizona. Though they're amused by the polygamy and other heretical



beliefs of the Mormons, their deep faith makes them a tough nut to crack for the Corruptors. Though an individual Setite or two might find success in bringing a satellite settlement under their control, as a whole they avoid the larger cities of Salt Lake City, Provo, and even parts of San Diego.



The Setites thrive in San Francisco and other boom towns where many single men work hard and want to play equally hard. They operate all manner of businesses catering to these customers, who finance their larger ambitions. So far, the Setites resist as much as possible the incursions of vampire sects into these places. The Setites of Los Angeles court the Anarchs, figuring that these rabble are the least-worst option if they can't hold onto the territory themselves.

Among the clans, the Setites are among the most likely to assume control of a small, isolated town. They rule these territories with an iron fist (albeit one frequently disguised by a velvet glove). Clan elders worry these towns may fall into heresy but have little recourse to stopping such (or even finding it).

Interests

The main clan interest lays in Los Angeles, and in the dream of a new, glorious temple to Set. Driven

forward by a few passionate Setites, the rest of the clan is nominally supportive of this idea and do what they

can to advance it to a greater or lesser degree. Many Setites across the West send tithes of blood, boons, and other valuables to the Followers in Southern California. Even if a Setite cannot directly tithe,

she does what she can to encourage population growth.

The Warrior caste is primarily concerned with the Tlacique. Some argue they should be given a chance to return to the parent clan and share whatever secrets they have accrued during their time away. Certainly, Tlacique magic is quite intriguing to the clan's magicians. But others argue that the Tlacique will never share such secrets (these Setites are likely correct) and the Tlacique must be purged. Even if purge is the choice taken, the Setites must make war carefully.

Individually, many Setites profit quite a lot from the business of vice. They appreciate the many opportunities for corruption which Victorian values give them, and gleefully exploit the insecurities and self-loathing of their targets for failing to meet these impossible standards of beauty and behavior. Overall, however, the clan has one desire held in common: keep the West independent, and free from the control of the Camarilla, the Sabbat, or any other sect.

"It don't matter that the claim is bunk. They're none the wiser. Just sign here and keep your mouth shut. I'll do the talking..."

—Moshe Feder, Setite Geologist

BUFFALO BILL'S

(COL. W. F. CODY.)

WILD WEST

AND
CONGRESS
OF
ROUGH
RIDERS
OF THE
WORLD.

COL. W. F. CODY
"BUFFALO BILL"

HISTORICAL SKETCHES
AND PROGRAMME.

PRICE 10 CENTS.



Chapter Four: Building Character

"Fast is fine, but accuracy is everything. You have to learn to take your time in a hurry."
—Wyatt Earp



From presenting new, exciting roles to rehashing old tropes, this chapter will function as the toolkit for players to create Vampire gunslingers, undead cattle rustlers, lifeless drifters, and more.

Adjusted Abilities

Most of the abilities from the core **Vampire** rule book can be used without any modification, but some will need a little axle grease to roll like a wagon train in the Savage West. Some have a unique application in the 19th Century, like Smithwork, and others, like Survival, simply deserve some recontextualization.

Adjusted Talents

Talents are those things that come naturally and don't require an instructor. These are the most common Abilities people know. Many are familiar to players of Vampire and don't require additional information. For example, Expression takes the form of anything

from Cowboy Yoddlng to modern music of the era like Beethoven, and Streetwise still directly reflects one's ability to gauge safety in dicey situations.

Survival

From map reading to knowing where to set up camp to finding sweetwater, survival skills are both necessary and common in the Savage West. Only the "city folks" don't know these skills out West. Sometimes not knowing them will make you a pariah, even if they are only halfway useful to Kindred in unlife.

- You can read a map.
- You know where to make camp, even when you are new to an area.
- If there's water, you can find it.
- If the water is spoiled, you know how to make it drinkable.
- You can make everything you need from the Buffalo.

Adjusted Skills

Skills are the type of Abilities that often require years of practice but can be self-taught. They are less common than Talents, but still extremely common in society. There will be class difference, where the upper class tends to have more of them, but the stratification is muted in the West, where many have sold everything they own simply to travel there. Common Skills in the west include Firearms, Ride, and Smithwork.

Archery

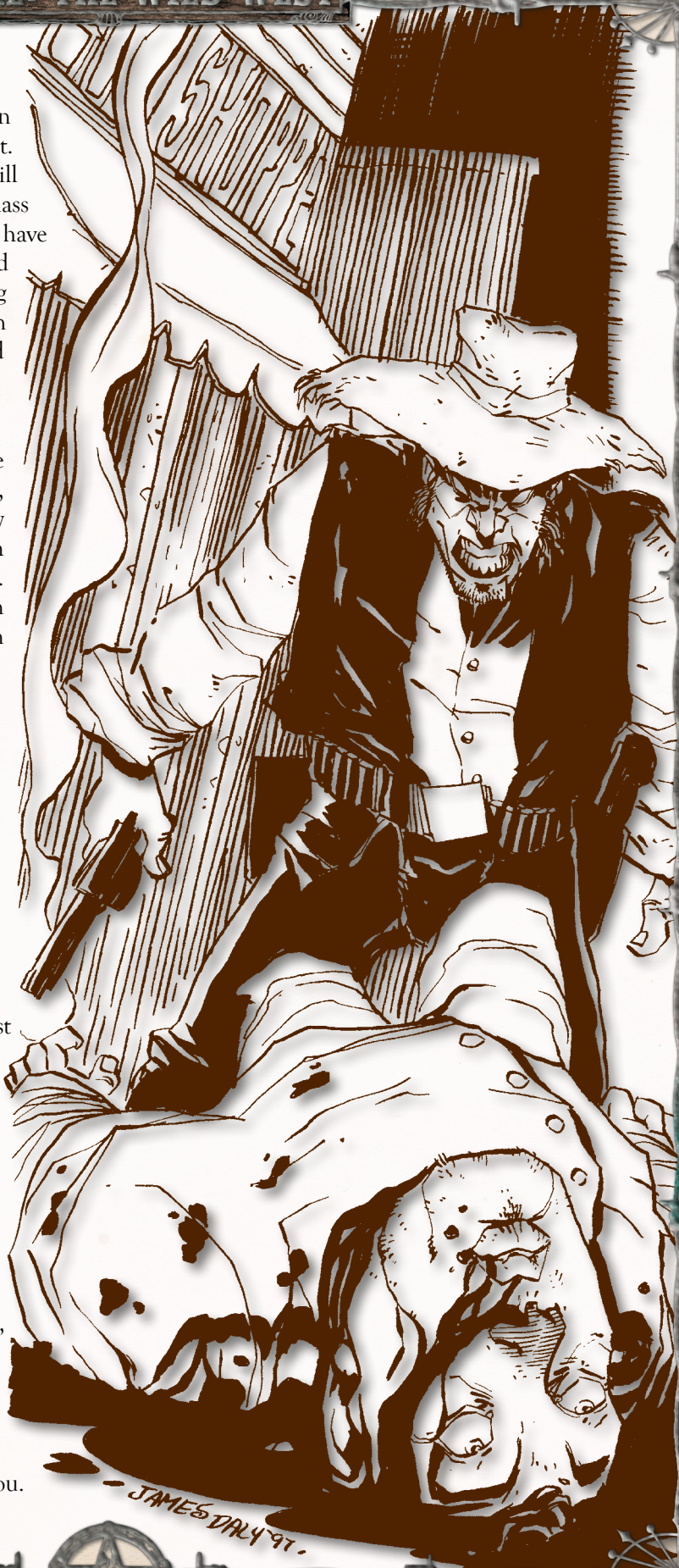
Whether released by the hand of a Native American Warriors or a professional hunter, Arrows are as deadly as a bullet when sent by a proficient hand. You can find uses for them wherever you go, if you know how to use one. Although not a treasured skill by the European colonist, the skill has widespread adoption in the autochthonous communities.

- You can shoot an arrow without getting the feather lodged in your finger
- You have hunted with a bow
- You can shoot while riding a horse.
- You are known in your region for your deadly aim.
- Your dinner surrenders to you every night out of respect.

Firearms

You have been shooting all of your life, just like everyone else in the West, but unlike the others, you practice. Killers, convicts, soldiers, saloon owners... being handy with a gun is fairly common in the Savage West. Almost everyone in the boomtowns carry a gun, either in the pocket or openly on their hip, and even in the most civilized part of San Francisco you will discover half the gentlemen are armed to the teeth, despite their \$100 suits.

- You've shot a few bottles in your life,
- You were trained by the North.
- You were trained by the South.
- Sometimes you sight in your rifle for shooting across the canyon.
- Annie Oakley is not afraid to love you.



Ride

Without the ken to ride, folks are stuck walking or waiting for a coach. Those able to ride have not only a certain degree of freedom (and wealth, if they own a horse), but the ability to earn a daily wage in a number of professions. The Ride skill refers to one's ability to stay in the saddle and direct the beast. Generally, it only covers animals that have been 'broken in' and are less ornery than their wild counterparts; riding a horse is one thing, riding a brumby is another. Ride •• is required to shoot from the saddle of a moving horse without penalty.

- You rode a trained horse at the State Fair once and managed to stay on.
- You've had some training and can ride comfortably for extended periods without feeling too stiff.
- Your job or lifestyle requires riding skills and you do okay. Characters with this level could be entry-level Pony Express riders, join a Sheriff's posse, or become a cavalry soldier.
- You can cover almost any types of ground three ways from Sunday and pull off stunts

that amaze most folks. Trick riders, professional cowboys and vaqueros, travelling judges, and expert criminals might operate at this level (think robbing a train from horseback.)

- *Heigh-ho Silver, away!* Your exploits are fodder for dime novels and pulp adventures. Leaping crevasses, riding on moving trains, or controlling two horses at once is the order of the day.

Smithwork

You learned your trade in the same way so many thousands did for millennia. From making a foundry to smelting the latest steel, you are an ironworker. You know how to turn red dirt into rail lines. You make your own tools in your own furnace, if need be.

- A hammer can be found in your toolkit.
- You had to replace your anvil once.
- Local landowners hound you to make them ornate gates to their fancy properties just outside of town.
- You know how to drill a cannon barrel.
- "That's not a knife... THIS IS A KNIFE!"



Adjusted Knowledges

Abilities classified as Knowledges generally can only be taught by a mentor, and in the Savage West are often confined to the educated and the upper class when it comes to high-level expertise. Few people in the West will have Knowledges as their primary Abilities. However, this lack of skilled labor creates a demand that can be deeply exploited by those who do possess these rare Abilities. Probably the least rare of the Knowledges in the West would be Cultures, Enigmas, and Geology.

Academics

Volumes of work are waiting to be written about the United States, but one must be careful to remember the past. Those with the academic skill have benefitted from a formal education (or remarkable tenacity and self-drive) and are familiar enough with most branches of human knowledge to select an area of specialization. Learned folk are often consulted on matters of importance, asked for specific facts, and can secure contracts to tutor individuals or teach in schools and universities. Note that high levels of Academics doesn't automatically confer the ability to teach; you should consider complementary skills for Educator concepts. NOTE: Players need at least one dot in Academics to be able to read and write anything more than their own name.

- You have a broad foundation of knowledge that can be applied to everyday tasks which

is useful for insinuating yourself into conversations involving learned strangers.

- At this level, you have studied at a university or college, have a good working knowledge of 'the classics', and can quote salient texts in your field.
- Your academic knowledge is such that you have either published a manuscript in your field or have a work (or works) in progress. You may (depending on your other skills) be able to teach or lecture and secure long-term employment doing so.
- You are considered one of the up-and-coming scholars in your area and have been offered a lecture circuit. Other academics watch your career with interest (or envy).
- At this level your mastery is undisputed. Were someone foolish enough to contradict your knowledge, you could easily show your intellectual superiority. Your consultancy is sometimes sought-after at the highest levels.

Culture

Culture is knowledge of what a particular nation, people, or social group believes, including their customs and traditions. Culture can also be used to assist in choosing the right action to gain something from people of a particular social group or when trying to show them



respect. This is rarely a combat ability, but it may impact strategy and overall tactics in such situations, which is how the US Army uses their knowledge of native tribes. Characters can use this skill when trying to communicate without a shared language, or to gain insight to people through observation and in-direct contact, or any number of ways to gain or use knowledge about human cultures.

- Novice: You understand that some people have different holidays and customs.
- Practiced: You've got some experience with people of other cultures; you know how to introduce yourself and avoid basic offense.
- Competent: Whether you are among your own people or those of another culture, you're able to listen, speak, and make choices that show your respect. You are often accepted as an outsider that knows what you're talking about.
- Expert: Most people from the cultures you are familiar with consider you to be a trusted person. You are respectful and know much of the rituals of a people. You may also know some mystery elements of a culture.
- Master: You effectively walk in two or more worlds, being considered a full member of all cultures you study or interact with regularly. You are sought after for your advice as an intermediary.

Enigmas

Whether you're gambling, telling a riddle, philosophizing, or trying to figure out the mysteries of the Universe while in the Umbra, you use your wits with remarkable alacrity. Mystery is a part of life in the West, but there are always those who work to unravel them, like you. From Shaman to Futurists, the ability to solve puzzles in your head is rare and coveted.

- You sometimes rhyme when you're drunk.
- You were the youngest in your congregation to learn to speak in tongues.
- You once told a riddle that tongue-tied a Kiasyd.
- You instinctively find your way around the Shadowlands when you visit.
- You know the meaning of life.

Geology

There's gold in them there hills! As a recently acknowledged branch of science (entering scientific vernacular

in 1779; with the first geological map of the United States produced in 1809), geology has found a natural niche in the West. Geological surveys are undertaken for the railroad, for prospectors, and for anyone else who might require the demolition of natural rock formations. During this time, the greatest debate among geologists concerned the true age of the Earth, with theories ranging from a few thousand years to a few billion. Prevailing knowledge also insisted that geological processes were in a constant state of progress, rather than the previous notion that the Earth was (and continued to be) only changed by catastrophic events.

- You understand most of the basic theories in the field and have read some of the seminal texts.
- Attending university or college has elevated your theoretical knowledge to the point of understanding all basic theories and provided a basis to respond to the major disciplinary divisions in Geology.
- At this level, you are easily able to teach others in both formal and non-formal settings and apply your knowledge to a diverse range of environments. This may include school or university teaching, or on-the-job instruction for specialized railroad employees.
- Your contributions to the field are well-respected and well-read (having been set as readings in university programs).
- You've annotated copies of both Lyell's *Principles of Geology*, and Darwin's *Origin of the Species*, and your current post-Doctoral lecture circuit focuses on the clear need for a bridging volume (written by you, of course).

Medicine

The professionalization of medicine over the last century has led to astounding discoveries and broader appreciation for this science. However, it has exacerbated gender inequality by insisting that women are restricted to nursing only (which is not seen as a profession). Professional standing is not always linked to actual skill and many settlers of both genders can staunch bleeding, stitch a wound, or manage a fever. Tonics and other remedies are still common (during the Civil War physicians would prescribe coffee, whiskey, and quinine for ailments such as malaria, dysentery,

and typhoid) and most are peddled by conmen. Note that the work undertaken by Florence Nightingale to sanitize hospital environments was only recognized after 1836, the first fully trained US nurse graduated in 1872, and penicillin wasn't available during this period at all.

- You can treat minor wounds (cuts, abrasions), apply bandages, and perform other light 'first aid' style activities.
- Your knowledge of medicine comes from some 'book-learning' and experience; or from significant 'on the job training'. In modern terms, you'd be a paramedic.
- You have studied formally and graduated with a medical degree and are capable as a practicing medical professional.
- Specialization in a particular area of medicine gives you significant medical knowledge and experience with surgery. Safely removing a bullet from someone's lung whilst their friends hold them down on the bar is within your skill level.
- Your knowledge is such that you could perform surgery with improvised instruments under stress. Your ability to perform early diagnosis and prescribe preventative measures save more folk than your surgery.

Archetypes

Some new archetypes to be considered are presented here. This are not meant to be a comprehensive list of all the Natures and Demeanors common to the Savage West.

Coward

Deserters. Sire-killers. Bottom-feeders. Cheaters. There are numerous social niches filled by cowards. True cowards, not those who cower before an unconquerable enemy, but those who knowingly take the low-road in all things honorable. It's easier for you than being tough. Its more comforting to know you will live tomorrow than it is to think that people respect you. What even is respect? It doesn't matter to you. The meek will inherit the Earth. Strength is always choosing the path that will keep you alive, because this existence is all you have.

Explorer

The Age of Discovery just ended. Why are there still blank spots on the map? Madness! Adventurers born

before you must all have been cowards. It's a good thing you have unlife, now you can spend centuries – millennia even – exploring the world. The sky isn't even your limit. There are no limits, except Final Death. One day you will know Oblivion, but that will only be your Second Death; you will live a third life in the history books, a legend preserved for all time. This is your world; other people just live in it.

Fatalist

Only folk music expresses the true depth of your views on life. If something can go wrong, it will. Folks in your company have cause to call you downright depressing or become short-tempered with your viewpoints. Demanding that you "quit yer belly-aching." You've cultivated the fine art of bringing a problem to every solution; a habit not widely appreciated. Some afflicted with the fatalist outlook simply call it realism, or experience and use it as a productive form of paranoia to advance plan every action (whilst lamenting that something they haven't considered will probably still bring all to ruin). Others are ornery fellers (or ladies) who are only happy when they're not, if you catch my drift. Fatalists also include those who Lady Luck ignores – you know, those that go into the gold fields to find their plot is a hill of beans, whilst the neighbors hit pay dirt.

Characters fitting this archetype are usually convinced that their story will have a bad ending. Consider whether the experiences to date have left your character with their back up at the world, sour that all their plans are knocked into a cocked hat or whether they have gleefully embraced their role as a doomsayer. Bear in mind that just because life constantly gives you the muddy end of the stick doesn't mean you need to be a burden on everyone around you. Inventors, strategists, insurance brokers, and those speculating on the future might find a use for your talents (or you might be in one of these professions), so this does not need to always be a negative personality trait.

Futurist

The future is now! Whether it's the early- to mid-19th century and social progress is the future, or it's the end of the 19th century and industrialization is the future, you are living decades ahead of your time. When people are just beginning to question slavery, you are an abolitionist fighting in the underground railroad. When repeating firearms are first invented, you are mounting them to your experimental hot air balloon (oh yeah, they had those back then.) When



folks complain about the tyranny of technology, you remind them of the miracle of modern medicine. When they tell you that the old ways were better, you remind them they missed a spot when shining their sire's boots. You make friends because you leave people in awe, and you make enemies because you challenge people's conservative ideals.

Outsider

Victorian society can be described as a highly stratified array of neat, round holes into which people are sorted. Vampire society is no different, where strict orthodoxy is expected of both Camarilla members and Sabbat initiates. Whether you're in Venice, Paris, or Madrid, you simply don't fit into the established power structures. The West offers an opportunity for you to really spread your wings.

Backgrounds

Backgrounds in the Savage West are not the same as those in the modern nights. An ally that is close can be more useful than an ally thousands of miles away, sometimes an ally on the East Coast is more valuable. The dynamics of the Savage West are delicate and change rapidly as technology opens and then closes the west.

Allies and Contacts might include such local folks as a Lawman, a Mayor, or a Cattle Rancher. Or it might refer to people who are from distant cities, like a Bounty Hunter, Judge, or Banker. Contacting those that are not at least in adjacent cities would be slow and cumbersome before the Continental Telegraph was established in 1861.

The Wild West was not a place where the nightlife was commonplace. Only the large cities enjoyed such trivialities. As such, Retainers, at the discretion of the Storyteller, might be controlled by the retainers, if only to make getting around in the daytime more manageable.

It was much harder to have Fame back in the Savage West. Local fame was more common than it is now, and if you got printed in one of the major newspapers, or were the object of a dime novel, you would become massively famous, more so than you would in the modern era with such exposure, simply because there wasn't as much publication back then.

Resources

People moved west to find better wages as much as they did to find gold. In some areas where labor was expendable, like the inner city of Chicago and New York, the wage could be dismally lower. With daily pay on the East Coast as low as \$0.50/day (and even less in some cases), the incentive was strong to seek opportunity elsewhere if possible. Wages were usually about 20% higher in the West when comparing similar occupations because of the scarcity of trained labor. Most jobs required six days of work, but the upper class often was only available five days a week. As much as the work was hard and hours long, in many cases it was those who had steady employment that fared the best in the west. Gold miners rarely made as much as the laborers they looked down on.

- Blue Laborers. Cowboys. ~\$2/day. \$40-\$50 a month (6 days a week)
- White collar workers. Government employees. ~\$5/day. \$100-200/month (5 or 6 days a week)
- Merchants. Sheriffs. ~\$10/day. \$300-\$400/month, \$4000-\$5000/year (5 or 6 days a week)
- Lawyers. Mechanics. Dentists. \$25-\$50/day, \$800-\$1000/month, ~\$10,000/year (5-6 days a week)
- The Upper Class. Bankers. Landlords. Large Planation owners. \$100/day, \$2,000/month, \$25,000/year (5 days a week)

Concepts

It would be impossible to list all the occupations available to people during the frontier days, so consider this just a cross section of possibilities. Most of the concepts in the core book are applicable in the 19th century.



Bounty Hunter

Whether freelance (like the Dunn Brothers), or U.S. Marshals (such as Bill Tilghman), bounty hunting as a full-time profession was rare. Hard living, long days and nights, constant danger, and a high risk of death were all inherent to the role, and as a result most folks would only hunt fugitives in their own territory and usually just as a gamble to supplement their income. Risk was often shared (as was the bounty) and so forming a posse was a way of maximizing chances for survival. Bounties were paid initially by law enforcement (and agencies such as the Pinkerton's), but grew to include financial incentives from rail and mining companies as well. Bounty hunters could follow a trail for weeks only to be 'given the slip' and return home empty-handed or find an enterprising criminal laying in ambush (and thus not return home at all). Post-Civil War, the surplus of young men who knew bush craft, tracking, survival, hunting, and killing provided a sharp rise in the number of bounty hunters. Social mobility required finances and those without hereditary fortunes (and officers' rank)

were hard-pressed to escape a life of potential poverty. Compared to this, the perceived gains of hunting one's fellow man had a certain appeal.

Those who aim to last long in this business had best come with plenty of skills and a toughness that matches the land. Attributes such as Dexterity, Strength, Stamina, and Wits will always come in handy as the hunter is pitted against the hunted. The ability to Ride, implement Survival strategies, and know a bit of Medicine to patch themselves up on the hunt are essential. Knowing a Language or two is especially handy, as is a working knowledge of the Law, mixed in with a dose of Streetwise. Of course, every bounty hunter has a preferred method that needs to be backed up with skills – some might prefer to outlast their prey in the saddle, or rely on a network of Contacts and Allies to hunt strategically, and others might lay traps of any design. Remember that most of the posters read 'Dead or Alive', so you need to consider if you prefer the former or the latter. Clans most like to have characters with this concept include Assamite, Brujah, Caitiff, Gangrel, and Lasombra

Native American Warrior

Souix. Navajo. Modoc. And many more. There were innumerable tribes who resisted the European colonists. Long rides between camps to facilitate trade between tribes, the aftermath of a terrible battle, stumbling on the lair of a Tzimisce... there are countless ways a Native American warrior could find themselves encountering one of the Kindred and getting turned. Once undead, the possibility of returning to the tribe is nearly non-existent. Without integrating oneself into the autochthonous mythology – perhaps by assuming a Horrid Form that plays into existing tribal beliefs as the Fiends did in the southwest – most of these poor souls are doomed to wander the west; or perhaps righting wrongs as you go is your thing, or even atoning for the shame of capture of unlife.

Characters with this concept would likely focus on physical and mental attributes. Preferred abilities would likely be Area Knowledge, Enigmas, Ride, Survival, Firearms, Archaic Weapons, and Herbalism. Backgrounds like Allies and Retainers would be common, but Resources, Contacts, and other backgrounds that integrate the character into western culture would likely require some further explanation. Merits like Supernatural Ally would be prevalent, as would flaws like Anachronism. Clans most likely to have this concept in the west are Tzimisce and Gangrel.

Buffalo Gal

The strict demands Victorian society makes of women are not for you. You hate corsets, delicately heeled boots, and the fripperies of femininity. You prefer canvas trousers and buckskin jackets. Maybe you come from a culture friendlier to women or maybe you're just sick and tired of being discounted for your gender. Whatever the reason, you're glad that the West allows you the chance to be your true self.

As a means of survival, a Buffalo Gal would have high marks in Stamina, Charisma, Perception, and Wits, and focuses on abilities like Streetwise, Firearms, Ride, and Stealth. As with any other Concept, when you chose Backgrounds make sure to keep it aligned with the character's design. A player selecting this Concept would be good to choose Backgrounds like Allies, Alternate Identity, Contacts, Domain, Herd, and Retainers. A few dots in Resources or Fame could be argued on the grounds of being a rancher. Clans

most likely to being of this ilk include Brujah, Caitiff, Gangrel, Toreador, Ravnos, and Ventrue.

Cowboy / Teamster

Few images proclaim the West like that of the Cowboy or Teamster – driving cattle across the plains through torrential rain and into the ranch. Sitting high in the saddle,



squinting into the distance 'neath the brim of a Stetson, the Cowboy in particular is emblazoned across dime novels and embedded into cultural imagination. In many ways the cowboy and teamster represent the spirit of adventure – man against nature at its finest.

The reality of the cowboy was quite different. Most cowboys (derived from the vaquero tradition) were people of color, or First Nations, learning a tradition with roots in Spanish practice that would spread across the United States and even into Hawai'i (establishing the *Paniolo*). Estimates place late nineteenth-century cowboy ethnicity at around $\frac{1}{4}$ African-American, and up to $\frac{1}{3}$ Latino. By the 1890's the tradition of the cattle drive would all but disappear, and the cowboy (and cowgirl) would mostly focus on wrangling for local ranches. In general, the pay was poor, social mobility low, and the conditions harsh.

Those pursuing the cowboy or teamster life had best have the Strength, and Stamina to work with cattle, and the Dexterity to Ride, use Firearms, and Brawl when necessary. They'd best keep their Wits, use their Perception to spot trouble brewing, and have a good dose of common sense and Intelligence. Ride and Animal Ken are no-brainers, Survival and Medicine will keep you alive on the trail, and Performance certainly keeps things lively on those long nights under the stars. You'll find Crafts makes you a mighty handy person to have around when things break. Note that whilst the male figure is most oft-cited, women held roles as wranglers and undertook the same tasks as men on ranches. They also gained fame in Wild West shows and rodeos. However, the sexism of the age is probably best described by Annie Oakley who observed *'when a man can hit a target at five hundred yards he's a marksman, but when I do it, it's called a trick.'*

Criminal

Land of opportunity? You must think I'm touched in the head to believe that. Lemme tell you a secret – you can spend your whole life scratching at the ground to make a crop grow or trying to find gold; you can drive cattle across the plains, or try and eke out a living owning a store, but the end is the same. For those without means, struggle and pain are the only guarantees in life. The real criminals run the railroads or the banks, hiding behind the law and their book-learning, taking from the rest of us. I don't care if I end up hanging; at least I can say that I've lived.

There are many reasons to become a criminal and the West provides plenty of opportunity for those

aiming to misbehave. Iconic images of bank robberies, train heists, cattle rustling, and stagecoach robberies are etched into the imagery of this age thanks to dime novels and Hollywood movies. However, concepts such as the con man/swindler, goldfields sneak-thief, and even femme fatale could easily fall into this category. One shouldn't assume all Criminals are rough-and-tumble, shooting iron-wielding, horse riders – there are just as many well-heeled card sharps, lawyers, doctors, and would-be railroad barons with a similar bent. Army deserters could also take this concept, as being on the run from justice isn't much different than being on the run from the law.

When constructing a Criminal, players might consider using another concept as either a starting point or a cover. Examples might include the masked bank robber who hides in a small community as a preacher, the army deserter who now plies his surgical skills under a new name, or someone wrongfully accused taking up journalism to find the real criminal. Wits provides quick-thinking, whilst Perception is handy for spotting the clues that mean it's time to high tail it out of town. Dexterity is useful for horse-riding, shooting, and general sleight-of-hand, whilst Charisma and Manipulation can make the job mighty easier. Skillful criminals will have Ride, Streetwise, Law, Firearms, Intimidation, Alertness, Brawl, Dodge, Subterfuge, Security, and Law. Medicine is useful on the run for pulling out inconvenient bullets, and stitching up knife wounds, Animal Ken will keep your mode of transportation working, and Survival will help when you need to lay low. Well-connected criminals will have Allies and Contacts. Resources could represent a stash ("for emergencies"). Players are encouraged to flesh out their crimes (committed, accused or framed), and work with the Storyteller to determine their probable punishment if caught, the resources that might be invested into their capture, and whether the charges cross jurisdictional borders or not (all of which can inform the selection of Merits and Flaws). Nearly any clan can reasonably have this concept, but the most likely might include Brujah, Caitiff, Giovanni, Malkavaian, Lasombra, Nosferatu, Ravnos, Setite, and Tzimisce.

Explorer

Long after the Age of Discovery, when the Portuguese and the Spanish first circumnavigated the globe - discovering Oceania and the Americas for the first time in the process - there were still areas where little was known beyond the coastline. Prior to the 1800s, the American west was known, but everything between the Missouri

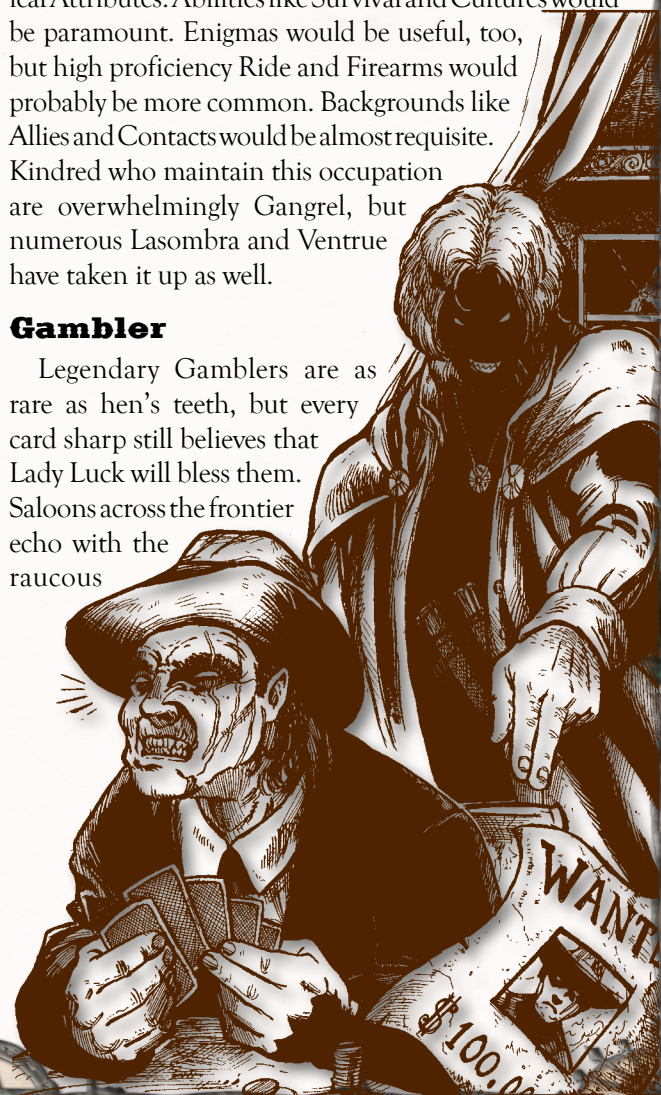
River and the sparsely populated cowtowns on the Alta California coast, almost nothing was known about the interior. The Great Salt Flats of Utah, the Sierra Nevadas, the Rocky Mountains... they were all practically unknown until the Louis & Clark Expedition.

The need for overland trail guides during the 19th century was huge, especially during the early parts of the California Gold Rush. Those trails were not discovered by chance but were mapped, and painstakingly so. Some parts were old ridgeline footpaths made by the natives over the millennia, but many were mapped by colonists, specifically designed for caravans, eschewing the ridgelines for the more hospitable valleys. From the Bridger Trail (connecting Montana to Oregon) to the Chilkoot Trail (connecting Alaska to the goldfields of Canada), whoever could map the best route to the boomtowns, gold fields, or what-have-you, could make a good living and had a chance to control a valuable domain.

Characters with this concept would likely focus on Physical Attributes. Abilities like Survival and Cultures would be paramount. Enigmas would be useful, too, but high proficiency Ride and Firearms would probably be more common. Backgrounds like Allies and Contacts would be almost requisite. Kindred who maintain this occupation are overwhelmingly Gangrel, but numerous Lasombra and Ventrue have taken it up as well.

Gambler

Legendary Gamblers are as rare as hen's teeth, but every card sharp still believes that Lady Luck will bless them. Saloons across the frontier echo with the raucous



sounds of both wins and losses, and occasionally the vengeance of anyone bilked by a four-flusher. Cards, dice, and chips are the newest idols, worshipped with personal rituals, fervent prayer, and calm confidence. The life of a high-roller, or Gambler is – they’ll insist – one of freedom. The gambler isn’t tied down to a regular job and can make a darn sight more in a couple of hours than most will make in a month. Of course, one day it has to come crashing down and most Gamblers end their days in sickness, financial destitution, or on the wrong end of a knife or gun. Until then, anything goes.

Creating a Gambler is full of difficult choices as the archetype can be played (like the other concepts presented herein) in many ways. The smooth, charming gambler will focus on Social Attributes, coupled with Etiquette, Empathy, and enough Academics and Politics to wend their way through higher society. The rougher, criminal gambler who rarely plays according to Hoyle’s will possess more Manipulation, Wits, Dexterity (for palming cards), Subterfuge, Streetwise, and even some Intimidation, Brawling, and Firearms (for when things go south). In either case, a fast hand (and faster mouth) backed up by Enigmas are a good start. Players should pick a clan that meshes well with the character’s backstory, but nearly any clan work well as a Gambler; suggestions include Brujah, Caitiff, Giovanni, Lasombra, Malkavian, Toreador, and Ventruue.

Gun-For-Hire

From the private Pinkerton Army to the local town bully, there was no shortage of guns-for-hire in the Savage West, especially in the 1870s. After the American Civil War of the 1860s, disaffected soldiers of fortune were the U.S.’s primary export. Those who didn’t properly re-integrate themselves into society often turned to a life of crime. And the gettin’s were good. Cattle rustlers killing off rivals. Politicians getting assassinated by other, more ambitious politicians. Robber Barons having anyone under the sun killed for the slightest offense to their massive check book. There were as many professional killers as there were angry people with guns. And not a soul cared if they only operated at night.

Characters with this concept would likely focus on physical and social attributes, but mental are nearly as important if they’re to survive long. Abilities such as Alertness, Streetwise, and (of course) Firearms are often the highest rated, with Intimidation, Dodge, and Ride being almost as important. Characters with this concept can have nearly any Background and come from essen-

tially any clan; suggestions include Assamite, Brujah, Caitiff, Gangrel, Malkavian, Lasombra, or Ravnos.

Frontier Doctor

Damn, if there ain’t a hundred different ways to die before breakfast out here! In between gun fights, rattler bites, tuberculosis, malnutrition, sunstroke, and losing out to wild horses and cattle, it’s a full-time job keeping citizens above snakes (that means ‘alive’ for you greenhorns). It seems that no matter how hard you try, there’s always some emergency, and failing that, an autopsy and a burial. It’s little wonder you’re short on sleep and your only drinking buddy is the town undertaker.

Whether you were formally trained or picked up enough to get by, this concept needs a decent Perception (noticing the symptoms of wounds and disease), Wits (thinking on your feet, especially during surgery), and Intelligence score, backed by Medicine and Academics. Investigation and Enigmas help and, depending on your bedside manner, Charisma and Empathy may be useful. Your character may even have a good Strength (lifting patients and equipment), and Stamina (perhaps some residual resistance to toxins and infections). This concept fits best with characters who possess high scores in Humanity, it could be any clan but is more likely to be Caitiff or Toreador than perhaps any other.

Huckster

Gold Grease, an ointment you would lather all over your naked body to pick up gold flakes as you rolled down a hill. Leases to land that was already owned. Literal snake oil - diluted rattlesnake venom sold as a cure-all. Maps to the California gold fields drawn by people who never left Chicago. In the Savage West, there are more ways to get scammed than you can shake a stick at.

Being a Huckster was a time-honored tradition by the end of the 19th century and *caveat emptor* became the baked into the landscape of the market. It was this era that turned people away from putting their trust in their local salesman and made the default position when dealing with merchants to be one of distrust. Soon, the only way to continue the scam was to take it on the road. The assortment of fake medicine, and albeit many real ones, too, became known as “Traveling Medicine Shows.” Many of them only operated at night, when the townspeople were done with their daily toils. A perfect place for a leech, figuratively and literally.

Characters with this concept would likely focus on social and mental attributes, with social always being the highest with the most successful Hucksters. A low humanity is a prerequisite. Favored abilities - almost without exception - include Streetwise, Subterfuge, and Performance. Secondly, the hucksters prefer Alertness and Enigmas. Many also come to rely on Brawl, Dodge, Firearms, and Ride, but only the seasoned ones. Characters with this concept tend to have Contacts and Resources. Although many clans tend towards Hucksters, such as the Brujah, Caitiff, Giovanni, and Ravnos, the Malkavians have staked a claim on this profession since antiquity. Entire coteries of Malkavian Hucksters are known to travel the west.

Hunter

Many other Kindred try to suppress their Beast, to ignore the impulse to hunt and kill. You don't. You live in a somewhat fragile, but nevertheless workable, détente with your Beast. Such a living is not without cost, however - in exchange for not completely dominating your soul, your Beast demands you hunt ever-greater prey. Humans are boring. You're coming West to see what monstrosities are here that you can use to test your skills.

Players who chose this concept should stock up on Physical Attribute and have as many dots in Perception and Wits as possible. Abilities that could be used on combat are paramount, such as Alertness, Archery, Firearms, Melee, Ride, Stealth, and Survival. Background like Allies and Contacts are possible, but a character with the Concept should consider investing in Generation or Black Hand Membership, or other Backgrounds that facilitate the roleplaying of a monstrous character. There are a few Merits and Flaws that would be apt to this Concept, like Daredevil and Notorious. Clans that would be best suited to play a Monster include Brujah, Gangrel, Giovanni Malkavian, Nosferatu, and Tzimisce.

Futurist

Perhaps you lived through the first wave of vampiric settlement on the East Coast and witnessed firsthand how landless neonates and ancilla managed to build power structures to rival those found in Europe. Perhaps you are the sire of one such lucky Kindred (or Cainite), and now seek to replicate such success. You have a decidedly long-term outlook and are on the prowl for good investments and towns that can be built up into cities. From trains to gaslight to double-action pistols,

you are always trying to invest in or invent the next world-altering device.

Players looking to build a Futurist character should devote a large portion of their dots to Mental Attributes and Abilities, including Subterfuge, Security, Crafts, Academics, Enigmas, Investigation, and Science. A Futurist would likely most benefit from Backgrounds like Contacts, Retainers, and Resources, although Allies and Herd could also be made use on in creating the future. Although many kine in the West might be considered Futurist, it's rare that a Kindred become one, although some do. Clans that are most likely to foster a Futurist Kindred include Giovanni, Malkavian, and Ventrue.

Lawman

There *are* reasons why a man-sized leech would want to enforce the laws respected by their food. They *are* all selfish. Without an undead army with which to fight one's enemy, the next best thing is a legion of the living. In the West, some towns were so desperate for law and order that they would be happy with a sheriff who only gathered his posse at night and left the day-to-day activities to his deputies. Whether its Camarilla territory or Sabbat, corralling the people against your enemy is a useful trick. It has been done by many a Kindred.

Most often, characters with this concept focus on physical attributes, with social coming in second a vast majority of time. Few intellectuals are pissed off enough to become lawmen in the west, but it has been known to occur. Preferred abilities of undead lawman are as one might expect: Firearms, Investigation, and Law being primary. Empathy, Ride, Streetwise, and Leadership tend to be rated strongly as well. Backgrounds for this concept almost always include Domain, Status, and Retainers. Contacts and Allies are also common. Although any clan can find themselves in this position, Brujah, Lasombra, Malkavian, and Ventrue assume it most readily.

Merchant

Boons may be the fuel of vampiric society, but money is what makes the world go 'round. There's a widening market in the West for luxury items and you're the person who makes it happen. You can procure a Baroque French desk for a nostalgic Harpy or find the best opium for a wandering Setite. You have made buying and selling your art, and you're very good at it.

A Merchant would have high score in Social and Mental Attributes. It would be difficult to generalize beyond what a novice Merchant would possess as far as Abilities. A good Merchant will have marks in nearly every Ability. The more well-rounded the salesman, the better they can service the market. The most common for Characters who are just starting out would be Intimidation, Leadership, Streetwise, Subterfuge, Etiquette, Finance, Law, and Politics. A Merchant character would like focus heavily on Backgrounds. Those most suited for a Merchant include Allies, Contacts, Domain, Fame, Herd, Influence, Resource, and Retainers. Any clan could support a Merchant, but a veritable merchant-class exists in some clans. Those most likely to have a organized, undead Merchants include Malkavian, Lasombra, Nosferatu, Tremere, and Ventrue.

Pauper

Your sire, if you ever even knew her, had nothing. You have less than nothing. You're a high-generation new vampire with no boons, nor any blood to recommend you. You barely exist, as far as the Camarilla is concerned. And the Sabbat is too terrifying to contemplate. You must find some way to carve a place out for yourself before a bigger monster comes along and ends it all. You hope that in drifting from town to town perhaps you can find the big payout that will put you back on Easy Street. Perhaps you were abandoned by your Sire, or a hunted by Her. Maybe you broke the Masquerade and are on the run. Either way, you don't have much to call your own, and no place to lay your head come sunup.

Players interested in making a character with a Pauper concept need to invest in Stamina and Wits. Abilities that will come in handy when traveling and eking out a living on the streets include Brawl, Dodge, Intimidation, Streetwise, Melee, Security, Stealth, and Survival. A player who chooses the Pauper concept should generally avoid picking Backgrounds that will conflict with their backstory. Options like Allies and Generation can stand on their own but selecting Backgrounds like Resources and Fame may require Storyteller approval and exception levels of support in the player's backstory. Numerous Flaws could be taken to help give dimension to a Pauper Concept, specifically Physical Flaws often associated with Nosferatu or Caitiff (Smell of the Grave, Disfigured, Fourteenth Generation, Addiction, Disease Carrier, Thin Blood, and Flesh of the Corpse), and nearly any Social Flaws but especially ones that would affect their ability to work inside Kindred culture, like Infamous Sire, Sire's

Resentment, Masquerade Breaker, Hunter Like a Dog, and such. A player could also make use of Mental Flaws to explain the Concept, like Amnesia. Clans most likely to abandon one of their own to create a true Pauper include, but are not limited to, Brujah, Caitiff, Gangrel, Nosferatu, and Tzimisce.

Preacher / Cultist

Godlessness is rife across the frontier. The wide-open spaces and harshness of the land make mankind question their place in the world. For some, the endless plains and uncluttered view is disquieting after the smoke-choked, factory-crowded urbanization of Europe. The reassurance provided by organized religion builds communities, focuses settlers on a greater plan, and helps stave off the temptations of licentiousness and drunkenness. Across the country, places of worship are constructed, and good men and women are needed to minister to the masses. The vocation can lead to desperate places, but light is seen more brightly in the darkness, and every town needs a Gospel Sharp. Conversely, there are those miscreants who would warp belief to turn a profit, or perhaps have discovered truths deep in the desert, woods, or caves of this new land. There are Things That Should Not Be, Things That Hunger, and Things That Thirst – such cosmic revelations can shatter the mortal mind and replace it with subservience and unshakeable loyalty.

Characters pursuing this concept should find a return on their investment of dots into Abilities like Etiquette, Academics, Performance, Empathy, and even some Occult, and Social Attributes (primarily Charisma and Manipulation, but enough Appearance to have winning smile never hurts). Intelligence and Wits also help to win arguments against naysayers. Those with a bent to ministering to rougher places (like mining towns, or early boomtowns) will find Stamina handy, whilst Streetwise, Subterfuge, Brawl, and Firearms may help to garner some respect along the way, or eliminate the competition. Preachers in a big city tend to also have enough dots in Politics to identify the right palms to grease. This advice rings true for Cultists, who are advised to invest heavily in Occult (unless, of course, you don't want to know more about the inner workings of the cult). Players building a Preacher/Cultist character should also invest in Backgrounds like Contacts, Domain, Herd, Fame, and Resources. This is one of the few Concepts that could be build around the Merit True Faith. The clans best known for embracing and creating Preachers or Cult Leaders are the Malkavians, Lasombra, Setite, and

Ventrue, but the Assamite, Giovanni, and Toreador are also known to make cults from their herds.

Prospector

To many, the ultimate realization of success in the West was to stake their own gold claim. Many a man tried, and many a man died. But some died *after* they found gold. You can just make the mine owner disappear or you can turn them undead. Still other Kindred found their fortune by coercion or by pushing their will onto prospectors through supernatural means. Very few Leeches looked for gold themselves and found it with their own blood and iron. Regardless of their means of acquisition, Cainites control many mines in the West.

Players who use this concept would probably focus on mental and social attributes, depending on the position they want to take. A domineering mastermind who steals people's minds and takes over existing operations should probably have social as their primary attributes; whereas if they are a part of a larger operation of Kindred, with the arduous task of making the mine profitable, or maintaining its profitability, (often the work of ghouls), the focus should be on mental attributes. Characters with this concept will undoubtedly want to have high marks in Leadership, Investigation, and Geology. Backgrounds common to this concept include Allies, Contacts, Domain, Status, Retainers, and Resources. It is possible to be a mine owner with no money, if those folks are either just getting in the ground or are already busting. Like a Shootist, just about anyone from any clan can find themselves afflicted with the gold fever, but the most successful prospectors and mine operators in the Savage West are those who know the disciplines of Dominate and Presence. As a result, most of the powerful undead gold mine owners are Brujah, Lasombra, Giovanni, Nosferatu, and Ventrue. Many Malkavians make their wares with the less important mineral finds, like silver, jade, and borax (used to make soap, a valuable commodity in the 1800s).

Shaman

You have always lived close to the spirits, disdaining the city as being too crowded and separated from the natural world. While many other Kindred celebrate the population boom the West is currently experiencing, you struggle against it. Whether through magic, subversion, or outright sabotage, you want to stop the flood of people into this otherwise pristine land. You are a protector of the land, and often a member of a long-standing tradition which also requires protection (and loyalty).



Players interesting in creating a Shaman character would do well to focus their Attribute dots on Charisma, Perception, and Wits. Awareness and Occult are arguably the most important Abilities to invest in, but others that are nearly as definitive for the Concept include Leadership, Animal Ken, Enigmas, and Medicine. Backgrounds like Allies, Domain, Generation, Herd, and Rituals would be easily incorporated into a Shaman's backstory. This Concept is an apt situation to apply the Spirit Mentor Merit or the Haunted Flaw. Clans that often have Shamans in their midst include Gangrel, Setite, and Tzimisce.

Shootist

A Shootist is what most people think of as a gunslinger is often a gambler or a cowboy. A Shootist depends not on their wit at the table, their ability to drive cattle, or anything else besides their gun. Whether it's a sixgun, a Winchester, or a Derringer, the Gunslinger fails at life and excels at death. They rarely have friends but surround themselves with allies, no matter how many tall tales they need to spin. Gunslingers existed in the West, but they weren't nearly as famous nor as prolific as the media would have us believe. They lived fast and often died young.

The archetypal Shootist from history is Doc Holiday. A southern gentlemen of high birth, a card player, and a man with friends in high places... yet, he amassed no fortune, he had no big score, and his only white collar job was being deputized by Wyatt Earp after the shootout at the O.K. Corral. He died alone, a pauper. Such is the life of a gunfighter, as they were also known at the time.

The Shootist would clearly have a high acuity for Physical Attributes, especially Dexterity, but also Wits and Perception. Ability common to this Concept are Alertness, Intimidation, Streetwise Firearms, Ride, Stealth, and Survival. Law might also be in their repertoire. A player investing dots in Backgrounds should pay attention to Allies, Contacts, Fame, and Retainers, so long as the fame doesn't turn into infamy. Merits and Flaws that a player might choose to flesh out a Shootist character include Ambidextrous, Daredevil, Enemy, and Notorious. Clans most likely to embrace a career Shootist include Brujah, Caitiff, Malkavian, Lasombra, and Ravnos. Many Shootist have lost, or are in danger of losing, their Humanity and rarely have high marks in Virtues.

Spiritualist

Shunned in the 1700s, by the 1800s spiritualism was so *en vogue* folks called it "The Great Awakening."



Coming out of Europe in the mid-19th century, mainly from France and Russia, immigrants to the Savage West brought with them the syncretic and marginalized beliefs of the various New Religious Movements and religious organizations like Rosicrucianism and The Theosophical Society. The New Thought Movement, and other such cults, began to emerge from the newly minted and syncretic autochthonous American culture. Since the gold rush, the West has experienced a continuous tradition of spiritualism, concentrated in San Francisco, that continued well into the modern era. Even the Luciferian Movement, which includes Satanism, the most taboo of all occult beliefs, became prevalent in the Savage West by the 1900s.

Players who decide to be an Occultist should focus on mental attributes. If they want to go in search of occult artifacts, then physical attributes need to be a close second, if not on par with mental attributes. If one wants to proselytize rather than research and seek out artifacts, a Preacher or Cultist concept would be more appropriate. Occultists will probably have highest marks in abilities like Investigation, Linguistics, and Occult. Backgrounds useful to an occultist include Allies, Contacts, Haven, Occult Library (if allowed by the Storyteller), and Resources. Occultism is inherent to the vampiric condition, but the clans that most often become occultist are Assamites, Giovanni, Malkavians, Ravnos, and Tremere.

Tycoon

Cattle Kings. Mercantile Tycoons. Robbery Barons. Unbeknownst to the thousands, perhaps millions, of potential prospectors, there was more money made in the West selling supplies to gold miners than there was to made getting the gold out in the first place. Not to mention that many of the gold fields ended up being owned by mining interests from back East and the Old Country. As a result, most of the wealth in the west was concentrated in the hands of merchants, not miners. And although the miners had (and still have) a formidable reputation as tenacious tough guys, the tycoons were worse. Shrewd and black-blooded, the plutocrats of the Wild West were like kings of old, some - such as Randolph Hearst, owner of the San Francisco Chronicle - were complete with their own castles. The Hearst Castle, built in the early 1900s on the California Coast, rivaled the architecture of anything else built at the time.

Tycoons will have to focus on mental and social attributes simultaneously. Players who choose to go this route will need to place emphasis on a range of abilities,

including Intimidation, Leadership, Subterfuge, Etiquette, Performance, Finance, and Politics. Unless there's something wrong with the company they are running, players will have to invest in at least three dots of Resource, probably four or five (if allowed by the Storyteller). Other Backgrounds common to Tycoon concepts are Contacts, Fame, Herd, Influence, and Retainers. Although any idiot can become a tycoon (life is *not* fair), members of Clan Ventrue and the Giovanni have been the most successful, although the Toreador have stood out locally in San Francisco. Prior to the arrival of the Camarilla in the 1820s and 1830s, nearly all the tycoons in the West were Cattle Kings from Clan Lasombra; although many of them have been displaced, numerous sprawling ranches in the southwest are still controlled by the Keepers.

Frontier Disciplines

The great journey west has brought many a strange and desperate Kindred out of the shadows and onto the wilds of the frontier. The overly dangerous and hostile environment has forced some enterprising Kindred to adapt Caine's gifts in better hopes of surviving and excelling amidst the perils of the savage frontier.

Stampede (Animalism ••••• •)

The frontier is an inhospitable place in many ways that offers a thousand different ways to die. Everything from Lupines to bandits can kill you. But few things are as dangerous and deadly as the beasts of the earth that call the frontier home. Those Kindred that have mastered this gift, not only calling them forth but commanding them as their own personal army, are terrifying foes indeed. This power is not common among European Kindred and is most frequently found among Natives Americans who are often loathe to teach it to the European invaders.

System: This is a more powerful version of •• **Beckoning/Call the Wild**. Summon a huge swarm of animals from 100 meters, 250 meters, 500 meters, 1 km, 2.5 km and 5 km away (success based). The swarm is composed of either small or large animals. Small animals cause distraction and bashing damage, and large animals cause lethal damage and can knock others prone. The vampire can walk amidst its stampede without penalty.

The Kindred spends 1 Willpower Point and a specified amount of Blood Points to cause all animals of one chosen species within line of sight to become a Swarm

Animal	Damage	Health	Initiative	Difficulty	Blood Points
Small Bugs	1	5	2	3	1
Large Bugs	2	7	3	3	1
Flying Bugs	2	5	4	4	1
Birds, Bats	4	9	5	5	1
Rats	3	7	3	4	1
Large Rats	4	9	3	5	1
Feral Cats	4	6	6	5	1
Dogs, Large Cats, Wolves	6	15	4	6	1
Horses	7	20	5	7	2
Buffalo	8	25	4	8	3
Rhino	9	30	3	8	4
Elephant	10	40	3	9	5

and charge in a chosen direction. The Kindred makes a Charisma + Animal Ken roll (refer to the chart below for Difficulty), increasing the damage of the swarm by 1 dice for every 2 additional successes rolled, up to three times the listed damage.

The vampire can only direct the Swarm while it remains in line of sight and the swarm only responds to simple commands, such as “Attack these people” or “Do not hit that car.” The vampire can only issue one command at the start of its turn.

While the Swarm is actively charging and attacking, the vampire must remain concentrated on the power. If the vampire fails to maintain concentration, the effect ends, causing the Swarm to go wild and possibly attack everyone, not just the intended targets.

See Swarm Rules in **Vampire: the Masquerade 20th Anniversary Edition**, pg. 391.

LotN MET (Master Animalism): The Kindred spends 1 Blood Point to cause all animals of one chosen species within their line of sight to become a Swarm and follow the Kindred’s directions. The vampire can only direct the Swarm while it remains in line of sight and it will only respond to simple commands such as “Attack these people” or “Do not hit that car.” The vampire can issue only one command at the beginning of her turn. Any animal in the Swarm deals 1 additional level of damage while following the Kindred’s command

to attack. While the Swarm is actively charging and attacking, the vampire must remain concentrated on the power. If the vampire fails to maintain concentration, the effect ends, causing the Swarm to possibly go wild and attack everyone, not just the intended targets.

BNSMET (Elder Animalism): System: The Kindred spends 1 Blood Point to cause all animals of one chosen species within their line of sight to become a Swarm and follow the Kindred’s directions. The vampire can only direct the Swarm while it remains in line of sight and it will only respond to simple commands such as “Attack these people” or “Do not hit that car.” The vampire can only issue one command at the beginning of her turn. A Swarm is built using the normal Retainer rules as found under the Animalism power Beckoning and is considered a single creature for the purpose of combat. To overcome the Swarm, one must inflict twice the normal amount of damage necessary to defeat a standard Retainer of its size (a large animal has 5 health levels, but a Swarm of large animals would have 10). While the Swarm is actively charging and attacking, the vampire must remain concentrated on the power. If the vampire fails to maintain concentration on the power, the effect ends, causing the Swarm to possibly go wild and attack everyone, not just the intended targets.

Focus [Charisma]: The Swarm’s natural weapons gain the trait Deadly.

Ace in the Hole (Level 2 Assamite Sorcery)

The easiest way to win is to cheat and even the Children of Haquim are not immune to the lure of the West. Some of their most effective and subtle assassinations are because of the use of this subtle power. More than a few apparent women of ill-repute have been seen with odd tattoos in brothels in the Old West before disappearing with a cold lifeless body still in their bed.

System: The Kindred spends 1 Blood Point and traces a symbol roughly an inch in size somewhere on their skin. The symbol takes the form of a tattoo of a reddish hue. At any point thereafter the user may touch the tattoo with a small object they wish to store elsewhere, causing the object to be transferred to a small pocket dimension. The object must be less than five pounds in weight and no more than one foot in length. Typical objects might be a large knife, a pistol or revolver, or something similar in size and weight.

At any time, the subject may touch the tattoo again and think about the object in order to retrieve it.

Each tattoo can only hold one such object at a time but there is no limit to the number of times it may be stored and retrieved.

LotN MET (Basic Assamite Sorcery) / BNS MET (Assamite Sorcery ••): The Kindred spends 1 Blood Point and traces a symbol roughly an inch in size somewhere on their skin. The symbol takes the form of a tattoo of a reddish hue. At any point thereafter the user may touch the tattoo with a small object they wish to store elsewhere, causing the object to be transferred to a small pocket dimension. The object must be less than five pounds in weight and no more than one foot in length. Typical objects might be a large knife, a pistol or revolver, or something similar in size and weight.

At any time, the subject may touch the tattoo again and think about the object in order to retrieve it. Each tattoo can only hold one such object at a time but there is no limit to the number of times it may be stored and retrieved.

Pinkerton's Pursuit (Auspex ••••)

Some believe that the frontier - with its lawless nature and kill or be killed attitude - is the ideal place to hide for those that break the law. Yet where there are Outlaws, there are those that will hunt them. Kindred bounty hunters, Archons, Sheriffs and even some in the Black Hand have been known to employ this power



with chilling effect. The tales that a Pinkerton always gets their man didn't start from nowhere and woe be it to she that is pursued by a practitioner of this dark gift.

System: Immediately after viewing a subject's aura with (Aura Perception/Read the Soul) or scoring at least 4 successes on an object with The Spirit's Touch, the Cainite can make a Wits + Empathy roll (Difficulty 8, 10 if viewed with The Spirit's Touch) to establish a link to that object or that individual's aura. The link lasts for a number of months equal to the number of successes rolled.

While the link is active, the Cainite can spend a Blood Point to activate this ability for one scene and perceive the linked object or individual's aura as a towering column of light in the distance. This allows the vampire to track her quarry over any distance by making a Perception + Survival roll (Difficulty 6). The Cainite can track her prey even when it leaves no tracks. A successful roll also allows the vampire to determine the approximate distance separating her from her quarry.

The vampire may only maintain a single link at a time. If a new link is formed, the old one dissipates.

LotNMET (Intermediate Auspex): Immediately after viewing a subject's aura with Aura Perception/Read the Soul or immediately after spending three Mental Traits for Spirit's Touch on an object, the Cainite can make a Social challenge difficulty 9 (retest *Empathy*) to establish a link to that object or individual's aura. The link lasts for a number of months equal to the vampire's *Empathy*.

While the link is active, the Cainite can spend a Blood Point to activate this ability for one scene or five minutes and perceive the linked object or individual's aura as a towering column of light in the distance. This allows the vampire to track her quarry over any distance by making a Static Mental challenge (retest *Survival*, difficulty 7). If the challenge is successful, the Cainite also knows the approximate distance between her and her target. The Cainite can track her prey in this manner even when it leaves no tracks.

The vampire may only maintain a single link at a time. If a new link is formed, the old one dissipates.

BNSMET (Auspex ••••): System: Immediately after viewing a subject's aura with Aura Perception/Read the Soul or immediately after asking at least 3 questions using Spirit's Touch on an object, the Cainite can spend 1 Blood Point to establish a link to that object or individual's aura. The link lasts for a number of months equal to the vampire's *Empathy*.

While the link is active, the Cainite can spend a Blood Point to activate this ability for one scene or five minutes

and perceive the linked object or individual's aura as a towering column of light in the distance and knows the approximate distance between her and her target. The Cainite can track her prey in this manner even when it leaves no tracks. The vampire may only maintain a single link at a time. If a new link is formed, the old one dissipates.

Focus [Perception]: Spending the Blood Point to activate the ability lasts for one hour instead of five minutes.

Two-Gun Quickdraw (Celerity •••• ••)

The Cainite becomes a blur, using two weapons simultaneously to clear the field of enemies as if each hand had a mind of its own.

System: Spend 4 Blood Points. For the remainder of the scene, drawing your weapons is a reflexive action. In addition, each action used to make an attack can target two enemies without imposing further penalties. Make one roll for each attack and resolve it against each respective enemy. The vampire cannot move between attacks. This Discipline may be used with Brawl or Melee attacks, or one of each action, but cannot be used with weapons that require two hands.

LotNMET (Master Celerity): Spend 4 Blood Points. For the remainder of the scene, drawing weapons does not require an action. In addition, the vampire may make two attack actions (one for each hand) during their normal round and during their first Celerity round. These attacks may target different enemies. Each of these attacks requires its own challenge and trait bid against the individual target but incurs no penalties for being off-handed or for coordination penalties. The vampire cannot take any steps while attacking with this power. This Discipline may be used with Brawl or Melee attacks, or one of each round but cannot be used with weapons that require two hands.

Celerity & Firearms

You can only fire a gun so fast.... luckily, that rate is damn fast. Six shots in one second has been done by an unaided human hand, belonging to a man named Jerry Miculek, so there's no reason a vampire with celerity can't also shoot their gun that fast. Much faster is unlikely, as you are limited by the action of the firearm. The gun itself can only cycle the action so quickly.

BNS MET (Elder Celerity): Spend 3 Blood Points. For the remainder of the scene, drawing weapons does not require an action. In addition, the vampire is considered to have the Ambidextrous merit, but may use this merit's advantage during every round instead of the normal once per turn limitation. Finally, once per turn, the Kindred may take two attack actions (one for each hand) in a single round. This may be during the normal round or during a Celerity round, but it can only be used in one round each turn. Each of these attacks requires their own challenge against the target. The vampire cannot take any steps while attacking with this power. This Discipline may be used with Brawl or Melee attacks, or one of each, but cannot be used with weapons that require two hands.

Royal Flush (Chimerstry •••• •)

They say a cheater never wins and a winner never cheats. That's bullshit! In a land as desperate as the West there is always a sucker willing to try his luck in the saloons. Those kindred whose martial skill is not suited for the wilds of the outdoors ply their trade and deceptions here. Card sharks abound in the Wild West and some enterprising Ravnos have become the best of the best by honing their gifts to a razor's edge.

System: The Kindred can spend 1 Blood Point and 2 Willpower Points to affect a number of small objects and provide illusionary covers for those chosen objects. The maximum number of objects affected is fifty-four, and the Kindred can alter the illusions on the fly as a target is viewing or interacting with them, allowing each person to see the same illusion or a different illusion on a whim. This power lasts for an hour or a scene, whichever is longer.

This enables the Kindred or another individual the Kindred aids to cheat much more successfully. Any attempts to cheat at a game of chance when the Kindred is using this power are done at Difficulty 3. This only applies if the Kindred wills it. Any attempt to cheat that the vampire would not permit (such as cheating to beat them or their ally) is done at Difficulty 10.

LotN MET (Master Chimerstry): The Kindred can spend 1 Blood Point to activate this illusion. Royal Flush affects a number of small objects and provides illusionary covers for those chosen objects. The maximum number of objects affected is fifty-four, and the Kindred can alter the illusions on the fly as a target is viewing or interacting with them, allowing each person

targeted to see the same illusion or a different illusion on a whim. The Kindred must remain present for this power's use, and this power lasts for an hour or a scene, whichever is longer.

The Kindred is able to successfully cheat using the illusion and receives +5 bonus to any challenges relating to the game of chance being altered. Individuals the Kindred allows to cheat do so with a +3 bonus. Anyone who wishes to cheat against the Kindred's wishes must spend a Willpower to attempt to do so.

BNS MET (Elder Chimerstry): System: The Kindred can spend 1 Blood Point and a simple action to activate this illusion. Royal Flush affects a number of small objects and provides illusionary covers for those chosen objects. The maximum number of objects affected is fifty-four, and the Kindred can alter the illusions on the fly as a target is viewing or interacting with them, allowing each person targeted to see the same illusion or a different illusion on a whim. The Kindred must remain present for this power's use, and this power lasts for an hour or a scene, whichever is longer.

The Kindred is able to successfully cheat using the illusion and also receives +3 bonus to any challenges relating to the game of chance being altered. Mortals affected cannot attempt to cheat or alter the game. Supernatural creatures who wish to cheat must make a Social + Willpower challenge against the vampire's Social + Subterfuge to attempt to do so. If successful, the cheater may then attempt to cheat, but is at a -5 penalty to her test. The Kindred may choose to allow others to cheat in the game besides herself, and those individuals may do so without the initial challenge against the vampire and without the -5 penalty.

Ghost Town (Level 6 Necromancy)

For reasons unknown to Kindred, a weak veil between the worlds of the living and the dead permeates the Old West. The dead tend to linger. The inherent nature of the oft violent deaths, cursed lands, ghost towns, and other powers beyond the realms of the living have given enterprising Giovanni abilities to create huge haunts. These haunts act in a manner similar to mass fetters where souls that pass within their borders can find no peace.

System: The caster spends 4 Blood Points and 1 Permanent Willpower and proceeds to make an Intelligence + Occult roll (Difficulty 7). The ritual affects a radius of 2 miles / 3.2 km. For every success, the ritual's effect lasts longer (see the duration chart below for details.)



Successes	Time
1 Success	1 Month
2 Successes	6 Months
3 Successes	1 Year
4 Successes	10 Years
5 Successes	50 Years

When a human dies within the range of effect of this ritual, their Permanent Willpower is compared to the successes rolled for the initial casting. If the Willpower is lower than the successes, a Wraith or Spectre is formed. The human's Humanity rating is compared to the successes. If their rating is higher, they become a Wraith. If it is lower, they become a Spectre. The caster of the ritual can choose, however, to create only Wraiths. This must be decided when the ritual is initially cast.

LotN MET (Master Necromancy Ritual): Casting this ritual requires a full night of chanting. In addition

to the ritual casting challenge, the caster spends 2 Blood Points and 1 Permanent Willpower. The ritual affects a radius of 2 miles / 3.2 km. and lasts for a number of months equal to the number of Mental Traits the caster spends.

Whenever a human dies within the range of effect of this ritual, they must make a static Willpower challenge. If she loses the challenge, a Wraith is formed. On ties, she becomes a Spectre. The caster of the ritual can choose, however, to create only Wraiths. This must be decided when initially cast.

BNS MET (Necromantic Ritual ●●●●●): The ritual affects a radius of 2 miles / 3.2 km. and lasts for a number of months equal to the number of Blood Points the vampire spends when casting this ritual.

Whenever a human dies within the range of effect of this ritual, they become a Wraith NPC.

Hanged Man's Blessing (Obeah ••••)

Even among the scoundrels and outlaws in the West there are, on rare occasions, a few souls who would try and right the wrongs of those unjustly condemned. The Salubri are exceedingly scarce in the world, but the frontier has become an ideal place to hide as few Warlocks are willing to pursue them into the lawless territories. With frontier justice often being as corrupt as it is swift, some have adapted their healing gifts to stave off the call of death just long enough to give the victim a second lease on life. Or at least a running start when their aggressors realize that frontier justice was not as final as they assumed.

System: A Kindred may spend 2 Blood Points and make a Charisma + Medicine roll (Difficulty 7). The Kindred selects one creature or person that is at Crippled Health level or below. For every success rolled, the target may benefit from a +1 die bonus to their next Soak roll. This bonus remains for either the scene or until the creature's Health level recovers to Bruised, whichever happens first. A side effect is that damage that would normally kill the mortal creature or person appears to do just that. All mundane attempts to discern if the target is living or dead make them appear lifeless.

LotN MET (Intermediate Obeah): A Kindred may spend 2 Blood Points and make a Social challenge (retest Medicine) against any willing animal or person within their line of sight that is at Wounded Health level or below. For every Social Trait the vampire then spends, the target gains one Rugged Physical Trait. In addition, the target ignores Wound Penalties. This bonus remains for either the scene or until the creature's Health level recovers to at least Bruised, whichever happens first. A side effect is that damage that would normally kill the mortal creature or person appears to do just that. All mundane attempts to discern if the target is living or dead make them appear lifeless.

BNS MET (Obeah ••••): **System:** A Kindred may spend 2 Blood Points and use their standard action to target a willing animal or person in their line of sight who is at an Incapacitated Health level. The target does not lose their simple action and ignores Wound Penalties. The target of this Discipline also gains a +1 bonus to their Dodge- and Survival-based defense test pools. This bonus remains for either the scene or until the creature's Health level recovers to Healthy, whichever happens first. A side effect is that damage that would

normally kill the mortal creature or person appears to do just that. All mundane attempts to discern if the target is living or dead make them appear lifeless.

Focus [Wits]: The target of this Discipline gains a +3 bonus to their Dodge- and Survival-based defense test pools instead of +1.

Nameless Gunslinger (Obfuscate •••• •)

Since the first European settlers established villages and towns on the frontier, the stories of mysterious strangers, gunslingers, and outlaws that left an indelible mark when they came into town for good or ill have fast become the stuff of legend. And like all great legends, when asked about them after the fact the details of those individuals become curiously murky in the minds of those that encountered them.

System: **System:** This power is always on to some degree unless the Cainite wills otherwise. Mortals are unable to recall any detail about the Cainite even if they have the Eidetic Memory Merit, and other supernatural creatures must succeed a Perception + Awareness roll (difficulty 8 to recall anything specific and need at least 3 successes to describe her in perfect detail.)

The Cainite can also spend one Willpower point to strengthen this power for one scene. Any action she takes during that scene will completely fade from memory in ten days minus the Cainite's Stealth rating, including from the memory of anyone who heard the tale second-hand. This can be justified in any number of ways by witnesses, such as an overt murder being remembered as a mysterious disappearance. This affects mortals differently than supernatural creatures and other Kindred.

Individuals both mortal and supernatural with a Permanent Willpower equal to the Cainite's Manipulation + Occult (maximum 9) can mitigate the effects of this strengthened power. Mortals will begin to recall the true events after a number of days equal to 5 x the Cainite's Stealth rating, while supernatural creatures and Kindred are simply not affected in the first place.

Effects that allow someone to read or detect memories will be able to spot the alteration as a crude but lasting change.

LotN MET (Master Obfuscate): Whenever the Cainite chooses, they may have this power active. Mortals are unable to recall any detail about the Cainite even if they have the Eidetic Memory Merit. Those affected will remember that someone was there and performed

the actions the Cainite performed, but they will be unable to recall any details about the Cainite herself.

The Cainite may spend 1 Blood Point and make a Static Mental Challenge (difficulty 9, retest Stealth) to extend these effects to also have mortals forget her actions for the scene – other supernaturals are not affected by this. Any action she takes during the scene will completely fade from memory in ten days minus the Cainite's Stealth rating, including from the memory of anyone who heard the tale second-hand.. This will be justified by those affected in any number of ways, such as an overt murder being remembered as a mysterious disappearance.

Supernatural creatures who wish to see through the use of this power may spend a Willpower and make a Mental challenge (retest Awareness) against the Cainite (retest Stealth) to recall the individual clearly. Effects that allow someone to read or detect memories will be able to spot the alteration as a crude but lasting effect.

BNSMET (Elder Obfuscate): Whenever the Cainite chooses, they may make this power active. It functions exactly as the Merit Arcane. In addition, the Kindred may spend 1 Blood Point to have this power's effect extend to people who know her personally. Supernatural individuals who know the vampire personally may spend a Willpower and make a Mental + Willpower challenge versus the vampire's Mental + Stealth to avoid the effects of this power. Effects that allow someone to read or detect memories will be able to spot the alteration as a crude but lasting change.

Shadow Steed (Obtenebration •••• •)

Tales of dark riders who bring death and destruction in their wake on nightmare steeds made of the night itself have long permeated tales of frontier campfires and made many a weary settler jump at their own shadow once the sun had set. The Cainites of the west know that distance is their enemy and the ability to traverse it as fast as possible is one of the best ways to guarantee survival. Several Lasombra from packs out of New Mexico and the California territories have adapted their innate control of the darkness to suit this unique need in a terrifying way.

System: The Kindred spends 1 Blood Point and performs a Charisma + Occult roll (Difficulty 7). If successful, the user conjures into existence a horse made of shadow. The Shadow Steed has the stats of a Large Horse but is always affected by Tenebrous Avatar. It

is only substantial to the vampire and can carry them and any weight they bear at top speed without getting tired. The creature also has the ability to jump through shadows via Shadowstep. The steed lasts until sunrise.

LotN MET (Master Obtenebration): The Kindred spends 1 Blood Point and makes a static Social Challenge, retest Occult. If successful, the user conjures into existence a horse made of shadow. The Shadow Steed has the stats of a Large Horse but is always affected by Tenebrous Avatar. It is only substantial to the vampire and can carry them and any weight they bear at top speed without getting tired. The creature also has the ability to jump through shadows via Shadowstep. The steed lasts until sunrise.

BNS MET (Elder Obtenebration): The Kindred spends 1 Blood Point and conjures into existence a horse made of shadow. The Shadow Steed has the stats of a Large Horse but is always affected by Tenebrous Avatar. It is only substantial to the vampire and can carry them and any weight they bear at top speed without getting tired. The creature also has the ability to jump through shadows via Shadowstep. The steed lasts until sunrise.

Legendary Lawman (Presence •••• •)

For all the tales of evil, greed, and destruction that exist on the frontier, there are those rare individuals who to stand out like shining beacons of justice hellbent on preserving the balance between good and evil, greed and generosity, law and chaos. Few of the practitioners of this power are themselves "good"; they are, however, often all that keeps the peace amid the frequent violence of the frontier. They provide a necessary stability to an unstable land.

System: The Cainite can spend 1 Blood Point and 1 Willpower Point to extend the effects of Majesty centered on their primary location of work or business instead of themselves. For a Kindred Prince this would be their seat of power at an office or at Elysium. For a frontier sheriff, this would be the sheriff's office or jail. Individuals who enter this location must treat all other individuals in the location as if they have Majesty active, whether the user of Legendary Lawman is present or not.

Any Courage rolls made to ignore this effect are made using the Charisma + Intimidation of the vampire who used Legendary Lawman on the location. If the Kindred who used Legendary Lawman performs any action that would break their Majesty while in the location, Legendary Lawman also ends.

The range of this effect is 5 meters per dot of Presence the Kindred has at the time of use. It lasts for 1 month per dot of Presence before dissipating.

LotN MET (Master Presence) and BNS MET (Elder Presence: The Cainite can spend 1 Blood Point and 1 Willpower Point to extend the effects of Majesty centered on their primary location of work or business instead of themselves. For a Kindred Prince this would be their seat of power at an office or at Elysium. For a frontier sheriff, this would be the sheriff's office or jail. Individuals who enter this location must treat all other individuals in the location as if they have Majesty active, whether the user of Legendary Lawman is present or not.

The range of this effect is 5 meters per level of Presence the Kindred has at the time of use. Legendary Lawman lasts for 1 month per level of Presence before dissipating. Attempts to break or ignore the effects of Legendary Lawman are made as if the character is attempting to break the Majesty of the vampire who used Legendary Lawman on the location.

If the Kindred who used Legendary Lawman performs any action that would break their Majesty while in the location, Legendary Lawman also ends.

Mountain Lion Form (Protean ••••)

The Gangrel of the west have adapted, changed even. Some have shed the skin of their more traditional wolfen European Kindred and adapted to a more feline persuasion. The changes that come with this form are often more suited to the desert environment of the Wild West. But some Cainite scholars believe that the change is also affecting the minds and dispositions of those that assume this form.

System: This power functions identically to Shape of the Beast but instead of a wolf, the Kindred transforms into a mountain lion. A vampire in mountain lion form gains Strength +1 aggravated damage by tooth and claw and can use any Discipline they possess except Necromancy, Serpents, Thaumaturgy or Vicissitude. The Kindred can run at double speed and also reduces the difficulty of all Tracking attempts by 2.

LotN MET (Intermediate Protean): This power functions identically to Shape of the Beast but instead



of a wolf, the Kindred transforms into a mountain lion. A vampire in mountain lion form gains the Mental Traits Attentive and Observant as well as the effects of Feral Claws and improved running speed.

BNS MET (••••): This power functions identically to Shape of the Beast but the Kindred's default fight form is a mountain lion instead of a wolf. Focus [Wits]: This functions identically to the Shape of the Beast Wits focus, except that the vampire may apply one of the listed alternative bonus templates to their mountain lion instead of the standard bonuses. These templates simply make their particular mountain lion more unique.

Dead Man's Hand (Spiritus •••• •)

Some say the legend of James Butler Hickok's (better known as "Wild Bill" Hickok) death is that he was shot in the back. That's the story mortals have used to justify what really happened on August 1, 1876. Hickok may have indeed been shot in the back but, if rumors hold true, he had long since left the mortal world behind years earlier. Either way, the power seemingly enacted that night influenced Wild West tales for years to come.

System: The player spends 4 Willpower points to merge your spirit with an object, or alternatively spend one permanent Willpower point to use the power reflexively. As long as the vampire holds the object, it can act normally but with a dice pool no greater than your Road Rating. As soon as it lets go, however, or when its physical body is slain, the vampire's soul immediately transfers to the object and it loses all awareness, leaving its body functionally dead, though the vampire can stay in the object indefinitely.

When another individual or animal touches the object, the vampire's awareness extends to their soul and gleans all the information available by scoring 5 successes on Read the Soul (Auspex ••).

While in the object, the vampire's soul remains vulnerable to most vampiric banes and it still suffers the effects of true faith and fire. It can recover Willpower normally at the start of each night. However, the object cannot soak damage and is no more durable than it was before being possessed by the vampire. If the object is destroyed, then the vampire rolls Road Rating (difficulty 9). If it fails, its soul falls into the astral plane and is permanently lost. If it succeeds, the vampire's soul moves on to the next closest object instead.

When another individual touches the object, the vampire can force out its soul and inhabit the body.

In order to possess a person, the vampire must initiate a contested Willpower roll against the intended target who is touching the object (in the case of multiple people touching the object). This contest is at difficulty 7 for each party and the vampire must spend a Willpower point for each attempt (two if the target is also a vampire).

When the target's Willpower reaches 0, it can be possessed. However, if the vampire's Willpower reaches 0 first, its soul is permanently destroyed. While possessing the body of the target, if the target is a vampire they may use all of their powers they know regardless of whether or not their new host knows them. The user may utilize the Blood Pool of their host as needed for their Disciplines. The host's effective Generation is changed to the vampire who has taken over if the host's Generation is higher than that of the invader. The user of this power assumes the Physical Attributes of their new host as well as their Appearance, but retains the rest of their Social and Mental Attributes. The invader gains none of the host's Talents, Skills or Knowledges. Furthermore, the invader retains its Clan Disciplines and Clan Weakness, but gains the host's Clan Weakness as well.

The Kindred when inhabiting the body of a mortal is able to power their Disciplines as needed if they have the required vitae in their new vessel. Disciplines that do not require vitae function as normal. The Kindred's presence also benefits the vessel when the vessel is harmed physically or mentally. The Kindred's Willpower and Generation are factored in when the vessel is the subject of Dominate or Presence powers or any other instance where those would be important to a power's success or failure. The Kindred's spirit empowers the vessel so that they are able to soak Lethal damage while acting as the host for the Kindred, this is only using the vessel's Stamina rating (passive Fortitude soak bonuses cannot aid the vessel).

When inhabiting a mortal host, the vampire must make a Road Rating roll each dawn (Difficulty 7). A failure renders the vampire unable to rise for a day, and a botch means the vampire effectively goes into torpor and the host regains control until the vampire awakens (duration is based on current Road Rating). Success allows the vampire to function normally.

LotN MET (Master Spiritus): Ahramines and Spiritus were not adapted for MET.

BNS MET (Elder Spiritus): Ahramines and Spiritus were not adapted for MET.

Wanted: Dead or Alive (Level 2 Thaumaturgy)

There is nothing worse in the west than being hunted. The Tremere that pursue their foes across the frontier are at this time fortunately few. But those that have left the sanctity of their chantries are frighteningly effective by use of this power that makes escape a futile option that only tends to delay the inevitable.

System: This ritual is performed by sprinkling a bit of vitae on a wanted poster depicting an accurate rendition of the targeted individual.

Anyone who looks at the poster will have the difficulty of any Perception-based roll to notice the target decreased by 1 for the next three nights, and be able to perfectly recall every detail of any brief encounter with the target, down to the last word they said, as if they had the Eidetic Memory Merit. Longer encounters or conversations stick to memory but are recalled much less clearly.

LotN MET (Basic Thaumaturgy Ritual): This ritual is performed by sprinkling a bit of vitae on a wanted poster depicting an accurate rendition of the targeted individual.

Anyone who looks at the poster will gain +3 bonus to any Perception-based challenge to notice the target for the next three nights, and be able to perfectly recall every detail of any brief encounter with the target, down to the last word they said, as if they had the Merit: *Eidetic Memory*. Longer encounters or conversations stick to memory but are recalled much less clearly.

BNS MET (Thaumaturgy Ritual ••): This ritual is performed by sprinkling a bit of vitae on a wanted poster depicting an accurate rendition of the targeted individual.

Mortals who see the poster will notice and recognize the target if they encounter them for the next three nights. In addition, they will be able to perfectly recall important details of any brief encounter with the target. Longer encounters or conversations stick to memory but are recalled much less clearly.

Liar's Dice (Level 3 Thaumaturgy/Setite Sorcery)

The easiest way to start a bar fight is to catch someone telling a lie; pit friend against friend, man against woman, sheriff against deputy... Nobody tolerates a liar on the frontier. All one needs to set such a trap up is a simple pair of dice and some cheap whiskey. Many a Tremere have simply sat back and watched the ensuing chaos that results.

System: The Kindred soaks the dice in whiskey mixed with 1 Blood Points worth of vitae before performing the ritual. When complete, the dice compel anyone who rolls them to compulsively lie about everything. This effect can be resisted by making a Self-Control roll (Difficulty 4 plus the number of successes scored on the ritual) when first picking up the dice.

The dice remain potent for three nights and last for one scene when used, at which point the magic within the dice dissipates.

LotN MET (Intermediate Thaumaturgy/Setite Ritual): The Kindred soaks the dice in whiskey mixed with 1 Blood Point worth of their vitae before performing the ritual. These dice hold the ritual for three nights and compel the first person who rolls them to compulsively lie about everything for the remainder of the scene. This effect can be resisted by spending a Willpower and making a Mental challenge against the caster when first picking up the dice.

BNS MET (Thaumaturgy Ritual ••): The Kindred soaks the dice in whiskey mixed with 1 Blood Point worth of their vitae before performing the ritual. These dice hold the ritual for three nights and compel the first person who rolls them to compulsively lie about everything for the remainder of the scene. Supernatural creatures may attempt to resist this affect by making a Mental + Willpower challenge against the caster's Mental + Occult when first picking up the dice.

Minor Shadow Steed (Animalism ••, Obtenebration •••••)

Experience Cost: 21

System: The Kindred spends 1 Blood Point and performs a Charisma + Occult roll (Difficulty 7). If successful, the user conjures into existence a horse made of shadow. The Shadow Steed has the stats of a Large Horse but is always affected by Tenebrous Avatar. It is only substantial to the vampire and can carry them and any weight they can carry at top speed without getting tired. The steed lasts until sunrise.

LotN MET (Advanced Obtenebration, Basic Animalism): The Kindred spends 1 Blood Point and makes a static Social Challenge, retest *Occult*. If successful, the user conjures into existence a horse made of shadow. The Shadow Steed has the stats of a Large Horse but is always affected by Tenebrous Avatar. It is only substantial to the vampire and can carry them and

any weight they can carry at top speed without getting tired. The steed lasts until sunrise. *Minor Shadow Steed* costs 6 experience points to learn.

BNS MET (Technique Prerequisites: Obtenebrazion •••• and Animalism ••): The Kindred spends 1 Blood Point and conjures into existence a horse made of shadow. The Shadow Steed has the stats of a Large Horse but is always affected by Tenebrous Avatar. It is only substantial to the vampire and can carry them and any weight they can carry at top speed without getting tired. The steed lasts until sunrise.

Rod of the Rattler (Animalism ••, Serpentis •••)

Experience Cost: 15

While the Followers of the Dark God are not numerous in the west, there are many snakes. As a way to adapt to the hostile environment and always have a weapon nearby if needed the Setities have begun to use the native serpents with deadly efficiency. These tools are often given to potential victims as gifts to assassinate them at an unsuspecting time.

System: The Player spends 2 Blood Points and make a Charisma + Animal Ken roll (Difficulty 7). If successful, the user summons a nearby serpent that can on command transform into a club or spear. While in weapon form the serpent shares identical stats as a weapon of the user's choice between club or spear. Whenever the weapon strikes someone, the wielder may spend 1 Blood Point reflexively to poison the target. The target must make a Soak roll to resist the effects of the poison (Difficulty 7). If the target fails, they suffer 1 unsoakable Health Level of Lethal damage per turn for 4 turns.

If the serpent is left in its animal form it can also deliver this venom via a bite attack standard for a poisonous snake, with the exception that the snake's bite deals Aggravated damage instead of Lethal. The poison does not affect the undead. The snake can only deliver the venom once every day.

Those viewing the serpent while in its weapon form through Auspex can potentially see the object as a magical animal if they succeed on their (Aura Perception/Read the Soul) roll. This power lasts for one night.

LotN MET (Basic Animalism, Intermediate Serpentis): The Player spends 2 Blood Points and makes a Social challenge (difficulty 8, retest *Animal Ken*). If successful, the user summons a nearby serpent that can transform into a club or spear on command for the rest of the night. While in weapon form, the serpent has the stats of a club or spear.

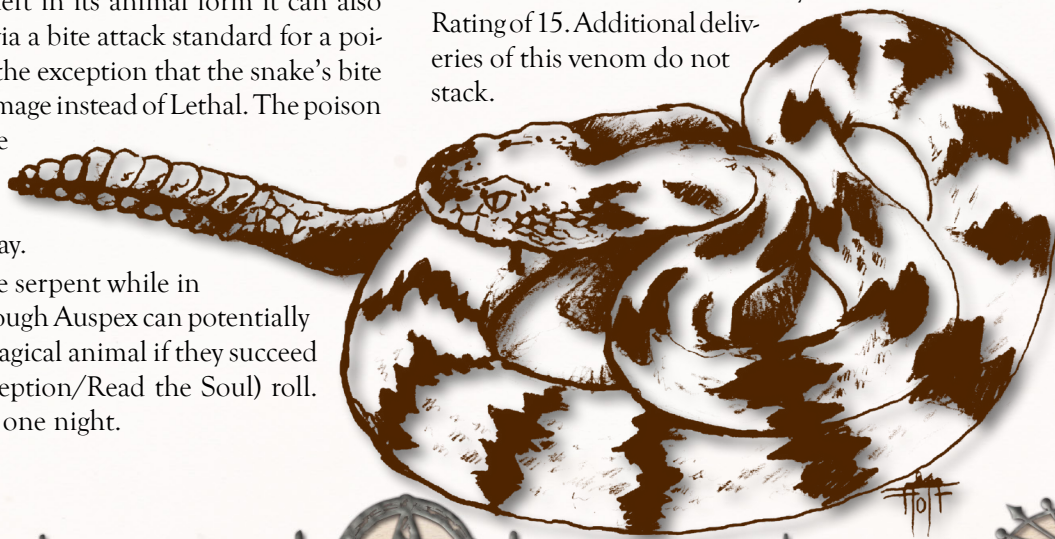
When the serpent-turned-weapon successfully hits and deals damage to a target, the wielder may make a second Physical challenge (retest Athletics) against the injured individual (retest Survival) to inject them with poisonous venom. If successful, the venom deals 1 Health Level of lethal damage (that cannot be negated) every turn for 4 turns. The poison does not affect the undead, harming only the living. Additional deliveries of this venom do not stack affects or poison damage.

While in animal form, the serpent can use a standard bite attack (Physical challenge, retest Athletics), dealing one Aggravated damage. In addition, the snake may choose to also deliver the same potent venom as when it is in club or spear form. In snake form, it can only deliver the venom once per day.

Auspex powers such as Aura Perception/Read the Soul can potentially see the object as a magical animal with the appropriate challenges. Rod of the Rattler costs 7 experience points to learn.

BNS MET (Technique Prerequisites: Animalism •• and Serpentis •••): The Player spends 2 Blood Points to summon a nearby serpent that can transform into a club or spear on command for the rest of the night. While in weapon form, the serpent has the stats of a club or spear.

When the serpent-turned-weapon successfully hits and deals damage to a target, the wielder may choose to have the strike also inject them with poisonous venom. This is a Toxin with a Virility Rating of 15. Additional deliveries of this venom do not stack.



While in animal form, the serpent can use a standard bite attack (Physical + Athletics), dealing one Aggravated damage. In addition, the snake may choose to also deliver the same potent venom as when it is in club or spear form. In snake form, it can only deliver the venom once per day.

Auspex powers such as Aura Perception/Read the Soul can potentially see the object as a magical animal with the appropriate challenges.

Chupacabra Servitor (Animalism •••, Vicissitude •••)

Experience Cost: 18

The legends of malformed creatures that feed on livestock have permeated the tales south of the American border for years and have become the stuff of legend. Enterprising Tzimisce have found a way to make easy servitors in this misbegotten land far from their ancestral home. While not as effective as *szlachta*, chupacabra are quicker to produce and the resources to bring them into existence are numerous.

System: The Kindred can use this application of Vicissitude to turn a dog, wolf, or small bear into the legendary Chupacabra.

The Kindred makes an extended Intelligence + Body Crafts roll (Difficulty 7) requiring a total of 15 successes. Each roll made takes 8 hours a night and costs 1 Blood Point as the Kindred molds and alters the flesh of the creature, shaping it into the perfect monster.

Choose Your Own Adventure:

- The Chupacabra transformation gives the beast an additional +2 to each Physical Attribute, to a maximum of 5. The creature's bite and claw attacks inflict Strength +2 lethal damage and the Chupacabra also benefits from 2 additional OK Health Levels and 1 Armor rating.
- The Chupacabra transformation gives the beast 5 dots in Physical Attributes to be distributed at the vampire's discretion, no more than 2 in any Attribute. The creature's bite and claw attacks inflict a Strength +2 lethal damage and the Chupacabra also benefits from 2 additional OK Health Levels and 1 Armor rating.

The beast does not last long before deteriorating, only surviving 1 month per Vicissitude rating the creator had at the time of its creation. Rumors abound of a Vicissitude practitioner skilled enough to keep the creatures alive for years.

LotNMET (Intermediate Animalism, Intermediate Vicissitude): Spend one Blood Point and make a Physical challenge (difficulty 9, retest Crafts: Body Crafts). Success uses Vicissitude to turn a dog, wolf or small bear into the legendary

Chupacabra. This Chupacabra dies after one month for every additional Physical Trait the Vampire spends, up to five. The Kindred must spend one Blood Point when they awoken each night to feed the Chupacabra.

The Chupacabra transformation gives the beast Ferocious x2 and Quick x2, and two additional Healthy health levels. In addition, the creature's natural weapons do an additional level of damage. Chupacabra Savior costs 8 experience points to learn.

BNS MET (Technique Prerequisites: Animalism ••• and Vicissitude •••): Spend one Blood Point to use Vicissitude to turn a dog, wolf or small bear into the legendary Chupacabra. The Chupacabra is created as a level 2 Retainer with the Discipline Specialties of Potence and Protean. In addition, when created, assign one of the benefits listed under the Merit Szlachta on page 244 to the creature, excluding Acid Spit. This Chupacabra dies after one night of existence, plus one month for every additional Blood Point the Vampire spends, up to five.

The Kindred can have only one Chupacabra or a number of Chupacabra equal to their level of Retainers (whichever is greater), at any given time. The Chupacabra does not count toward their Retainer total.

Jaws of the Card Shark (Auspex •, Celerity •)

Experience Cost: 6

All sorts of scoundrels exist in the west and even the most seemly civilized of gentlemen know a trick or two to swindle money out of an unsuspecting cowboy. This power has been the cause of many a bar fight on the frontier and is a favorite gift of more than one Toreador who prefers the card or craps table to the rough and tumble outdoors.

The Cainite's attention to detail and his deft hands make her difficult to beat at games of chance, even when substitution tricks are impossible.

System: The difficulty of any checks made to cheat at games of chance like liar's dice or poker decreases by 2 if the Cainite can use physical manipulation of the equipment involved in the game or mental tricks like card counting or other probability analyses. The difficulty decreases by 3 if the vampire can use both.

This power is always active once purchased.

LotN MET (Basic Auspex, Basic Celerity): The Cainite receives a +3 bonus on challenges to cheat at games of chance like liar's dice or poker. This power is always active once purchased. Jaws of the Card Shark costs 3 experience points to learn.



BNS MET (Technique Prerequisites: Auspex • and Celerity •): The Cainite receives a +3 bonus on challenges to cheat at games of chance like liar's dice or poker. This power is always active once purchased.

Royal Flush (Auspex •, Chimerstry ••••)

Experience Cost: 15

System: The Kindred can spend 1 Blood Point and 2 Willpower Points to affect a number of small objects and provide illusionary covers for those chosen objects. The maximum number of objects affected is 54. The Kindred can alter the illusions on the fly as a target is viewing or interacting with them and can allow each person to see the same illusion or a different illusion on a whim. This power lasts for an hour or a scene, whichever is longer.

This enables the Kindred, or another individual if the Kindred is merely aiding another, to cheat much more successfully. Any attempts to cheat at a game of chance when the Kindred is using this power are done at Difficulty 3. This only applies if the Kindred wills it. Any attempts to cheat that the vampire would not permit (such as cheating to beat them or their ally) is done at Difficulty 10.

LotN MET (Basic Auspex, Intermediate Chimerstry): The Kindred can spend 1 Blood Point to activate

this illusion and 1 Social Trait for each person targeted to see the illusion. Royal Flush affects a number of small objects and provides illusionary covers for those chosen objects. The maximum number of objects affected is 54. The Kindred can alter the illusions on the fly as a target is viewing or interacting with them and she can allow each person targeted to see the same illusion or a different illusion on a whim. The Kindred must remain present for this power's use and this power lasts for an hour or a scene, whichever is longer.

The Kindred is able to successfully cheat using the illusion and also receives +3 bonus to any challenges relating to the game of chance being altered. Individuals the Kindred allows to cheat do so with a +1 bonus. Anyone who wishes to cheat against the Kindred's wishes must spend a Willpower to attempt to do so. Royal Flush costs 6 experience points to learn.

BNS MET (Technique Prerequisites: Auspex • and Chimerstry •••): The Kindred can spend 1 Blood Point and their standard action to activate this illusion. Royal Flush affects a number of small objects and provides illusionary covers for those chosen objects. The maximum number of objects affected is 54, and the Kindred can alter the illusions on the fly as a target is viewing or interacting with them, and she can allow each person targeted to see the same illusion or a different illusion on a whim. The Kindred must remain present for this power's use, and this power lasts for an hour or a scene, whichever is longer.

The Kindred is able to successfully cheat using the illusion and also receives +1 bonus to any challenges

relating to the game of chance being altered. Mortals affected cannot attempt to cheat or alter the game. Supernatural creatures who wish to cheat must make a Social + Willpower challenge against the vampire's Social + Subterfuge to attempt to do so. If successful, the cheater may then attempt to cheat, but is at a -3 penalty to her test. The Kindred may choose to allow others to cheat in the game besides herself, and those individuals may do so without the initial challenge against the vampire and without the -3 penalty.

Gold Fever (Auspex •, Dementation •••)

Experience Cost: 21

The greed of man knows no bounds. The madness that comes with the pursuit of wealth is never ending. Yet nothing throughout the passage of time drives a man as mad as does the pursuit of gold. From the great Pharos down through the ages, as long as there's gold there are men who will lie, cheat, and kill to possess it. Sometimes they just need a little push. With the lawless nature of the west a few enterprising Cainites helped prompt their sustainable food source to come forth in droves searching for the precious metal like lambs to the slaughter.

System: The Kindred selects a target to suffer the effects of a new Derangement: Gold Fever. The Kindred must either be within 3 meters or have made physical contact with the target in order to affect them with this power. The Kindred spends 1 Blood Point and makes a Manipulation + Empathy roll (Difficulty 7). This

Gold Fever

Individuals with Gold Fever become obsessed with the topic of gold and the procuring of it as a form of wealth advancement. This becomes an all-consuming endeavor if left unchecked, as the individual slowly becomes anti-social and suspicious of others for fear of those around them trying to take their rightful claim to any gold. Their obsession for gold is so great, they receive a +1 die bonus to notice gold or anything that could be mistaken for gold, such as fool's gold.

A person with Gold Fever must make a Self-Control roll (Difficulty 3) once a day when they wake up to resist trying to obtain gold by any means. For each time the individual succeeds in not submitting to the urge to obtain gold, the Difficulty of the next check increases by 1.

LotN MET: Gold Fever is the Obsessive/Compulsive derangement focusing on acquiring gold.

BNS MET: Gold Fever is the Obsession derangement using gold as the trigger. While a character is under the power of the Gold Fever Discipline, they always have 1 derangement trait in this derangement. Resetting the character's derangement traits places them at 1 rather than 0 in this derangement.

Derangement remains with the target for a number of months equal to the number of successes rolled.

Successes	Result
1 Successes	One Day
2 Successes	One Week
3 Successes	One Month
4 Successes	One Year
5 Successes	Ten Years

LotN MET (Basic Auspex, Intermediate Dementation): The Kindred selects a target to suffer the effects of a new Derangement: Gold Fever. The Kindred must either be within 6 steps or have made physical contact with the target in order to affect them with this power. The Kindred spends 1 Blood Point and makes a Social challenge against their target (retest Empathy). This Derangement remains with the target for one month, plus one month for each additional Social Trait spent, up to five (giving a maximum length of six months). Gold Fever costs 9 experience points to learn.

BNS MET (Technique Prerequisites: Auspex • and Dementation ••••): The Kindred selects a target to suffer the effects of a new Derangement: Gold Fever. The Kindred must have Gaze and Focus with the target. Spend 1 Blood Point and make an opposed Dementation challenge against their target. This Derangement remains with the target for one month or a number of months equal to the vampire's Empathy skill, whichever is greater.

Unflinching Stare-down (Dominate •, Presence ••)

Experience Cost: 9

The gunfights at high noon are often the tales that get romanticized by authors and poets, because the ones at sundown are often too brutal and over too quickly to make for anything less than a chilling story of a gunslinger best to be avoided at all cost. Kindred employing this power with deadly effectiveness bring with them the very legends that the Old West is built upon. They are rarely challenged to a duel twice.

The vampire stares dead into the eyes of his enemy, shattering his concentration and his confidence.

System: Spend one Blood Point reflexively at the beginning of combat and make a Charisma + Intimidation roll (difficulty equal to target's Current Willpower). Success means the target doesn't roll for Initiative that turn and acts at the end of the round.

LotN MET (Basic Dominate, Basic Presence): Spend one Blood Point at the beginning of combat

and make a Social challenge against the target (retest Intimidation). Success reduces the target's Initiative for this round to 1 (they go last). Unflinching Stare-down costs 6 experience points to learn.

BNS MET (Technique Prerequisites: Dominate • and Presence ••): Spend one Blood Point at the beginning of combat. Mortals affected by this power have their Initiative for this round reduced to 1 (they go last). Supernatural targets must win a Social + Intimidation challenge against the vampire or have their Initiative reduced to 1 this round.

Marshal the Posse (Dominate ••, Presence •••)

Experience Cost: 7

Venture on the frontier have adapted to its lawlessness in much more blatant ways than their city bound kin. Their use of mortals to quickly and ruthlessly pursue and eliminate their enemies lacks their traditional subtlety. But practitioners of this power more than make up for a lack of grace and style by way of their ability to command the sheer brutal efficiency of the mob.

System: Spend one Willpower point, one Blood Point and 30 minutes to activate this power. During this time, the user rouses a mortal crowd into a frenzy under one common goal. Roll Charisma + Leadership (Difficulty 7) and assign successes according to the table to determine the effect and duration of the effect. Succeeding on extra checks only adds a *single* success to the original roll, however, and a botch sparks the ire of the crowd dangerously, ruining the attempt.

Successes	Posse	Duration
1 success	One person	1 hour
2 successes	Two people	1 night
3 successes	Six people	1 week
4 successes	Twenty people	1 month
5 successes	Fifty people	1 year

The posse is gathered under a common goal and will continue to follow the leadership of the user as long as she's actively working towards the same goal as the crowd, acting as an extension of the user. The stated goal must be simple, something that can be explained with no more than one or two short sentences. As long as the player is within line of sight of the posse, the difficulty of all Courage rolls they make is decreases by 2, but the difficulty of Self-Control rolls increases by 2. The posse will follow reasonable commands, but dangerous or un-

reasonable command may require additional convincing, usually another Charisma + Leadership roll (difficulty 5 to 9, depending on the command).

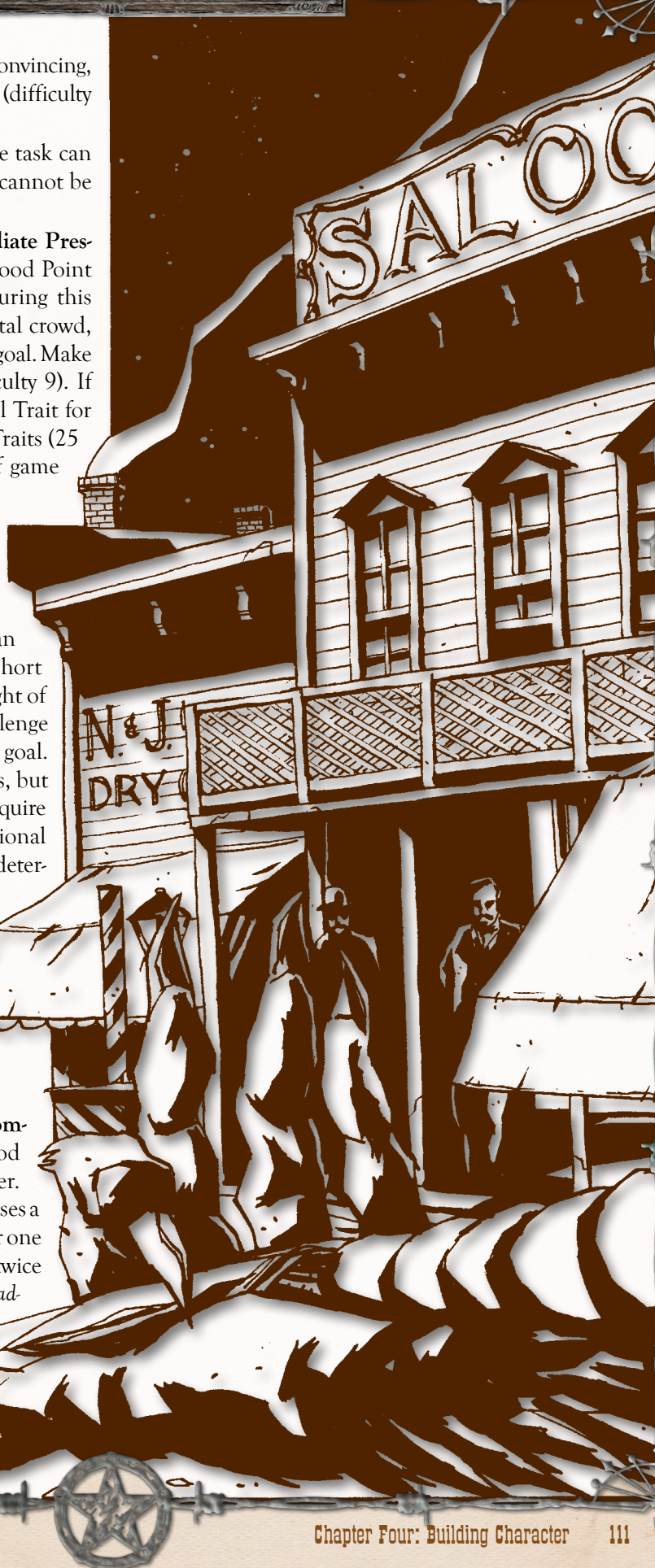
If the effect of this power ends before the task can be completed, the crowd grows listless and cannot be marshalled into a posse again for a month.

LotN MET (Basic Dominate, Intermediate Presence): Spend one Willpower point, one Blood Point and 15 minutes to activate this power. During this time, the user gathers and addresses a mortal crowd, rousing them to a frenzy under one common goal. Make a Social challenge (retest Leadership, difficulty 9). If successful, the vampire must spend 1 Social Trait for every 5 people they wish to affect, up to 5 Traits (25 mortals). This power lasts for a number of game sessions equal to the Cainite's Leadership.

The posse is united under a common goal and will continue to follow the player's leadership as long as she appears to be actively working towards the same goal. The stated goal must be simple, something that can be explained with no more than one or two short sentences. As long as she is within line of sight of her posse, the mortals receive a +2 to any challenge that is directly related to accomplishing the goal. The posse will follow reasonable commands, but dangerous or unreasonable commands may require additional convincing in the form of additional Social challenges with higher difficulties as determined by the storytellers.

If the effect of this power ends before the task can be completed, the crowd grows listless and cannot be marshalled into a posse again for one month or two game sessions, whichever is longer. Marshal the Posse costs 8 experience points to learn.

BNS MET (Technique Prerequisites: Dominate ••• and Presence •••): Spend 2 Blood Points and 15 minutes to activate this power. During this time, the user gathers and addresses a mortal crowd, rousing them to a frenzy under one common goal. A number of mortals equal to twice the number of levels the vampire has in *Leadership* are affected. This power lasts for a number of game sessions equal to the Cainite's Leadership.



The posse is united under a common goal and will continue to follow the player's leadership as long as she appears to be actively working towards the same goal. The stated goal must be simple, something that can be explained with no more than one or two short sentences. As long as she is within line of sight of her posse, the mortals receive a +2 to any challenge that is directly related to accomplishing the goal. The posse will follow reasonable commands but will not engage in acts they would consider to be dangerous or that would result in direct harm to themselves.

No one affected by this power can be marshalled into a posse again for one month or two game sessions, whichever is longer.

The Right to Grizzly Claws (Potence ●●, Protean ●●)

Experience Cost: 18

Might often makes right on the frontier and there are many things that go bump in the night that mere bullets alone would barely slow down, much less kill. Practitioners of this power are among the most skilled and lethal lupine hunters on the frontier and will readily teach this power to those few Cainites with enough fortitude to go through the grueling process to learn it.

In the purest expression of the Cainite's right to bear arms possible, she manifests four-inch-long claws that rend steel and flesh alike.

System: The Cainite spends 2 additional Blood Points when activating Feral Weapons to assume a form that inflicts lethal or aggravated damage. The chosen form of attack inflicts an additional point of damage and ignores armor equal to the Cainite's Potence rating. The Blood Points can be spent in excess of generational limits and the effects last for the duration of the triggering power.

LotN MET (Intermediate Potence, Intermediate Protean): The Cainite spends 2 additional Blood Points when activating Feral Claws to assume a form that inflicts lethal or aggravated damage. The chosen form of attack inflicts an additional point of damage and gains the weapon special ability Armor-Piercing. The Blood Points can be spent in excess of generational limits, and the effects last for the duration of the triggering power. The Right to Grizzly Claws costs 7 experience points to learn.

BNS MET (Technique Prerequisites: Potence ●● and Protean ●●): The Cainite spends 1 additional Blood Point when activating Feral Claws to assume

a form that inflicts aggravated damage. The chosen form of attack gains the Weapon Traits Brutal and Armor-Piercing. The Blood Points can be spent in excess of generational limits, and the effects last for the duration of the triggering power. The Right to Grizzly Claws is considered to be an additional effect of the original Transformative Power (such as Feral Claws) and does not count as another Transformative Power.

Embrace the Venom (Serpentis •, Obeah •)

Experience Cost: 6

Sometimes lost souls make for the strangest bedfellows. This rare power is the result of such a pairing. Given the rarity of both of these bloodlines in the west some Kindred scholars find the proliferation of this power odd in and of itself.

System: With the power of her Kiss, the vampire can take in blood and suck out poison from the victim as well. When the vampire drinks blood from her victim, she can make a Wits + Medicine roll (Difficulty 8) to suck out a single poison from her victim per success. If the poison would affect Kindred as well as mortals, the Difficulty to resist it decreases by 2.

LotN MET (Basic Serpentis, Basic Obeah): With the power of her Kiss, the vampire can take in blood and suck out poison from the victim at the same time. When the vampire drinks blood from her victim, she can make a Mental challenge (difficulty 7, retest Medicine) to suck out a single type of poison from her victim. She may spend additional Mental Traits to remove additional types of poison at a rate of one Trait per type of poison. Embrace the Venom costs 3 experience points to learn.

BNS MET (Technique Prerequisites: Serpentis • and Obeah •): With the power of her Kiss, the vampire can take in blood and suck out poison from the victim as well. When the vampire drinks blood from her victim, she can make a Mental + Medicine challenge to suck out poison at the same time. She may remove a number of types of poison equal to her Medicine ability.

Merits & Flaws

Mechanical Aptitude

(1 or 2 point Merit)

The rise of steam and coal technologies in the West presents and all new avenue of skill to acquire. The technologies that allow pioneers to travel west with relative ease and comfort need someone to build and repair them.

That person is you. You have a keen eye for mechanics and an instinct for machines that provides you with a natural aptitude for mechanical devices of all kinds. The difficulties of all dice rolls to understand, repair, operate, design or build any type of machinery is two less. This merit assists in the operation and repair of trains but does not help you navigate or pilot a boat of any kind.

Born on a Horse

(2 point Merit)

This merit doesn't lower the difficulty for riding horses, or other beast of burden, but it does allow the rider to take an extra action while riding without penalty, such as operating a firearm or other such device. This merit can be used to provide an extra action while operating an automobile. At the discretion of the Storyteller, this merit requires at least 3 dots in Dexterity to purchase.

Crack shot

(3 point Merit)

You've trained extensively with firearms, to the point where the gun feels like an extension of your own hand. Spend a point of Willpower to make impressive trick shots. You still need to roll your Dexterity + Firearms if attacking someone. You can make bullets ricochet off a spittoon before hitting your target, shoot the lock off a door, or the cigarette out of someone's mouth.

Medium

(4 point Merit)

The Wild West is redolent with ghost stories and every cowboy has a repertoire to tell around the campfire. Whilst most audiences revel in the slight terror of stories or relish the squeals and cries of a startled audience, your experience is grounded in reality. The dead have unfinished business and despite the claims of preachers, most folks don't go on to Paradise. They linger with messages of love and hate, haunt the site of their demise, or follow specific people for unknown purposes. The best ones whisper gently, or cause small disturbances to gain your attention; the worst (and in your experience the majority) have darker desires and methods of communication. This Merit does not confer the ability to actively see spirits (unless the spirit has powers that allow it to manifest); only to hear them. Reduce the difficulty of any roll to interact with spirits by two. Storytellers and players are reminded that this is a Merit; those seeking a hindrance with foul intent are referred to the Flaw: Haunted.



Connections Back East

(3 point Merit)

Instead of Allies, Contacts, and Mentors being locals, they are connected (and, most likely, live) back East. Although sometimes this makes things harder for you to access them (especially prior to the Pony Express), they can provide you with things that the folks in the west cant. Such connections might include shipyard builders, national politicians, various international manufacturers, high-ranking members of the Pinkerton Army or the U.S. Army, and more.

Prophetic

(3 point Merit)

You see visions. Visions of the future, visions of the past, visions of the present. You often can't tell. Some are clear, some are faint. Some come in dreams, others come during waking hours. Their exact content is entirely at the whim of the Storyteller. Whether or not you decide to act on them is up to you, but beware.... they may not even be real...

Gold Mine

(4 point Merit)

Your resources are in the form of a mine. Be it gold, silver, iron ore, precious stone, or something even more exotic, your income is subject to the Boom-And-Bust cycle of the gold rush. With some investment into geology, whether by hiring a geologist or learning it herself, the player can rapidly increase the number of dots they have in resources. They can also, as any good botch does, ruin a good thing by trying too hard. They also are not unknown to the public now. The gold could bring fame or infamy. Either way, the level of potential danger in the player's life is heightened. The player must also take at least one dot in resources.

Touch of the Wyld

(5 point Merit)

Unlike nearly all other undead, you have no obvious Wyrmtaint. You are invisible to those who have the ability to naturally sense the Wyrms, smelling as a normal human might. Your true nature is only to be realized by displaying supernatural abilities or through some powerful extrasensory perception, such as reading one's aura with Auspex, or a similarly functioning ability, such as the Gifts bestows until Garou by Luna. Even those with the Merit Scent For the Wyrms can't smell your sin without the aid of disciplines.

Anachronistic

(1 point Flaw)

You're likely an elder vampire, or were raised by one, and the Industrial Revolution is leaving you behind. You're suspicious of electricity and steam engines and refuse to travel in anything more complicated than a horse-drawn coach. This complicates your life, but the larger drawback is your attitudes. The Age of Reason and so-called Enlightenments were mistakes that will only lead to ruin. You believe firmly in feudal society and to rule by strength rather than consensus. This attitude is somewhat acceptable among vampires, but mortals will likely resist your attempts to assert dominion over them.

13th Generation

(2 point Flaw)

That such creatures exist is proof that the US has diluted all that is good in Europe and made mockery of past glories. The 13th Generation show rapid, uncontrolled, and poor restraint in the Embrace, a decline in the integrity of the Sire-Child relationship, and a reckless, headlong desire to bring about Gehenna. The signs of the apocalypse can be found throughout the new world - even mortal doomsday prophets preach in the streets - and every Elder is beholden to shore up their defenses against the Ancients.

The rhetoric surrounding your Embrace is similar in most cities. or the Camarilla, you are a pariah and your continued existence is a constant reminder of the Final Nights. You might be accosted, denied entry to a city, or approached by Clans such as the Tremere for the purposes of experimentation. In any case, it looks as though your unlife may well be 'nasty, brutish, and short'.

Increase the difficulty of all social rolls by two in any situation where your Generation is a consideration for how people treat you.

Dangerous Bias

(3 point Flaw)

You haven't quite fully shed your mortal pre-conceptions of people. As a result, you're unable to effectively evaluate another's full potential, as either an enemy or an ally. Whenever you are attempting to tell if another person is lying to you, or to otherwise identify attempts to mislead or manipulate you, your dice pools are reduced by two (to a minimum of zero).

Harbinger of Gehenna

(5 point Flaw)

You are thin-blooded and people don't like it. You are 14th or 15th generation. Your disciplines don't work so good. Your vitae is limited, and works like hogwash. As much as some think the Kindred are demonic because they are undead, you being closer

to living than undead doesn't make you any mortal friends. And being the Harbinger of Gehenna hasn't opened any doors either. Your Blood Pool, ability to spend Blood Points, gain disciplines, and more are all subject to the specific rules for Thin-Blooded presented in the core book, or at the discretion of the Storyteller.





Chapter Five: Drama

"Know when to walk away. Know when to run."

—Kenny Rogers



This chapter is intended for the Storyteller. It includes plot hooks, general themes that can run through your games, and additional mechanics to be considered when playing in the sandbox that is the Savage West. There's no need to include these elements, and in fact many of those raised in the Great American Tradition may find them facile, but a careful reading of the entries below could add something new and useful to nearly any Chronicle.

Elements of a Western

The West captured global imagination as soon as San Francisco, the first boomtown of the gold rush era, was founded. The cowboy, the saloon girl, the prospector – these characters have become archetypes in their own right. This chapter focuses on how Storytellers and players can not only call upon the themes of the Western to create their stories, but how those themes appear when viewed through the lens of a story about the undead.

Technological Terrors

Vampires thrive in a low-technology setting. In years past, a Kindred facing a Blood Hunt simply needed to make it out of the city before dawn and survive the journey to a new place. The Prince in that new location was unlikely to know of the Blood Hunt, and thus the fugitive could start over. Secret texts, such as the Book of Nod, were far easier to protect when books had to be laboriously copied by hand. Not to mention the ease with which a vampire could set herself up as the predator and protector of a village, knowing rumors were unlikely to travel far. But now, as the comforts of civilization expand to the West, a dizzying array of technologies threaten vampiric existence. Harpies communicate by coded telegraph, thwarting a heretic's chance to escape her crimes. Mortals are more mobile – not only free of ties to the land, but more willing and able to travel long distances. Newspapers and penny dreadfuls proliferate, some of which come uncomfortably close to revealing the secrets of vampirism. In short, news, rumors, and

knowledge spreads at a rate never before seen. Such a wealth of information threatens those who rely on secrecy to thrive and many an unwary vampire has met her end because she could not understand the implications of the telegraph or the railroad. Even neonates struggle to understand what such rapid advances in information technology mean for them and their kind.

Repairs on the Road

The wagon breaks and throws a wheel, or the horse breaks a leg, or something else goes wrong. Repairs on the road are a major problem for the mortal Westerner, but for a Kindred they can be a death sentence. This incident is a common occurrence as materials are often ad hoc or jury-rigged. Even when they were well crafted, the lack of stable roads and weather could cause a bevy of issues. This is partly why so few Kindred would brave the West until more reliable travel was created. Other options were leapfrogging from town to town or paying for a good casket to be transported within.

As a Storyteller, our recommendation is to not overdue these sorts of incidents, but they shouldn't be unheard of either. They were the reason that many pioneers met a bad end, as the wagon breaking a wheel or otherwise falling apart at the wrong time often led directly to their deaths. Wagon trains would often have an entire extra set of wagons to use as spare parts. This worked well in larger trains, but smaller groups were often left to the mercies of Mother Nature and fortune.

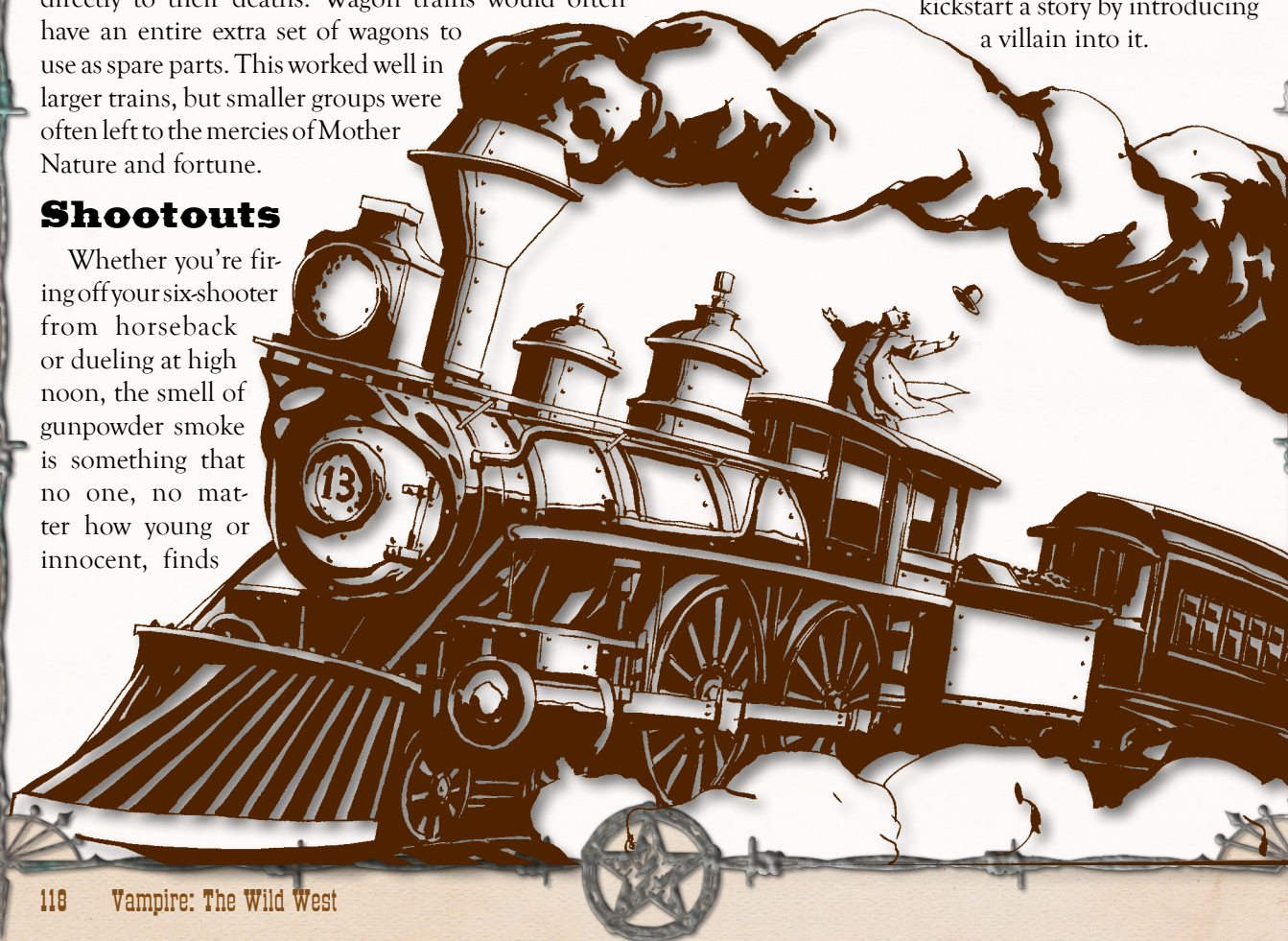
Shootouts

Whether you're firing off your six-shooter from horseback or dueling at high noon, the smell of gunpowder smoke is something that no one, no matter how young or innocent, finds

unfamiliar. Shootouts can take many forms in your story, one-on-one, many-against-many or the infamous one-against-many. Exchanges of gunfire can make for a cinematic scene because even when the shootout is over, it's not over.

While some gunfighters only fired their big iron when provoked, there were others who preferred to challenge themselves in order to prove who the fastest gun would be. These types of duels were the closest thing to honor that some outlaws and criminals could get. In some cases, the honor of the law would be tested when an outlaw would challenge a deputy or sheriff. That isn't to say that the outlaw would have the same kind of honor. Often enough, the duel would simply buy the outlaw some time.

Whether you're emulating the typical bubblegum Western or you're experimenting with neo-Western styles, one thing that remains a constant mainstay of the West was human violence. In no way is western violence more apropos than the shootout. And a western story is not complete without at least one. While, historically speaking, gun fights were a very rare occurrence, they can add a very dramatic element of violence and tension to your story. They can be a very climactic event that helps bring a story to a close, or they can even kickstart a story by introducing a villain into it.



Gunfights in the real Wild West were almost never as clean or romantic as the movies present. Gunfighters were often drunk. Guns of the era lacked accuracy and distance, so shootouts were often very bloody, close-up affairs. Many shots would have to be fired over a period of several minutes or more and innocent bystanders hit by a ricochet or stray bullet were common. Often, it was impossible to determine the winner of a shootout because of the sheer amount of smoke that guns of the era produced. As a storyteller, you are encouraged to make these shootouts as realistic or romanticized as you like.

Barroom Brawls

The barfight scene is so common a trope it's unlikely you'd find a Western that doesn't include at least one, if not half-a-dozen. In the real world, barfights are often quick and brutal and in the World of Darkness they are often the same. Glass was thick, and the common trope of breaking a glass over someone's head would not have been pretty. It was much like hitting a man across the head with a club; often their head would break open like a melon. Bullets were apt to fly sooner than later, and punches were not aimed at 'fair' boxing locations on the body.

If you're going to run a barroom brawl, you can either make it cinematic or focus on the realism of the fight. Regardless, you'll want to consider why the brawl is happening. Honor and reacting to insults are very important things in the West. Often reputation and honor were the only thing one had to their name.

If fists start flying between Kindred and regular humans, the Masquerade is likely to get broken quickly. A Kindred that takes more than three punches is going to get noticed. It's going to stand out and the lack of bruises is going to be obvious. Of course, there are a lot of reasons this can be laughed off after the fact, but it's going to make them a target at the very least and likely lead to guns being fired. Since most buildings were made of thin material, when bullets do start flying, they tend to hurt innocents as often as they do the people they were intended to hurt.

Fires

The architecture of the boomtowns in the West differed considerably from those in the East. Stone and brick buildings were the pride of the east coast metropolises, but the quarries and skill needed to make such monuments were in short supply on the left

coast. Timber, however, was plentiful and easy to work. In only a few months, entire towns were made from stick-frame buildings. Often only the banks and jails would be made from masonry in the smaller towns. Big cities like San Francisco quickly replaced aging wooden structures with brick and mortar but even by the end of the 19th century, more than 90% of the buildings were still made from wood.

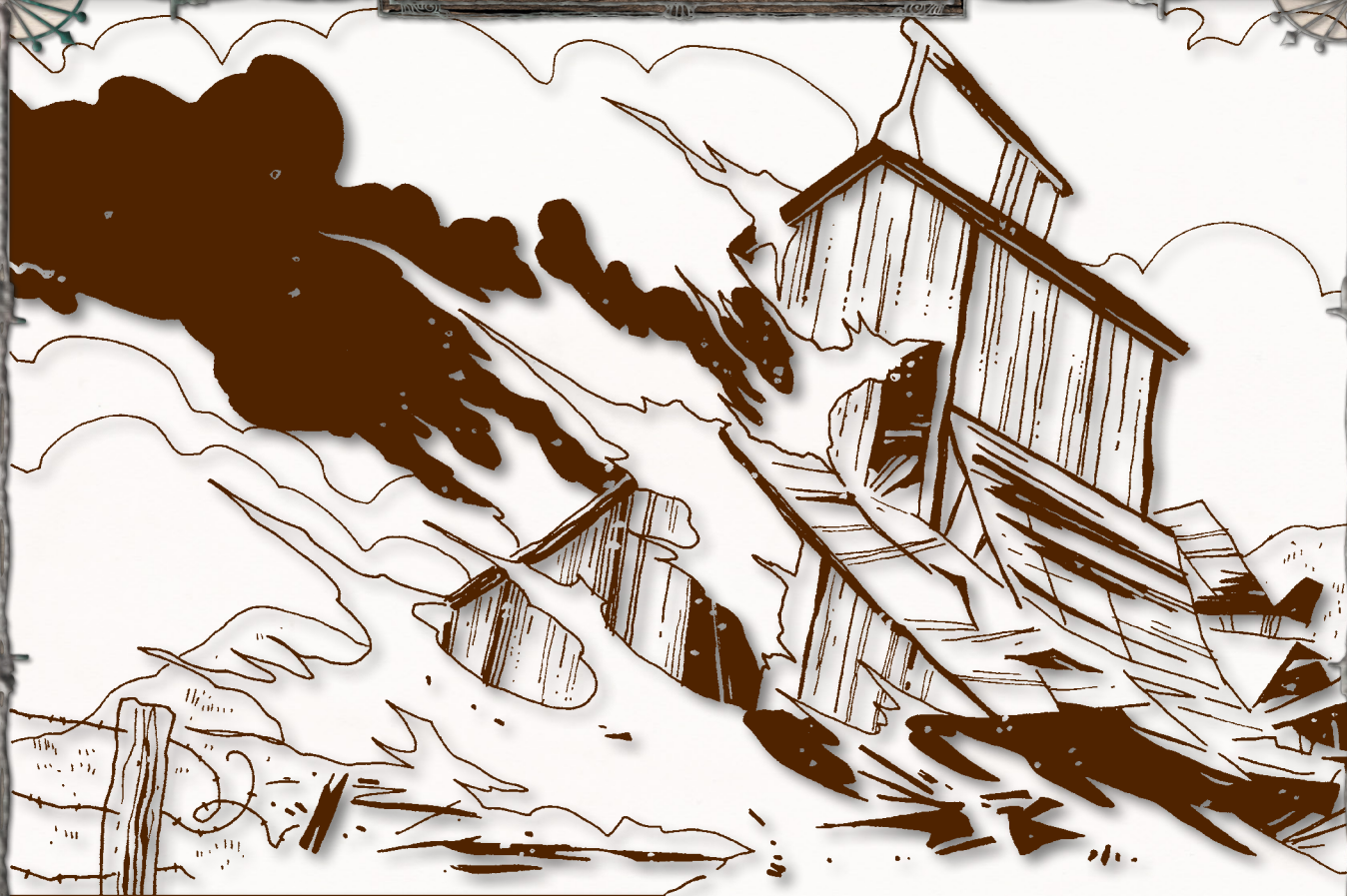
Most cities, from small to sprawling, would burn every few years in catastrophic fashion like giant tinderboxes. The conflagrations were often started innocently enough; a dropped gas lamp here, a cooking accident there, maybe the occasional kiln explosion or furnace melt down. The infrastructure of the communities couldn't resist even the tiniest spark, however. From the homes of kine to the havens of Kindred, nearly everything flammable would burn to white ash.

Whole settlements could disappear overnight. Larger towns had fire brigades, but they were manned by shoe-horses that, when rounding a corner, often threw off sparks of their own, sometimes igniting new fires on their way to feebly attempt to put out another. Still more ludicrous, in the established cities many of the homeowners might have fire insurance, but a common belief at the time was that a house had to completely burn down in order to collect the insurance. This led to scores of neighborhoods that would have been only partly singed getting completely destroyed thanks to the inaction of their own occupants. Numerous reports by the Nosferatu suggest this rumor was started by Malkavians.

Kindred are acutely aware of the dangers a town made from pine provides and due to this they are not often frequented by elders. Most old and powerful vampires chose instead to embrace a local and use her as a vassal. This has made the number of young, low-generation undead in the West lopsided with respect to the numbers in the East. Local vampires, and those who chose to settle permanently in the west, often make sure they have a fireproof haven such as a dug cellar lined with brick or other such precautions.

Kine in the West

Who comes West? Who has the courage, or the idiocy, to leave the comforts of home and civilization and strike out into the unknown? Who prefers to forsake living behind stone or brick for canvas or rough-cut logs? The ambitious, the mad, and the desperate. Those



who could not, for whatever reason, find a place for themselves where they grew up.

Of course, the West is home to many people already – the Californios and the Tongva, Chumash, Crow, and other indigenous peoples. They now find themselves being squeezed out by these insane misfits, unsure where their place is or can be. When devising story characters, keep this in mind. Where a character comes from, and why they are here, is perhaps what defines them the most in the Old West. Focus on that motivation and the rest easily falls into place.

Cowboys

Late in the 1800s, cowboys might be called cowhands, cowpokes, cowpunchers and even buckaroos in California. Most of these other terms became more common when cows were herded onto cattle trains for shipment. Cow herding and cowboys really took off in the late 1860s after the Civil War. Before the 1880s, cowboy was the most common term and it has its origin in the Spanish tradition of horse riding. Cow herding as an organized activity basically has Spanish herders to thank for existing. In the West, after slavery was abolished, about one in four Cowboys were former slaves. Texas slavery numbers accounted for about thirty percent of

their population, and many black men were trained as cowboys during that era. It was decent money after having gained their freedom.

Cowboys of all races are romanticized in modern literature; in the Wild West they have some of the tendencies of the movies. Cowboys live hard, they work hard, and they often spend their money on booze and women the moment they get paid. While portrayed as rough; cowboys are hardly the roughest people in the West, but they still aren't prone to be dandies either. They are frequently covered in dirt and dust from the rustle, and they spend long nights out of doors eating beans, hardtack, and whatever else they can get their hands on.

Because of the length of time that a cattle drive takes, few Kindred are able to take up the life of a cowboy themselves. A Kindred that owns cattle is more likely to be a silent investor or be the 'big ranch boss' who gives orders to his ghoulded servants. Rarely do they stoop down to embrace one of these men, but they do frequently feed on them when they are around the ranch. Of course, some cowboys are watched over by Lupine cousins, or the rarer coyote cousin. When that happens, the big boss is often not long for the world when they are discovered.

Disease

The scientific advances of the 19th century were legion. Modern medicine was taking hold, but ancient diseases were merely being cataloged in most cases. Diseases of the medieval era (like scurvy, leprosy, and the plague) were fairly well understood and outbreaks were rare, but there were some that persisted.

Cholera was common in mining camps and boomtowns as people overtaxed the ability of the water table to remove fecal-born bacteria. Symptoms include vomiting and dysentery, which could lead to lethal dehydration. Effects took only a few days to surface once the bacterial count was high enough to cause infection. Infants and the elderly were the worst affected. Extreme cases, which could often be fatal, made the victim look like a zombie, with bluish skin and sunken eyes.

Consumption was another classic disease of the Wild West. Another bacterium, this lung infection (today known as Tuberculosis), was highly contagious and could become airborne. Destruction of the lung tissue by the disease in its advanced state caused fits of coughs as the victim attempted to breathe through bloody stumps in their chest. The disease was so bad that entire houses would be erected for those affected, which would be only sparsely supplied by conscientious locals like the church. Doc Holiday, the famous gunslinger and gambler, infamously was afflicted with this horrific disease during his life and even into his unlife.

Other diseases that were common at the time included numerous sexually transmitted diseases, especially syphilis, which was known to drive pimps, prostitutes, and johns alike all mad. Hereditary diseases were also rampant in certain rural areas, especially where inbreed was allowed to occur. Dental problems were so common that dentists earned as much as wagon engineers.

Lawmen

Like Cowboys, there are a lot of myths about the lawman that come to us more through media than reality. The overlap between outlaw and lawman was too frequent to not mention. Often a lawman was hired to bring in a particular set of criminals and a little too often that lawman was chosen because they had a reputation for killing. Many lawmen were sheriffs, elected by their county to patrol and respond to altercations that were large enough to worry the locals. Then there were the U.S. Marshalls, a federally appointed force who could operate outside of county limits. In the 1850s, the Pinkerton Agency was founded, and

they acted in a similar way to how the CIA, FBI, and Secret Service act in modern times. There were also the Texas and Arizona Rangers, in those respective territories. In other words, the law in the West was a complicated beast. Pinkertons sometimes clashed with US Marshalls, sheriffs, and town marshalls. Who had final jurisdiction over an issue or complaint was rarely clear and often decided at the barrel of a gun. If you were lucky, you'd have a local judge in town, or the circuit judge would come around every 6-12 weeks to make judgements on pending cases.

Many lawmen were former military men, either Confederates trying to get away from the destruction of their homes or Union soldiers who couldn't live quietly in settled society any longer. War shook a lot of these men, and becoming a lawman often gave them a sense of purpose. It certainly took them away from the bar, at least.

Law in the West was more often mob justice, and like the South, often it was misdirected in racial ways, with lynch mobs killing black men disproportionately to those who committed actual crimes. Rangers in the Revolutionary Era frequently 'cleared' areas of Native Americans, and their later counterparts in Texas and Arizona did much the same. This is important because lawmen might not be in a town or city for the purposes of the law, but for revenge and aggressive action. Vampires of both the Sabbat and Camarilla could use these attacks to mask their own motives, taking advantage of the hot boiled blood of lawmen in the west to their advantage.

Kindred as lawmen? It's not likely. Nor is it likely that a lawman would be a ghoul in service to a Kindred master. They were often too transient and too open lipped to bring into direct submission. That said, ghouling a local deputy or ensuring that a corrupt sheriff was put into power is right within the normal behavior of most vampires in the West. It's not uncommon to see the Marshall or Pinkerton stop at the big boss's ranch before moving on to capture their mark.

The Locals

The West was incredibly diverse. Despite what Hollywood would have us believe, the many cowboys were men of color - Hispanic men who inherited vaquero traditions from their Spanish ancestors or formerly enslaved black men who appreciated the freedom which trail life gave them. Many Californio families (mixed African, Spanish, and Native descent) owned vast ranches, where people of all races were employed. And nearly every city, especially those revolving around

mining or railroads, had its own Chinatown, full of those fleeing famine and oppression in their home provinces. Veterans, as well, came West. Some were Southerners, fleeing the chaos of war and Reconstruction. Others were Union fighters, looking to invest their pension in something worthwhile.

Queer people found a place to fit in here too. Miners and cowboys regularly engaged in situational homosexuality, making those pursuits attractive for gay men. Even trans people pop up every so often who find a measure of acceptance in the West they wouldn't elsewhere, such as the Osh-Tisch or "Two Spirit" people of the Crow Tribe.

The Outlaw Lifestyle

The outlaw lifestyle wasn't particularly glamorous. Some outlaws were common thieves and vagrants in the East before they came West. Some were simple people that had it rough trying to make a living farming and ended up becoming bandits to survive. Regardless of why, an outlaw often became pretty good with a gun and would sometimes move on to a new town to be hired on as a lawman. This cycle was common, and, as long as they stayed on the right side of the law in their new town, most of the time they got along pretty well.

In the mid-1800s outlaws were frequently petty bandits or were raiders who attacked both white settlements and Native ones. Sometimes they would be rustlers, who would steal cattle, sheep, or simply grab one or two to eat, depending on what they were going to do with their stolen goods.

Things changed when railroad tracks were laid. Outlaws would plan grand heists on banks, railroad pay wagons, and the train itself. Of course, most of these attacks didn't go as planned and outlaws would be killed during their attack on the train. Pinkertons were frequently hired to protect valuable cargo and would pick men off with rifles before they could reach the trains or coaches. All in all, while there are a lot of stories about outlaws, many were unsuccessful.

Some Kindred might become outlaws, particularly if they are trying to establish themselves as a powerful figure in a new town. They might organize raids against enemies' holdings or try and steal enough vitae and gold to survive. Planning cunning raids where most of your hired goons die but you get away with the goods is a pretty good deal for the enterprising Kindred. Of course, you gotta keep the Masquerade in mind, because you don't want any stories to get out about the powers of Caine you used against the train, now do you?



The Saloon

There is nothing more iconic in any Western than the saloon. They ranged from large buildings made of creaking wood to canvas tents and lean-tos where travelers might find a conversation and a shot of whiskey to wet a parched throat. Within the saloon, a cowboy might participate in a shootout, a miner might plan their next stake, and even soldiers might while away the hours with a lady of the evening before returning to their regiment.

In the early days of the Savage West, in San Francisco in the 1850s for example, beverages served in these gathering places were often traded for with buckshot or bullet – figuratively or literally. In these surly places, the alcohol served was rarely of a pleasant sort. The average house drink was composed of 100 proof rye whiskey cut with wood alcohol, burned sugars, ash and even chewing tobacco. If not that, you might be able to pick up cactus wine or a liquor made from wild berries on the trail but little else was available. Sometimes beer could be found, but that beer was served at room temperature and often spoiled.

By the later days of the Wild West – surely by the 1880s – it would have been quite uncouth to walk into a bar in an established town and order whiskey neat. Mixed drinks were all the rage. Unless you're in the most backwater town that only had a brothel in a bar, there would be more than whiskey available.

Inside the saloon, at the poker table, everyone was equal. Whether you were a railroad worker, prospector, rancher, miner, soldier, lawman or a criminal, as long as you had the cash and the cards, you played. And when you played, there was always a chance to tempt fate or even change your own. If you were unlucky, you might lose your cash. If you were very unlucky, you might lose your neck. There was very little in a saloon that caused gun fights more often than a game gone bad. Gamblers learned quickly that if you wanted to sit at the table, you had better know how to fire a gun.

Technology in the West

The Industrial Revolution was just getting started in the early years of the Wild West period. It picked up the pace quickly. Trains, steamboats, repeating rifles, barbed wire – all of these inventions and more had a major impact on the west. Prior to the Civil War, the first transcontinental telegraph lines were built, and they acted as quick communication all around the United States. This sped up the flow of information

drastically from one side of the country to the other. The telegraph was also extensively used to report on the movement of Native peoples by the military and quickened their demise at the hands of the U.S. Army. Technology literally changed the West because it segmented it, connected it, and moved people through it. After the War Between the States, it also brought more and more weapons out into the frontier.

In the game, telegraph lines and offices are a technology that likely befuddles Elders, but clever neonates could use them as tools in their arsenal. Trains are clearly advantageous, as they allow an Elder to move from one side of the country to the other in relatively safety and it is this invention in particular that brings many Elders to the West Coast for the first time. Savvy neonates and Ancillae use their understanding of the world to attempt to curtail the authority of these Elders, but it only works so well.

Although we think about the Wild West as being very primitive, it had basically all the same things that we have today, from fantastically rich robber barons to daily newspapers to doctors and lawyers and stage actors. Some of the men who got their start back then are fantastically famous today, such as William Randolph Hearst. He took over the San Francisco Examiner in 1888, one of the most powerful papers at the time. This became the era of yellow journalism.

Women in the Wild West

Though sexism still ran rampant, women, in general, had slightly more options in the West than elsewhere. Due to the influence of Spanish law, women, even married women, had property rights – unlike their counterparts back East who surrendered those rights upon marriage. Being able to retain her inheritance and income, plus the fact that most territories observed community property laws, gave women a certain degree of economic freedom.

Sex work was common, but less stigmatized than it is now. Many sex workers ended up marrying their favorite client. Of course, not every female sex worker had her freedom – many, especially Asian and Native American women – were trafficked into sex slavery. Be gentle when incorporating such characters into your chronicle. These women were still people, with intelligence, personality, and aspirations. Housewives were rare in the West. Few women had the wealth to enjoy a life of leisure. Women worked – on the ranch, at the saloon, sometimes even as hunters or prospectors.

Women in the West usually had a better time of it than their sisters to the East. Farm life allowed for a great deal of independence, not to mention the rigorous demands of frontier life. There's a reason Wyoming became the first state in the Union to give women the vote in 1890, followed quickly by Colorado and Idaho - women contributed significantly to the development of the territories (suffrage was granted on basis of gaining statehood; Wyoming Territory granted suffrage in 1869).

Kindred in the West

Blood was, and always will be, the axis upon which Kindred politics turn. While kine struggled and died over who controlled the land, the local Kindred were more concerned over who controlled the people. Though the West was full of wildlife, which was easy enough to hunt with Animalism, most Kindred preferred human prey. A lone vampire might claim a mining camp or particular saloon as 'theirs', feeding judiciously from the available herd. But what happens when a stronger vampire arrives, coveting the blood for themselves?

Disadvantages

Kindred had a lot of disadvantages in the West, which is why it took some time for the Camarilla to establish a foothold in the region. Even when they did it was in direct opposition to the Anarchs and the Sabbat. The first key disadvantage was the lack of solid buildings in which to hide from the sun. In most of the Southwest, the ground was not well-suited for digging deep basements, and few buildings in the West of the 1800s had them. While that itself wasn't the end of the story, the lack of weather proofing and sun proofing of buildings meant that Kindred had to be really careful about where they laid their bodies during the day or they'd end up going up in smoke pretty quickly.

The other major disadvantage was a regular source of vitae. Sure, boomtowns and rail-hands made for easy pickings, but there was a lot more territory than human beings in the West at that time. While some Kindred offset this disadvantage by feeding on animals, few enjoyed doing so and many elders were completely incapable of gaining sustenance from such sources. When a boomtown went bust, smart Kindred had already moved on before the people got the heck out of Dodge.

In game terms this makes the Masquerade a little more fragile during this period, as people are much more likely to talk about the stranger in their midst or the weird behaviors of the big ranch boss who they only see at night. While this



can be handwaved and explained away by the savvy, it also means that fewer Kindred can make an area their home without it being really obvious what they are and what they are doing. The Sabbat don't care too much about this, but even they try and adhere to the silence of the blood so that they can get up to their business without humans staking them out in the Sun.

On top of this, Lupines are out there, too, and they don't take too kindly to vampires in 'their territory.' While many Kindred are cagey enough to keep themselves hidden, the Lupines in the West are out for blood and seem to be more numerous here than they are anywhere else in the world. They also seem to be really riled up about some sort of Storm thing happening, and that makes them really aggressive, well, slightly more aggressive than usual.

Politics

Though boons and information were common enough as currency, blood - including trade in blood pets and access to rich hunting grounds - was far more prominent in the West. Not to mention the faction that managed to gain control of the West would hold it for eons to come. Sabbat, Camarilla, and Independents all struggled to establish their own toehold. In the current setting, no one fac-

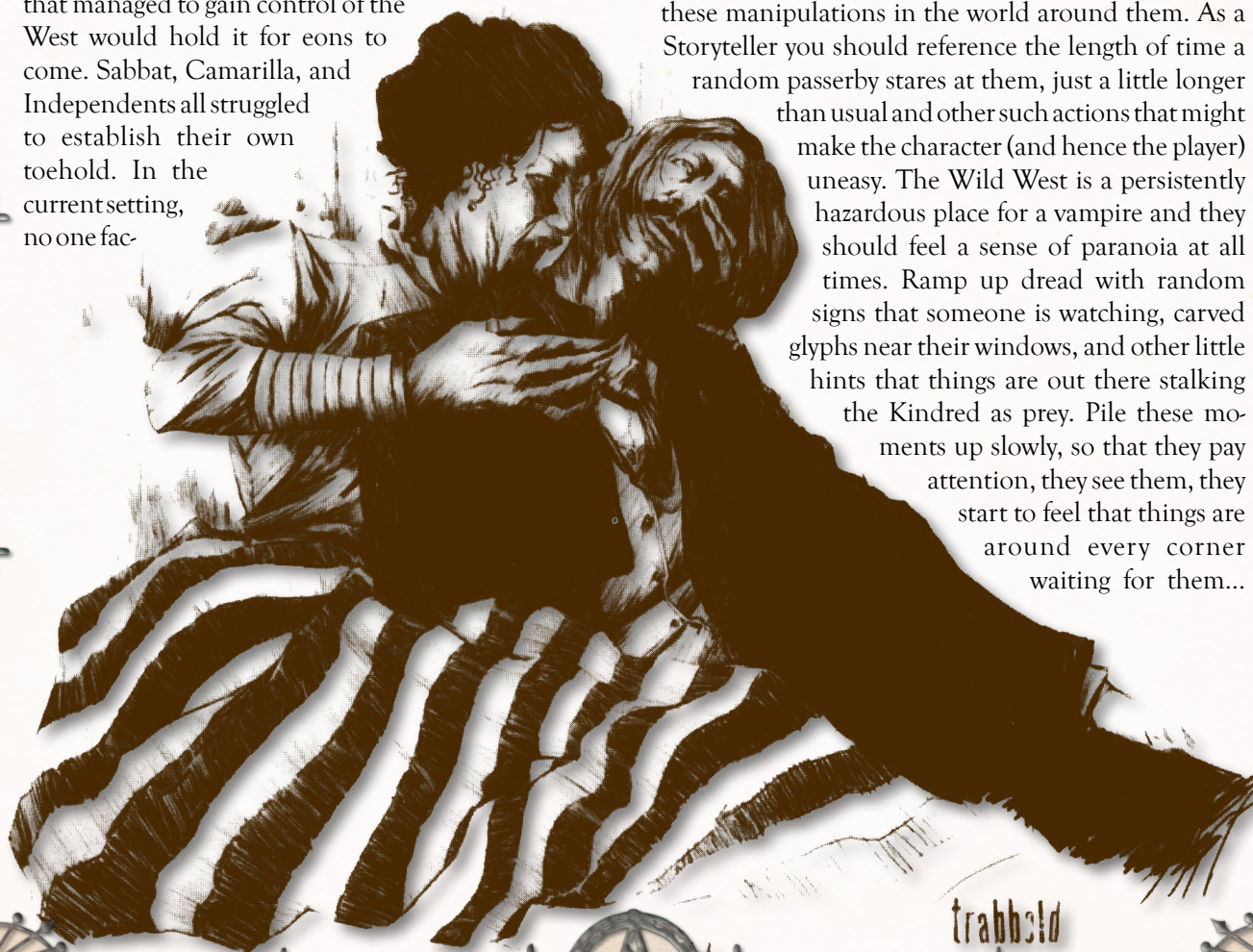
tion is yet strong enough to establish firm control, though everyone rushes to establish outposts and power bases before their rivals manage it first.

Moods

Although action and intrigue are basic plot elements of urban horror games like **Vampire: The Wild West**, getting specific with the story elements of your game can help when creating a scene, or a linear narrative. A scene, or a Chronicle, can have multiple layers of moods, but focusing on a single mood is the most common approach. When using a single or small number of moods to influence your Storytelling, don't forget that it's just a guideline and not all scenes need to align with the general mood you aim to convey.

Dread

If you want to slow things down some at the Storyteller, there should generally be a sense of dread throughout your game. Enemies are ever present, laying in waiting, maybe pushing, pulling, and manipulating things in the background. The characters should see hints of these manipulations in the world around them. As a Storyteller you should reference the length of time a random passerby stares at them, just a little longer than usual and other such actions that might make the character (and hence the player) uneasy. The Wild West is a persistently hazardous place for a vampire and they should feel a sense of paranoia at all times. Ramp up dread with random signs that someone is watching, carved glyphs near their windows, and other little hints that things are out there stalking the Kindred as prey. Pile these moments up slowly, so that they pay attention, they see them, they start to feel that things are around every corner waiting for them...



even if they never directly appear. Dread is a hard sensation to create if you push too many dangerous things in player's direction at the same time. Slow and steady is better, giving time for paranoia to develop.

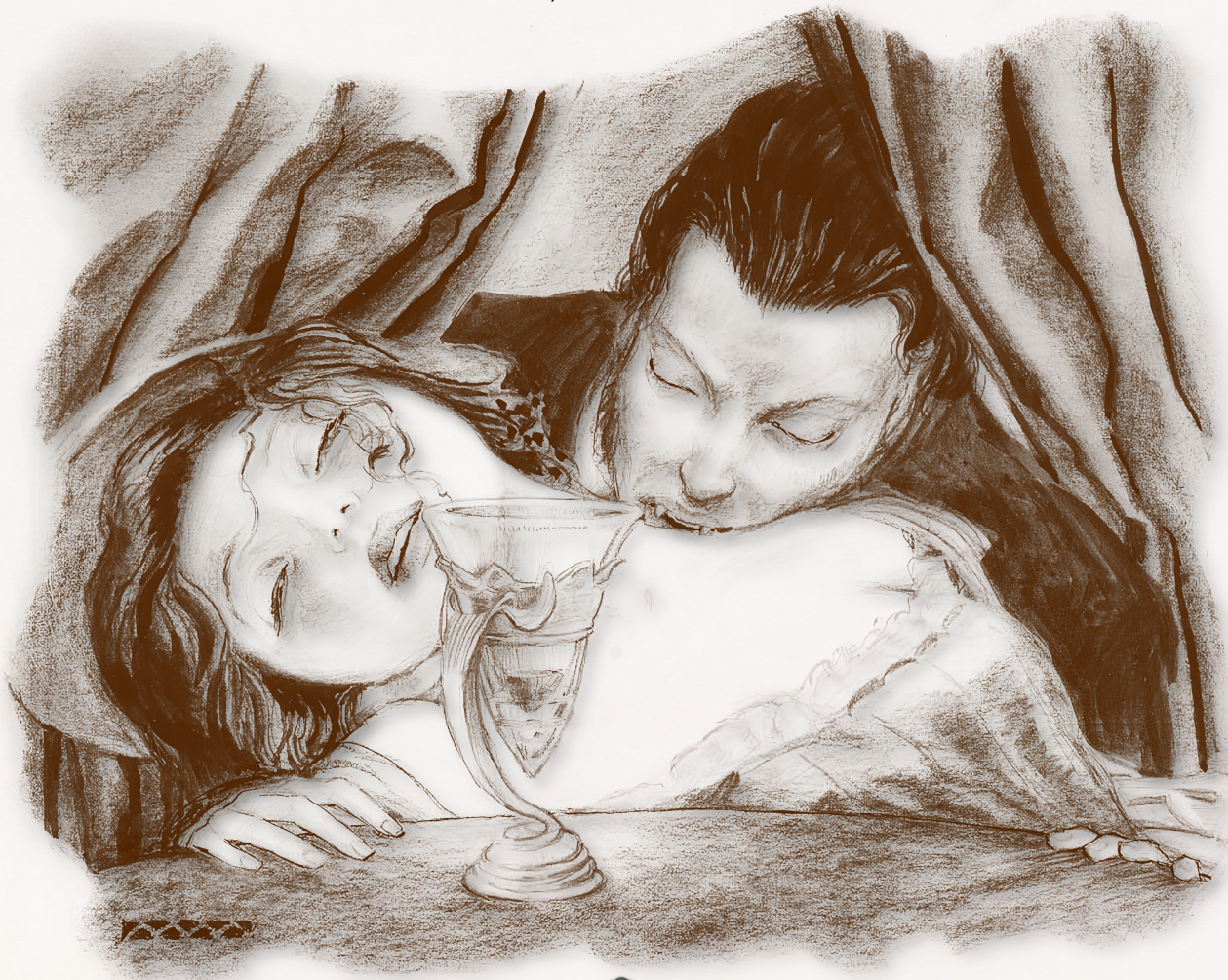
Danger

The west is a frontier world for most settlers but for Kindred it's filled with even more persistent danger. Part of this danger is the presence of Lupines and Sabbat, though the sun's ability to pierce most of the unstable buildings of the Old West can be equally problematic. The difference between danger and dread is thin, but danger is a sense that things are going to happen RIGHT NOW. Things should actively be hunting Kindred; they should be right on their shoulder and breathing down their necks. Things didn't explode that frequently in the real west, but they should have a greater chance of full-on ruckus in the Wild West. Danger is around every corner, under every piece of dirt, and present every day as the sun streams through the sky. Danger is the snake that burrows into the dirt to rest on your

shoulder. Sure, it won't kill you, but it proves that your haven isn't as secure as you thought it was.

Loss

Westerns frequently have moments of intense violence and in quite a few cases they are moments of semi-realistic violence where people die quickly. Families are broken, torn to shreds, and loss becomes a prevalent mood. On top of that, what violence doesn't take, disease clears off the top. The people that survive are often inured to loss; they suffer from its effects, but they know they have to keep moving to push through that sense. For Kindred, loss could happen from watching their mortal families pass on or losing a member of their coterie. This often leads to revenge, and other actions, the spiral of the Jyhad takes them and rushes them out the door. Scenes looking over the horizon, thinking back on those they've lost would not be out of place if you want to lean into this mood. Loss is often a powerful motivator to a story, and frequently book end the beginning and end of westerns.



Hope

Hope was the feeling that drove many West. Hope for a better life. Hope for freedom. Hope for escape from one's enemies or even one's past. Storytellers should encourage players to describe what their characters hope for as part of the creation process. Giving up one's comfortable life and setting out for the frontier was no small endeavor, and most did not undertake it without some significant incentives to do for. Putting such hope into words also provides Storytellers with inspiration for characters' personal stories. Does a character hope for wealth? Write in an abandoned silver mine that might not be entirely exhausted. Does a character hope to be free of some sin committed back East? What will she need to do to be wholly free of that burden?

Power

Kindred in the Old West have an advantage that very few actual people had in that they have real physical power to shift things in their favor. Even if they don't use social disciplines, Kindred have the power of the blood to back up their words with fists if needed. This often gives them a sense of Power, which is fleeting in the West, with so many exerting influence simultaneously. Power comes in many forms though, and the Kindred vie for Power over physical places and they use their physical, social, and mental power to attempt to get on top of the heap. They use their power to push and pull that the Kine that surround them, manipulating them as much as they are manipulated by more powerful beings than they. Power should be a cycle for the Kindred, where they have moments where they are clearly in control, the strongest being in a room. Then, they should be reminded that in the grand scheme of things they are nothing, and the most powerful Kindred in the world laugh at their petty displays of power in the West.

Themes & Conflicts

Western Vampire stories have their own themes that stand out from the standard Vampire story. While the Gothic and Punk elements of Gothic Punk can exist in a Western, they don't leap right out in the same way. A Western, for good or bad, has its own beats that should be considered, and these beats are often more conflict driven than a standard Gothic story. The Gothic story is subtle, with the horror slowly building to a sharp but personal reveal. For the Western, horrifying moments often bookend a tale, with death frequently kickstarting a story and calling it to a close. Because violent conflict is

often essential to a Western, you shouldn't shy away from it when telling a story in **Vampire: The Wild West**. This is a chance for you to leap full hog into fights between the Sabbat, Anarchs, and Camarilla, so go ahead and rustle up the posse. Below are some of the concrete themes and conflicts you'll find in a Savage West game that are a little different, but all the core themes of Vampire can be retained as well. These just add in a stronger Western feel.

Corruption

In a large and well-developed city, everyone keeps an eye on each other. Even without meaning to, one understands the low-key surveillance that occurs just by walking down a busy street or attending a play performed in a crowded theater. This gentle pressure urges conformity and the need to keep one's baser passions in check. Out West, however, no one watches you. The crowds silently encouraging conformity are gone, as are many of the institutions meant to encourage good behavior and correct anti-social tendencies. Many take advantage of such freedom, reveling in the opportunity to indulge their every whim. Cruelty becomes common, and violence a direct way to solve many problems.

David vs Goliath

The Vampire is one of the weakest beasts to call the West home. Of course, few Kindred are used to considering themselves weak, but without the safety of the city they are frequently exposed to great dangers. Because of how dangerous being away from the large groups of Kine can be, most Kindred in the West are neonates or Ancillae. The few that are older are usually ancient beyond belief and have staked out this territory eons ago. And so, Kindred in the Wild West have to fight smart. They have to plan. They have to know the weak points of their enemies; and when they strike, they have to strike quickly and with precision. This is a tactic that many learn from the Inquisition, as strange as that seems. When fighting against the Lupines, or those ancient vampires hidden in the earth, a Cainite without a plan is quickly slaughtered.

Encourage planning by your players if they go up against foes that are more powerful than them. This should be rewarded as much as possible, as it sets Kindred that plan well up to be the movers and shakers in this territory in the future. Of course, some Kindred don't want to be the face of leadership and that works even better. Conflicts related to this theme may be against Lupine forces that marshal war parties against the Kindred, Powerful Elders, and even other worldly powers that are otherwise unknown.

Gunfighting

The shootout is a staple of Western stories, to the point that more shootings have occurred on the silver screen than were recorded by lawmen. Players will certainly look forward to such and expect a Storyteller to deliver one or two action-filled scenes involving iron and lead. Guns present little threat to most Kindred. A bullet does little more than poke holes in her dead body. She should worry more about remembering to fall down and oozing out a little vitae to preserve the Masquerade than any real fear over surviving a shootout. Ghouls, of course, have far more to worry about, but even they can usually survive a few low-caliber shots to non-essential locations.

Storytellers running a scene involving a duel or shootout should keep the energy high no matter who is shooting whom. Consider using only single dice rolls of Dexterity + Guns + Celerity, rather than the more elaborate combat rules which may drag out the scene longer than it should be. Use descriptive language to convey scene elements such as the high-pitched whine of a bullet whizzing by and the sound of shattering glass as it hits a window behind the target. Or the screams of innocents diving for cover. After the shooting stops, don't forget to impose consequences. Both mortal and undead sheriffs are likely to be quite displeased that the town's peace has been disrupted. Damaged property will need to be repaired and replaced (and at whose expense!) 19th Century guns weren't known to be accurate, and bystanders are just as likely to be injured as the participants.

Into the Great Unknown

What lays beyond the horizon? What's in that valley? On the other side of that ridge? Are the people living in that small settlement friendly or hostile? Traveling in the West creates numerous questions such as these. Though maps of the West could be easily procured, many of them had more white space than detail. And when roads or settlements or other features were marked, they were more likely the result of rumor or third-hand information rather than any direct knowledge by the cartographer. A Western chronicle should lean into this sense of discovery and wonder. Accurate geographical information should be rare and never given freely.

Loss

Fortunes turn on a literal dime. Disease can wipe out whole herds of cattle (and Herds of kine as well). A well-equipped gang of bandits (perhaps in the employ of





a cautious elder) can make off with the town's entire cash supply. One bad thunderstorm or flash flood can undo a decade's worth of work. Even the work necessary to build the frontier into settled territory is its own sort of loss, as formerly wild places are dug up, fenced in, and otherwise exploited. Characters should always feel the threat of disaster and the need to take steps to defend against such setbacks.

Manifest Destiny

Manifest Destiny was a term coined in 1845 by journalist John L. O'Sullivan. O'Sullivan was a believer in Jacksonian democracy and a man that believed that America, especially White America, had the responsibility to control the entire continent from Atlantic to Pacific Ocean. The biggest problem with Manifest Destiny was it assumed that no people owned or claimed responsibility for the territory between those two oceans. It's a philosophy of colonialism at its worst. For Kindred, the sense of Manifest Destiny should play out in the pressure they are getting from elders to expand their control or the ways in which they are actively fighting against an opposing sect in a land grab. The Sabbat is in active opposition to the Camarilla throughout much of this territory and has a small advantage against them. However, both sects are unaware of the growing power of the Anarch movement's desire to build their own 'Free State' and that third pillar pushes against the designs of the larger, more organized, sects.

Manifest Destiny is a sense of ownership and all Kindred in the West feel such over the small territories they claim. Of course, most want more. They need more. Gluttony of power is a key element for stories that focus on this theme. Conflicts that arise from this theme can be directed toward opposing sects, slightly older vampires, or outward against Lupines, and mortals. While human Manifest Destiny is often explicitly directed at Indigenous peoples, the Kindred generally don't actively seek out these conflicts but may take advantage of them if they occur.

Rewards

Though money is always a good reward, there wasn't much currency circulating in the West. Bank notes hadn't quite caught on, and thrifty merchants extended their cash on hand by cutting coins in half (a quarter-dollar was quite frequently a piece of a dollar coin cut into four pieces).

Rewards for good work thus came in many different forms. Boons, of course – what Kindred doesn't appreciate a boon given from a grateful would-be Prince or Primogen? But other property could be just as meaningful as cash rewards. A vampire-trained horse, the right to settle and develop a particular piece of land, a valuable antique weapon – these can all have a much larger narrative impact than a bag of gold and silver.

Rugged Independence

The lone cowboy, with no companion but his horse. The self-sufficient trapper. The mountain man living by himself in a remote cabin. These are all powerful archetypes but they have little relation to reality, even in the World of Darkness. Survival in the West comes easily to no one, and those who have neither kin nor coterie for support find it more difficult than most. The 'rugged individualism' which so many enjoy invoking is little more than a myth. People must rely on each other to survive in hostile landscapes and the creation of a new settlement requires cooperation from more than few – especially if that settlement has ambitions to grow into an influential city.

Characters who strike out on their own are unlikely to succeed. Wild animals, unfriendly weather, and territorial Garou are just some of the perils a lone Kindred might face outside of the city. To stay within the city requires some degree of cooperation and willingness to work for the good of the group as well. Such community-mindedness does not come easily to most Kindred, especially city-bred ancilla or elders who have long been able to entertain pretensions of their own independence. A good Storyteller can ensure these characters are in for a sharp awakening.

Secret Societies

From the Masonic works of the railroad to the hidden agendas of high society, the work of secret hands can be found in nearly every aspect of life in the Old West. As the West grows, so does the stranglehold of manipulation, extermination and control of those who would seek power in these new domains. Hushed voices and rooms dimly lit by sparse and sputtering candles are at the center of the founding of the United States and

their machinations are integral to the workings of the West. Membership in their mystic fraternity ranges from rail workers to political movers, and their influence is everywhere for those who know where to look. While the Freemasons are certainly the most popular fraternity to be found in the West, they are far from alone in their works. Moreover, they are far from the most secretive.

Crimes without number can be attributed to the hidden works of the secret organizations that flourish under the thick veneer of violence and death in the West. With a word, these organizations have men dragged by horse from their homes and given public hanging. They place their pawns in places of power in every settlement and their agents range from valley foremen to mayoral candidates who somehow win by landslides after their competition disappears or is found dead by lynching when their secrets are brought to the angry torchlight of a raging mob.

At the center of these organizations, gravitating pawns with the promise of power and vitae, are the Kindred. Ventrue lead swathes of Freemasons into uncharted territories and rich gold seams. The Tremere gather followers for their blood cults in secret rooms and deserted graveyards. Night by bloody night, their influence grows unchecked.

Seeking Spirituality

Spend some time on the prairie or in the desert, just sitting, thinking, looking around at the natural land before you. It's not surprising that folks seek out spiritual moments from the land in the West, for it's a land that speaks of ancient secrets. Some Kindred hide away in the West with the intent of developing new Paths of Enlightenment because they want something other than the standard solutions of Humanity or the darker Sabbat paths. A few Kindred attempt to make friendly in-roads with Native peoples and do so with the goal of attaining some spiritual awakening from them. Of course, such action is as fraught with the dangers of colonialism as Manifest Destiny, but the Kindred that seek them do so for a multitude of reasons, such as hoping to trap the Beast, seeking to gain enlightenment they would otherwise not uncover, or simply as an excuse to exploit a new source of vitae.

Several human religious groups make the West their home, either from prosecution by others in the East or because of their desire to be far from other people. This leads to the West being populated by several dozen religions that will not be long for the world or will stay localized until they are allowed to become



LM 97

mainstream. These include the Church of Latter-Day Saints (Mormons), Seventh Day-Adventists, and more. Most of these religious groups are totally normal human groups in the World of Darkness, but some may be host to vampiric cults or offer Kindred an alternative Path to consider. Conflicts that arise from this theme will either be heavily Kindred focused or will be wrapped in human intolerance and bigotry.

Survival of the fittest

There is no shortage of ways to die in the West and there are even more ways for a vampire to meet destruction. The new territories have a way of culling the weak and useless vampires from the flock and seeing to it that only those with grit and tenacity survive. Many unlucky vampires succumb to final death from a lack of sun-proof havens. Others see their first sunrise after being left to hang into the daylight hours. While a lack of water in the desert might send some humans to meet their maker, a Kindred lost in the badlands must contend with another deadlier kind of thirst. Some Kindred who make the journey West never arrive at all.

Kindred able to withstand an environment that seems to have a mind to kill every last vampire must still survive each other. The trials of carving out a domain in these desolate and inhospitable lands have driven the cream right to the top. A vampire would be wise to remember that others who survive this inhospitable place is just as tough and thirsty as herself. Many of these Kindred have made the West their home for their entire unives. The only law that applies to a Kindred tough enough to live here is the one that can be backed up with a quick draw or a stake through the heart.

The Death of Belief

Or, perhaps, disillusionment. New England newspapers published breathless articles describing the myriad opportunities to be found Out West; penny dreadfuls recounted the many adventures to be had. And in exclusive salons, undead Harpies told many of the same stories frequently intended as not-so-subtle encouragement for borderline pariahs to consider relocating.

But those who finally stepped down from the dusty stagecoach or train car soon learned how easily exaggerating about the West could be. Survival in the West required hard work, for Kindred and kine alike. Such disappointment manifested in any number of ways. Kine often turned to drinking and other unhealthy pursuits. Kindred found their hold on their Beast dangerously slipping.

The Horrors of Technology

Life in the West was difficult and, more often than not, deadly. Advancements in technology not only made life in the West more tolerable but also ensured success of certain endeavors. Settlers endured extremes of climate, harsh environments, and disease in order to blaze a trail for the thousands that would follow through use of canals and the rail. Once secure, advancements in firearm design made it possible to defend these new sites against attack. News of new settlements and claims shrank from months or even years to just days. In time, news could travel across the country in just minutes.

The blessings that came with this new technology also came with their own brand of curse. The arrival of

these wonders accompanied the promise of new territory for Kindred. Where once the West was inviting only to the rough Gangrel or the hardest entrepreneurial Ventrue, technology made it welcoming to Kindred from all walks of unlife. The West became a freshly opened wound from which the Kindred could feast. Entire unclaimed domains where the Camarilla held virtually no real control were ripe for the taking. A cunning Kindred could glut herself on all the gold and vitae she could get her bloody claws on.

The Ventrue clan found themselves surprisingly well-suited for life in the West. Many had a financial stake in the development of the railroad, new canals, and even communications technologies that were financially backed by the Camarilla's interest in new domains. The Ventrue paved the way for other Kindred in a very literal sense, often as blood bonded servants employed to oversee their claims and holdings. Kindred could now travel in virtual luxury using the canals and avoid daylight in windowless boxcars. The promise of domains, freedom, and wealth attracted more and more Kindred every year. Soon enough, they had their fangs in the West and the arterial flow of vitae was exactly the color of gold.



Untamed Wilderness

Because of disease and large-scale campaigns of genocide against indigenous populations, swaths of the West are devoid of people before the arrival of settlers come to establish their homesteads. This has led to an increase in wild animals, wild growth of plants, and a general sense that the world outside four walls is untamed and looking to kill you. For Kindred, they are in less danger from the untamed wilderness than the average mortal, but there are still hazards. The lack of roads means that traveling through the wilderness might bring you to a large cliff, or hole in the night that was impossible to see without enhanced vision. Wildcats, wolves, coyotes, and other animals may be wary of the Kindred, but may also preemptively attack to protect themselves and their young. The sense of things never being purely predictably safe should be constant when out at night, because, they aren't safe. Travel is dangerous in particular, and a lack of roads, lights, and modern conveniences makes this even worse.

Mechanics

Like cowboys at a poker tables, everyone playing the game has to follow the rules. These are additional mechanical guidelines on how to run very specific situations in your games, down to the fine grain. Like the rest of the Drama chapter, these aspects of the book don't have to be included but they can help can a layer of grease on the axles, should you encounter rough terrain.

Buried Alive

Death was a bit uncertain in the West. Think about it, today we've got a lot of technology to track heartbeats, brainwaves, and the measures we use to tell if someone's alive but just not kicking. All of these are brand-new fangled devices. Pre-20th century, burying someone alive was a bit of a common occurrence. For some places in Victorian England and America, it was a common sight to see a bell hung at someone's grave, with a wire that went to the 'bodies' arm. If that bell rang, you knew that the person was alive in the bottom of their grave and needed to be dug up.

In a Western, being buried alive is often a punishment or torture device. It's a horrifying realization that you're in a casket, underground, waiting to suffocate and die. Of course, for the Kindred... this might just be the way they begin every evening. For the Sabbat, it's how they construct their embrace ritual intentionally. The fear, the Beast, the shock, all of that tied together generates

a drive in some vampires and it is that drive that the Sabbat want to call forth from a newly minted Cainite.

In a **Vampire: The Wild West** game, the idea of being buried alive should be present, but of course it's not going to cause too many problems to a vampire. Unless they are terrified of being locked in a box they can never escape and may be stuck there for eternity, being chewed upon the entire time by bugs. The idea of burial should still scare most Kindred, because while their body may be dead their mind is not, until they fall into torpor, and that process can be an agonizing few weeks while they slowly run out of blood.

Drama vs. Dice

There are some gamers that take a hard look at rolling dice as a negative element of social storytelling. It's ok to not rely on the dice to tell your stories with your Troupe. It's ok to use the dice in ways that help you and your players tell stories at the table together. Every troupe is going to run differently and that's fine. While some tables will want to lean very heavy into drama, setting strong lighting, having mood music, and maybe even dressing in costume. Some will not. Some troupes will want to role-play out social encounters without any dice involved at all. Some will want to use the dice systems that are written in the game to help be social in ways the players may struggle with. Any of these approaches have merit.

One approach that meets in the middle is to use dice to help you role-play out certain scenes. For example, you can roll a Charisma + Subterfuge roll to determine how well you lie to someone. If you fail, or worse, botch, the player should roleplay lying terribly. They say something ridiculous, they fumble their words, they act it all out so that it is clear to everyone that they are lying, and it is bad. This approach allows the randomness of the dice to help steer a story and can be a good way to encourage some spontaneity.

In the end, do what works for your players because they will enjoy the game more if they can find a happy medium. Some tables will roll more dice, some will talk more and will only pull the dice out when they absolutely must. Whichever angle engages the players and keeps them coming back is what should be done. On top of this, some players in your games may have a slight preference different from the others at the table. If you can, try and integrate their preference into play, too. Give them a chance to roll at key moments to help with their immersion. Or, step out of their way and

let them roleplay the heck out of the debate they are having with the Lupines. Sure... it might not go well... but don't do things that push your players out of being engaged and interested. Learn who they are and work with them to tell a great story.

Ghoul Games

Living in the West is dangerous for a Vampire; we've mentioned that a few times in this book and it should be a continual refrain. However, a smart Kindred will create a few ghouls to help them manage their affairs. The Wild West is an excellent platform for a ghoulish game. One of the main elements of a Western is the sense of finding personal strength, connecting to what makes a person what they are and projecting that out into the world. On the other hand, Gothic stories are often about a person slowly realizing they have no power in a world that is slowly trying to destroy them. A ghoulish game should lean into both of these elements.

Ghouls are not simply Vampires light. They are human beings that are being slowly corrupted by the Vitae in their bodies. They have something foreign inside them constantly pushing on their minds, making their dreams nightmares, and slowly pushing them into greater and greater depravity to get what they want. A Western ghoulish chronicle will likely focus on greed in some form or another regardless of the social class that the ghouls are coming from. At the same time, addiction will push against all other priorities. Becoming a ghoulish will likely come from a place of greed, seeking some sort of gain from the power they will receive, and then the addiction of the vitae will pull their minds apart and make them focus solely on their domitor.

As in any century, ghouls can do the main thing Kindred cannot; they can stay awake during the day. This makes them invaluable, and so much of what gets done in a Western could be done by a ghoulish. They can be a rail worker, a mayor, a sheriff, a handyman, a cook, a farmer, a seamstress, whatever; they are the people that actually make things happen in a Western town. It's easy to play a classic Western with ghouls and add in horrifying elements. They may be bending knee like in Mass to their domitor, fighting off beasts of various sorts to protect their eldritch masters, or doing horrible acts to get their next taste of the blood that generates power within them.

The Vampire in this story will likely be The Boss, a shadowy figure that is seen rarely, but who's presence is felt throughout. The Boss will likely have an enemy, who has servants the Ghouls will interact with,



perhaps also as antagonists but perhaps as friends or acquaintances. Being in the middle of the showdown when things go bad between one side and the other is never a good thing, but the ghouls will feel a need to protect their master and will likely fight alongside them even if they would rather run to the hills. Lean into these decisive and conflicted moments. They are the bread and butter of the story here.

With a ghoul game you have the chance to allow one Kindred of an odd clan or bloodline easily. They are here hiding from others of their kind and they create ghouls to help protect them. You can either lean into the spread of clan curses into ghoul systems, or not, as you see fit. The key will be keeping the true nature of the vampire just outside of the knowledge of the characters. If your players know a lot about the world, then you can give them red herrings as they attempt to ferret out what clan their domitor belongs to. A clean suit and a nice moustache might look great on a Ventrue, but it would look just as good on an Old Clan Tzimisce preparing to remake the west into New

Transylvania. Feel free to play with stereotypes and hurl things on their heads, with the key of making the game a different experience than a traditional vampire game.

Horse riding

Horses are a staple mode of transportation in the West and life would not be nearly as easy without them. Mustangs, draft, carriage and saddle horses quickly became the best friends of riders as soon as they settled in the West in the 1800s. They helped with work, lending their significant strength toward carrying heavy loads, farming, and even the construction of buildings. More often than not, however, their primary purpose was transportation.

Breaking a horse is never an easy prospect. Even the stable-bred mustangs are born wild and free, and their naturally untrusting nature combined with incredible strength and speed makes taming them a dangerous prospect. Training them to hold their own when the bullets begin to fly is no mean feat, either. It takes a nearly godlike level of trust between a horse and its rider to do much more than hook an equine friend to a carriage and trot.



Kindred have a much more difficult task ahead of them if they hope to make use of horses in their everynight life.

Traditionally wary, if not hostile, toward the undead, animals have never had the best immediate relationships with Kindred. Their very nature as a bloodsucking monster sets off some primal alarm system within the animal mind, causing them to move to fight-or-flight modes as a matter of course. Horses are, unfortunately, no exception to this rule and no small number of Kindred have found themselves with crushed skulls from becoming overconfident in a horse's trust for her kind or simply thinking herself too strong to be damaged by any animal. A seasoned Kindred knows that horseback riding is a tenuous gift and elysiums across the country have at least one story of a vampire in torpor from a particularly spirited beast. Many Kindred must avoid horses in their nightly activities or hire riders (or even take ghouls specifically for the purpose, should they not possess dots in Animalism. In fact, this discipline sees a myriad of use in the West.

Another option for a particularly intrepid and adventurous Kindred would be to attempt to locate Brushthorn Ranch and acquire one of their legendary horses bred specifically for use by Kindred. Brushthorn is a rumor to man, and those who acquire these nearly mythical horses are sworn to keep its location a secret. These nearly mythical horses have no inherent fear of Kindred. They are stronger, tougher, and smarter than other mustangs of their breed. Unfortunately, they are exceedingly rare and those who possess one say that the cost of acquiring it was quite high. In fact, many Kindred who have gone in search of Brushthorn Ranch are found staked with their heads protruding from the desert sand.

Gunfights in the Savage West

Ubiquitous and yet poorly understood, the classic gun battle at high noon in a dusty street where they shoot when someone yells "draw" from the Wild West legends is woefully inaccurate. Gunfighters were real, but there was no honor in it, people were shot in the back, at night, from a distance, in a bumrush, and in all other manners rarely portrayed by the media, being dime novels or movies. Regardless, the typical gun fight in a Chronicle may happen in any way, and there's no specific need to incorporate historical accuracy in the situation, but rather this section is here to help with the physics and roleplaying mechanics of the encounter itself.

Single-Action vs Double-Action Guns

The classic maneuver we all remember from the Cowboy Western films is the shooter pulling back the hammer and pulling the trigger to make the gun fire, then repeating that action every time she wants a bullet to fly. This is because the vast majority of guns in the Wild West era had triggers that performed only one action: dropping the hammer. The technology to pull the hammer back using the trigger didn't come around until 1873 with the Colt Peacemaker. A revolutionary pistol (sic), it made shooting with only one hand simple and quick. Thus was born the legend of the shootist with two wheel guns. Players can all carry double action pistols if they so choose, but they were very excusive at the time.

Single-Action Pistols

Single-Action firearms, including such classics as the Colt Navy .44 (which dominated the Wild West), required the user to cock the action of the pistol before the trigger would be able to make it fire. This action is simple but requires a single dice of the user's Dice Pool. If the user has any dots in Firearms, the action is an automatic success. Otherwise the user must use this split Dice Pool to also make a Difficult 3 check to properly operate the weapon.

Hex Maps {Optional}

Combat has been central to roleplaying games since Gary Gygax first invented Dungeons & Dragons when he combined miniature war gaming with a hex map from Wilderness Survival. This has, since day one, almost always been facilitated by rolling dice. This is what sets the Storyteller System apart from the pack: its focus is not on dice rolling but on the narrative. For this reason, combat sequences in the World of Darkness can be cumbersome. As a result, some White Wolf Publishing games have opted for the tried-and-true method of using hex maps during combat encounters. As with everything else in the game, its ultimately up to the Storyteller but this section will include references to a "hex." The scale on these maps is usually 1 inch per hex. Using the system suggested in Werewolf: the Wild West and World of Darkness: Combat, one hex is considered to be 5 feet wide.

If Move is used, a Move score can then be assigned where Move = Dexterity + Move Modifiers. The modifiers can be defined by the Storyteller but are suggested to be tied to the Health Level ability modifiers. A character can travel 1 hex per point of Move each round.

For example, a character with a Dexterity of 5 who is Wounded has a Move of 3 (Dexterity=5; Move Modifier = -2; Move = 5 + (-2) = 3). NOTE: 1. A character who is Obfuscated and fires a gun will be visible thereafter unless they use Obfuscate again.

Firearms Rules

The Dice Pool for attacking with firearms is calculated as follows: Dexterity + Firearms + Modifier - Health Level Penalties. See below. This includes using cannons.

Dodging bullets

When faced with an attack from a firearm, characters can roll Dexterity + Athletics and move one hex or drop to the ground in their current hex. The difficulty and number of successes differs per the terrain.

Frenzy

A character who is Frenzied cannot use a firearm or any weapon more complex than a cudgel.

Hit Locations

Targeting an opponent during a gunfight, perhaps to shoot their hat off or to blast a gun out of their hand, is a classic staple of the western genre. The Vampire: the Masquerade 20th Edition core book has rules for trying to hit specific locations on a target but the rules offered here are more detailed and perhaps more useful to the nuances of gunplay in the Savage West.

- **Accuracy:** This is a modifier for a weapon's dice pool. For example, a player with Dexterity 2 and Firearms 3 wants to shoot an enemy in the head with their Colt Peacemaker. They normally have a dice pool of 5 to hit, but with the modifier their effective dice pool is now 2 (5 - 3 = 2).
- **Damage:** This modifier score is added to the weapon's damage dice pool.
- **Random:** Roll a d10. You'll know what to do next.
- **Head/Neck:** If the victim is brought down to a Health Level of Injured, they are also Dazed and will be unable to speak or shout. A result of Wounded means they fall unconscious unless they spend a Willpower point. Mauled means they have suffered a traumatic head injury or a broken neck; for kine this means permanent paralysis and/or possible brain damage. Crippled means death for kine. If a Kindred becomes Crippled from a headshot it also inflicts one level of Aggravated damage, as if the undead were close to being decapitated. A Kindred who takes four or more aggravated Health Levels

of damage from a headshot dies a Final Death as their head is severed from their body. For example, a rancher encounters a Caitiff feeding on his cattle in the night and manages to get off a headshot with her double-barrel 12-gauge shotgun, each barrel doing 10 dice of damage (6 + 4 = 10). With a difficulty of 6, the rancher gets 10 successes; the first 5 Levels of damage are soakable but the 6th and all consecutive Levels are Aggravated Damage. The Kindred has no Fortitude, so cannot soak 5 Health Levels of damage done to her head. Even if she heals the 5 Level of Lethal Damage, she will be left at Mauled and will die a Final Death.

- **Hands/Arms:** Hit a character in the hand (or what they are holding) and they will drop it. A resisted Strength roll is required to maintain grasp on an object struck with a bullet. Kindred can roll Stamina to continue to hold something after their hand has been shot. If the result of the hit is the character being reduced to a Wounded Health Level, the limb is broken or otherwise made useless, and no roll will allow the character to maintain hold on any items.

Difficulty Terrain

2	Full cover in a half-step
4	Full cover in diving distance (one hex)
6	Full cover within a short running distance (two hexes maximum)
7	Partial cover within a short running distance (two hexes); movement difficult
8	No available cover; character dives to ground
10	Movement severely restricted; sleeping in a coffin

Hit Location Chart

Location	Accuracy	Damage	Random
Head/Neck	-3	+4	1
Arms/Hands	-3	-1	2-3
Chest/Torso	-1	+0	4-7
Vitals	-2	+3	8
Legs/Feet	-2	+0	9-10
Heart	-4	+3	N/A
Eyes	-5	+3	N/A

A result of Crippled means the limb is injured to the point of needing amputation. Anything more and the limb is completely severed by the blast.

- **Chest/Torso:** If reduced to Wounded by a hit to the chest or torso, the character will be Dazed and unable to speak or shout. Mauled will result in broken ribs; kine must then make a Stamina roll (Difficulty 8) to act each turn and will incur an additional Health Level of damage if the engage in any strenuous activity, as the broken rib(s) punctures internal organs and will take +2 Health Levels of damage if hit again in the chest/torso. If the damage comes from behind and is enough to reach Incapacitated, the victim suffers a broken spine; this causes permanent paralysis in kine.
- **Vitals:** An Injured result means the victim in Dazed and can't speak or shout. If hit, they must make a Willpower check (Difficulty 8) every round to take an action. A Mauled result indicates that the character cannot take any actions.
- **Heart:** If hit in the heart, kine continue to take an additional Health Level of damage every other turn. A Mauled result means the heart has been rended, fatal to kine. Kindred who reach Crippled (or further) have had their heart removed and are effectively Staked until they heal.
- **Eyes:** A hit that results in a Hurt Health Level means the character is blind for the next turn and an Injured result for the next two turns. Wounded means the eye is lost; this means permanent partial blindness for the kine. Kindred can heal the eye. Both Kindred and kine suffer -2 dice for any ranged action with only one eye.

Ranges

The Firearms Chart (below) gives Medium Ranges for specific weapons. These weapons can shoot twice the listed distance, but the Difficulty increases by 2 and the damage is reduced by 1 die. Rifles can, with the aid of a scope, shoot at Extreme Long-Distance, where Range is quadrupled but the Damage is reduced by 3 dice. If the character has at least 1 dot in Firearms, the Difficulty of shooting a rifle with a scope, before modifiers, is reduced to 5. For example, a character with Dexterity 2 and Firearms 3 has a .50 Sharps rifle with a scope and is shooting at a werewolf on a ridge 500 yards away. The Medium Range for this rifle is 175 yards, so anything above that increases the base Difficulty by 2. Since the shooter is using a scope,

the Difficulty is 7. Since the target is more than twice the Medium Range, the shot is considered Extreme Long-Distance and the Damage pool is reduced by 3, for a total pool of 4. If the target would have been between 175 yards and 350 yards, the Damage pool would have only been reduced by 2 dice.

Reloading

Reloading in the 19th century was slow. Brass and paper cartridges eliminated the need to measure out gunpower and other such hassles, but very few guns had detachable magazines before the 1890s, only the Winchester rifles and a handful of others. Most required the bullets to be manually fed into the chamber or an internal magazine. As a rule of thumb, reloading takes one full turn (and all of characters dice pool) and a successful Dexterity check. Characters may spend a Willpower point and reload two guns in one round.

Rötschrek

A Kindred with a Willpower of 4 or greater does not need to roll Self-Control when firing a firearm. Kindred who fail such a roll lose their ability to operate the firearm properly.

Firearms Techniques

Here we outline basic maneuvers gunfighters will use constantly throughout a fight. Its not required to use these suggested mechanics during such encounters, but they can add a flair of realism to the scene with the addition of specific dice rolls, but also create a platform for exciting roleplaying.

Aiming

Characters who aim have a better chance of hitting their target, but it takes away from their actions during combat. For every turn the character spends aiming, one die is added her Dice Pool. They may add as many dice to their Dice Pool as they have dots in Perception. For example, a character with a Dexterity of 3 and a Firearms of 2, and a Perception of 4 who spends four rounds aiming has an effective Dice Pool of 9 (3 + 2 + 4 = 9). The same character would gain no benefit from aiming for five or more rounds.

Cover

Cover is not concealment. Cover is being behind something that will deflect bullets. This is why no one but a fool has a shootout in the middle of the street. Most are had behind cover of some type. Being behind

cover is also a hinderance. If the shooter needs to duck back and forth behind her cover, the Difficulty of the shots are increased by 1.

Cover Difficulty

Lying Flat (light cover)	+1
Small tree (moderate cover)	+2
Large rock (good cover)	+3
Only head exposed	+4

Duels & Stare-downs

How you use a gun means very little if you don't pull it out in the first place. Intimidation sometimes takes the place of violence when diplomacy fails. In the case of two characters staring each other down, each is trying to intimidate the other without flinching. Each character makes a contested Charisma + Intimidation roll, with the Difficulty being the opponents Willpower rating. The loser will receive a 2 dice penalty on any Initiative or attack roll against the winner for the remainder of the scene.

Immobilized

Stunned, incapacitated, or otherwise immobilized characters are easy targets. If the shooter has even a single dot in Firearms, no roll is required at close range. If they are still struggling, the Difficulty to hit is reduced by two.

Moving Targets

The Difficulty to hit a target while in motion is increased according to the table to the left:

Point-Blank

If a character has at least 1 dot in Firearms, any shot made at a distance of less than 1 yard (1 Hex or less) automatically has its Difficulty reduced to 4, regardless of the make and model.

Two Guns

A character with two Double-Action guns can fire them both in the same round (normally pistols, but Kindred with sufficient Potence can also do this with long guns) by splitting her dice pool, as with any other multiple action. However, the shooter incurs a -2 dice penalty with her off-hand.

Quick-Draw

Opponents who face off with gun holstered nearly always attempted to draw and fire first. This technique

is called Quick-Draw or, sometimes, Fast-Draw. Shooters all roll Wits + Firearms (Difficulty 4) to determine shooting order, rather than the normal Initiative rules. The rest of the gunfight is conducted normally. The face-off can be against multiple gunfighters and is not limited to one-on-one fights. Often a stare-down (see above) precedes a gunfight.

The Walk-Down

A shooter can choose to walk towards her opponent while firing. If fire is sustained, the shooter gains the benefit of Aiming (see above). If she gets within 1 yard (1 HEX), the Difficulty is reduced to 5 regardless of gun type.

Firearm Types

Its common knowledge that there are three different types of firearms (pistols, rifles, and shotguns), but there are also significant differences between different types of pistols and rifle manufactures or calibers, and different gauges of shotgun shells. What you're packing in the West could be the difference between unlife and Final Death. Some life powerful and are fine with slow follow-up shots from high recoil, others like ranged rifles with a scope, still others like a sawed-off double barrel 12 gauge shotgun. The inclusion of these stats can be minor or major, or nonexistent, these are just recommendations.

Pistols

Meant to be held in one hand, and often concealed, pistols are the most iconic firearm type. From Billy the Kid to Wyatt Earp to John Wilkes Booth, all the of the most famous shooters of the 19th century used pistols. Normally chambered in a round small enough not to cause extreme discomfort while firing, by the late 1800s some weapons manufacturers were making pistols that accepted rifle cartridges like the infamous .45-70, made famous in Sharps buffalo guns.

Target Speed Difficulty Modifier

Stationary	+0
Human running speed	+1
Animal Running Speed	+2
Vehicle Speeds	+3
Only head exposed	+4

Gatling Guns

The first actual machine gun, the Gatling Gun, was a hand-cranked monstrosity that was invented during

the Civil War. Although it saw limited use, it became decisive in later battles where entire mounted cavalries were cut down like reeds along a river. They were very limited in production and only utilized by militaries.

Rifles

A distinctly American phenomenon, rifling are grooves put on the inside of a barrel to make the bullet

spin which adds stability, increasing the range and power put on target. Debuting during the American Civil War with the Kentucky Longrifle, America has been saturated with rifles since the inception of the nation. They are a more accurate long gun than a shotgun and only shoot one bullet at a time. The lever-action Winchester 1873 became so ubiquitous on the frontier that it became known as the "Gun That Won the West."

Firearms Chart

Types	Difficulty	Damage	Range	Rate	Rounds	Concealment	Year of Manufacture	Cost (1880s)
Pistols								
Flintlock .50	8	5	20	1*	1	J	1700s	\$5
Dueling Pistol, percussion .50	7	5	25	1*	1	J	1770s	\$25
Colt 1851 Navy, .38	7	4	25	1	6	C	1847	\$13
Colt Army Model .44	7	5	25	1	6	C	1860	\$16
Remington Single-Action .38	7	5	25	1	6	V	1860	\$14
Remington Derringer .41	5	4	20	2	2	V	1865	\$12
Colt Double-Action "Peacemaker" .38	7	5	30	2	6	C	1873	\$35
Remington Army Revolver .45	6	6	35	1	6	C	1875	\$17
Rifles*								
Kentucky Longrifle .50	8	5	100	1*	1	N	1700s	\$15
Sharps Buffalo Rifle, .45-70	7	5	175	1*	1	N	1770s	\$19
Henry Repeater lever-action .44	6	7	150	2	12	N	1860	\$40
Remington bolt-action .45	7	9	200	1	1	N	1860	\$100
Winchester 1873, level action .44	6	8	150	2	16	N	1873	\$50
Shotguns								
Remington Coach Gun, 12-Gauge**	6 (7)	8 (16)	35	1 (2)	2	L	1860s	\$25
Winchester level-action, 12-Gauge	7	8	35	2	5	L	1887	\$45
Special Weapons								
Gatling Gun, .50	8	9	225	20	Belt	N	1862	n/a
Bow	6	3	60	½	n/a	N	n/a	n/a

* If a gun is outfitted with a scope and the operator has at least 1 dot in Firearms, the Difficulty is reduced to 5.

**The Coach Gun has two barrels side-by-side, each with its own trigger. The barrels can be fired simultaneously. The figures in parentheses are for firing both barrels at the same time.

Range: This is the practical range of the firearm in yards. A character may fire up to twice the listed distance, but anything over the practical range is considered long range.

Rate: This is the maximum number of operations a gun can perform in a Combat Round. Celerity can be used to double the rate, but any attempt to operate the gun faster than double the listed rate results in a jammed action, rendering the gun inoperable for 1 Round and requiring an Intelligence + Firearms (Difficulty 5) check to repair.

Rounds: This is the maximum number of projectiles a weapon can carry while fully loaded.

Concealment: V = can be hidden in a vest; C = can be hidden inside a coat; L = can be hidden inside a long coat; N = cannot be concealed on one's person at all.

Shotguns

The oldest type of firearm, shotguns all have a barrel that's smooth on the inside. This allows the shots to bounce around in the barrel while firing, reducing the accuracy. At first made for simplicity (and a lack of knowledge of aerodynamics), later shotguns took

advantage of the meandering rounds and made shotgun rounds that contained numerous lead pellets, sending a wave of lead towards an opponent. Commonly used for defense and hunting, shotguns may have been the most common gun on the Frontier.



THE MUSKOGEE FEW

PROUDLY PRESENTS

UNCLE ROB'S

world famous

MUSICAL
BORDELLO

EVE
&
THE
LAST
WALTZ

ROBERT
HILL
& THE
MUSKOGEE
FEW



ONE CONTINUOUS ROUND OF PLEASURE

at

FEBRUARY 4
20:00

MELODYBOX

Mejselvägen 33

T Telefonplan

ENTRÉ 100:-
CASH & SWISH
ONLY

Chapter Six: Kindred of the West

"No matter how I struggle and strive, I'll never get out of this world alive."
—Hank Williams Sr.

Kindred of the West



Arguably the most notable characteristic of Kindred in the West was the lack of elders. Afraid of being burned in a city made from timber, few elders chose to reside in the West full-time. The vast majority of those who travel there left quickly, often hastily creating childer to control from afar. For this reason, there wasn't a lack of low-generation blood so much as a lack of elders and diablerie ran rampant. Many in the Savage West have been unable to resist its urge. There are rumors of ancient Kindred that have existed in the Americas since before the colonists arrived, especially amongst the Giovanni, but vampire historians of the era have yet to record them.

The West was riddled with famous Kindred. From Vennevar Thomas, the Prince of San Francisco, to Joseph Pander, the founder of the The Panders, being a newcomer means shifting the balance of power. These are some of the vampires you may find pulling the strings if you try to make a name for yourself on the frontier.

Calafia

Little is definitively known about this creature, although those who have heard the rumors believe it to be an ancient Assamite. Thought to have established herself prior to European Contact, the being known as Calafia has only been encountered by Kindred a handful of times, and most of those encounters ended in the Final Death of the interloper. Survivors tell a tale of a deadly female Kindred with dark skin. Little other details between tales match. Early colonies in California, many controlled by Lasombra, knew there was something dangerous lurking in the Monterey area, with terrible raids of Kindred coterie happening up and down the central California coast in the 17th and 18th centuries. By the 19th century, most of the attacks had ceased, leading many to believe that it was an elder Kindred who, after many deaths, was finally sated and back in torpor. The truth is unknown, but rumors of her return are the nightmare fuel poured on the campfire at night by the undead in the Savage



West. There are even rumors of a Cult of Calafia that aim to find her and awaken her.

Vannevar Thomas

History: For more information on Thomas, see *L.A. By Night* (both the book and the show), the novels *Dark Prince* and *Prince of the City*, and the supplement *San Francisco By Night*. Thomas comes from a long line of money and influence, both on the mortal and immortal side of things. He was a willing revolutionary in his mortal days, joining up with the other patriots in Virginia during the early nights of the war. Thomas was embraced by a man he hated, and when that man was finally executed by a band of Cherokee he preyed upon, Thomas was not unhappy.

As San Francisco becomes the hub for the gold rush, Cullen (his sire) and the Camarilla sent Thomas off to San Francisco to make his mark. Thomas has been Prince of the city since 1850, and he has gladly claimed the city for his own, with help. His Ghoul, Riley, and his associates Nickolai, Benedict, Iwo, and Horator have been essential to his success. Thomas is a mastermind at organizing spies and a large information network. Thomas has dealt fairly with all Kindred, but his fairness stops at the door of the Sabbat. There have been several incursions from the Sword of Caine and Thomas and his associates have successfully beat them back each time.

Thomas is both the quintessential Ventrue and a progressive figure of the era. He believes that character matters much more than human divisions, but also



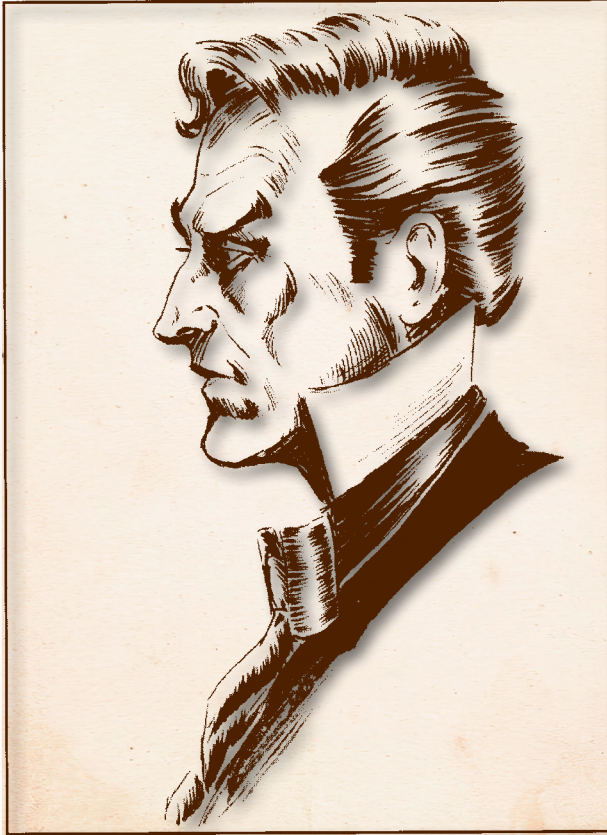
trahold

believes a city thrives with strong leadership overall. Thomas is a gunslinger, and will fight if pushed, but prefers to avoid direct confrontation unless things have totally gone to the wolves.

Destiny: Prince Thomas is on the cusp of greatness at the end of the Wild West era. He sponsors The Vampire Club early on in the 1900s, he successfully beats back the Anarch Movement's attempts to take the entire West Coast, and he establishes San Francisco as a powerful stronghold of the Camarilla. He retains Princedom of San Francisco until the mid-1990s, when a period of torpor removes him briefly from modern politics. Upon awakening, he has chosen to look at the turbulent Los Angeles as a base for his reacquisition of power.

Francisco Javier Garcia

History: Don Francisco is a powerful Lasombra who controls a large ranching operation that spans the Texas border region between Mexico and the United States. He's also the Childer of Fulgencio d'Idalia and the Grandchilde of Archbishop Ambrosio Luis Moncada. This has put a lot of pressure on the younger Cainite and has weathered the storm of the Amici Noctis on several occasions. Don Francisco was sent as part of early war parties to claim the Americas, and he has been established since the late 1600s, using his influence as needed for the purposes of his Clan. When the Second



Sabbat Civil War erupts, Don Francisco permanently moves himself to his frontier ranch. He has not stayed outside of the conflict. His ranch is also a proving ground for Lasombra wishing to establish themselves as the winners of the war.

Don Francisco has taken the opportunity of the turmoil to press his Grandsire's agenda of establishing a religious hierarchy within the Sabbat. He has declared himself Bishop and oversees a blood cult that focused on bull sacrifices. This cult is both an element of his mortal authority and his religious leanings within the Sabbat.

Destiny: Don Francisco falls victim to mortals who discover his cult. The Pinkertons end up shelling his holdings with artillery during the middle of the day. Don Francisco is brought out into the sunlight and burnt to ash.

John Henry "Doc" Holliday

History: Holliday's early life is well documented, but some elements have been left out of the popular tale. John's family were part of the herd of a Nosferatu in Georgia, and it was this vampire who fed upon, weakened, and infected both he and his mother with the

tuberculosis which killed her and eventually caused him to waste away. On his death bed in Glenwood Springs, Colorado, Doc assumed all was lost for good. That's when the creature returned with an offer. This Nosferatu had followed Doc's escapades as they were released to papers, and she was deeply amused and impressed with 'her' child, as she saw Holliday. She offered him the choice, death or eternal life from her blood.

Doc had certainly preferred life to anything else he'd ever known, and he agreed to her offer. However, the embrace was not kind to Holliday, as it twisted his body and did not release him from the worst pains of his consumption. His voice is now a pained gasp, and he regularly spits up chunks of what remains of his lungs and body. Using the blood to heal also causes him immense pain, so he'll frequently hold off on the normal feats vampires are renowned for because the pain would put him at a gross physical disadvantage. He retains his excellent skills as a dentist and gunslinger, however, and will use his pistols in a fight if required.

Destiny: Holliday converted to Catholicism during the late years of his mortal life and he becomes a shadow priest within the Catholic establishment throughout the Western United States. This puts him in regular contact with both Lasombra and mortal Inquisitors,



but he has skillfully parlayed these individuals against his enemies. He's bemused at the popularization of his myth and is partially dismayed that he's being portrayed as an immortal in popular culture. He currently makes Tucson, Arizona his haven and is occasionally called upon to act as Scourge or Sheriff.

Joseph Pander

History: By far the most famous Clanless vampire, Joseph Pander had unremarkable days as a mortal. He was a youngest of seven brothers and five sisters in a middle-class cattle family in southern Indiana. His oldest brother took over the family business when his father died fighting in the Civil War and the family maintained its distance from their mostly Union supporting neighbors. Growing up learning to hate his kin, Joseph was antisocial since childhood and was often out late tending to his herd.

In 1882, while fixing a fence late into the night, Joseph and his family were rounded up and beaten into submission by a Lasombra road agent and his ghouls. The cruel-hearted Kindred embraced them all in a shovel party, a practice only recent started during the Lasombra's ill-fated War For California. He was the only one to emerge from the dirt, but only after his tormentors died in a Camarilla raid. Learning Celerity instinctively, Pander spirited himself out of the battle and made his way to town. With essentially no knowledge of vampiric unlife, he began wandering and became Caitiff. He found himself in Tombstone and

began raiding cattle ranches in the area to survive. It was there that he encountered a posse of cattle rustlers who, after a violence embrace and subsequent Blood Bonding, became The Pander Posse.

Destiny: The Pander Posse became the most well-known, most dangerous undead coterie in the West by the end of the 19th century. The exploits of the Panders, as they became known in Kindred circles, became so well chronicled that the group was given honorary status as a clan in the Sabbat in the mid-20th century. Joseph Pander himself remained powerful in the southwest until the Modern Nights, where he eventually rose to the position of Priscus.

Sample Antagonists

When dealing with the kine, there will always be those who are a threat to the Kindred. From shootist vigilantes to the mobs of local townsfolk, the undead in the west are under constant threat from their mortal counterparts.

Cowboy

Whether following the Spanish vaquero and charro traditions directly, or the subsequent Texan schools, the cowboy is primarily found herding cattle and undertaking ranch work. The rise in numbers following the Civil War means that you're just as likely to encounter African American and Mexican cowboys as any former white soldier. Most are from lower social classes, and the cowboys' pay (which included food and lodgings) meant rising beyond that class was unlikely. The average cowboy is tough-as-nails, highly individualistic, and puts value on self-reliance and self-sufficiency, which is bred into them by harsh terrain, isolated environments, and hazardous conditions. Handy with ropes, knives, and guns, and learning in the saddle constantly, the cowboy is not to be trifled with, on or off the ranch.

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Athletics 3, Brawl 3, Dodge 2, Intimidation 2, Streetwise 2, Subterfuge 1

Skills: Animal Ken 3, Firearms 3, Melee 2, Repair 3, Ride 3, Security 2, Stealth 2, Survival 3

Knowledge: Investigation 2, Law 1, Medicine 2

Virtues: Conscience 4, Self-Control 3, Courage 3

Morality: Humanity 6

Willpower: 5



First Nations Warrior

Native American culture has suffered greatly, the destruction cloaked and justified by words such as “modernity,” “religion,” and “legal.” The nations have been driven from the land, killed by foreign sickness, and watched as the white man’s ‘progress’ transformed the environment and disrupted natural patterns to which they seem completely blind and uncaring. The 1800s are a continuous series of battles and atrocities. The First Nations warrior seeks to defend their way of life, protect their people from white expansion and oppression, and feed their families; the death toll has mounted to sickening levels and it is difficult to simply live. In most cases, there are few choices for the warrior, save to fight – even if the battle looks hopeless.

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 3, Brawl 3, Dodge 2, Intimidation 2

Skills: Animal Ken 3, Firearms 2, Melee 3, Ride 3, Stealth 3, Survival 3

Knowledge: Law 2, Medicine 2

Virtues: Conscience 3, Self-Control 4, Courage 4

Morality: Humanity 6

Willpower: 8

Madam

You were born Kinfolk to some Lupines and you hated the way they talked about you from the very beginning. All you were was breeding stock to them, an asset for their war. You were not having any of that, and you took off before your 13th birthday when they were planning to marry you off to the ‘proud’ elder of the Silver Fangs. You struck out on your own in the West, making your way doing various work for anyone that would hire you. When you got a little older, men began offering you money for sex, and you didn’t see a reason to say no. You were in charge, and you made sure they understood that, and you took their money with confidence.

While you were always good at making your own way you also realized you had a knack at managing others, guiding them, supporting them, and leading them to make good decisions which helped them make money. You parlayed this to gain an investment in a brothel,

one you’ve run effectively for nearly fifteen years now, paying back your investor in less than a year. While you don’t take active clients as often these days, you do occasionally work with those who show a particular interest in you. You usually use these liaisons as an opportunity for investment and diversification of your business plans. Of course, since your embrace you’ve been doing this more frequently, but most simply assume you’ve gotten back some level of interest and enjoyment of the physical parts of your craft.

You were Embraced by a woman who admired your skill and dedication to supporting and protecting the women and men who work for you. She claims to have been the priestess of an ancient cult of prostitutes in Greece, and while you’re not sure you believe her, it doesn’t matter. The idea of sacred prostitution is something that helps your staff push aside the feelings of sin and frustration in their work, and that’s valuable to both their mental health and everyone’s bottom line.

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 5, Manipulation 3, Appearance 3

Mental: Perception 2, Intelligence 4, Wits 3

Talents: Alertness 2, Athletics 1, Brawl 1, Empathy 3, Expression 2, Leadership 3, Streetwise 2, Subterfuge 2

Skills: Crafts (knit and lace) 2, Etiquette 2, Firearms 1, Larceny 2, Performance 2, Survival 3

Knowledges: Investigation 2, Law 2, Occult 1, Politics 3

Virtues: Conscience 2, Self-Control 2, Courage 4

Morality: Humanity 6

Willpower: 6

Road agent

Known as ‘highwaymen’ in Europe, road agents have applied the same techniques to the new landscape of the American West. Stagecoaches are often the only form of transportation between disparate towns and communities, carrying mail, passengers, and other goods necessary for human life to flourish. Everything is valuable to the right person, including knowledge of stage routes, security routines, and basic survival when lying in wait. Road agents may have turned to the criminal life from necessity or might do it for the thrill of robbery and the accompanying rush of the wanted poster. These ne’er-do-wells attract a particular type of infamy, propagated by dime novels, portrayed as both the noble robber and

the base villain. More enterprising road agents have 'kept up with the modern age,' plying their trade against the expanding railroad and unintentionally setting the iconic Western imagery used by Hollywood.

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 3, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Acting 2, Alertness 2, Athletics 2, Brawl 2, Dodge 2, Empathy 3, Intimidation 3, Leadership 1, Streetwise 2, Subterfuge 2

Skills: Animal Ken 2, Etiquette 2, Firearms 3, Melee 2, Ride 2, Security 2, Stealth 1, Survival 2

Knowledge: Investigation 1, Law 2, Medicine 1, Politics 1

Virtues: Conscience 1, Self-Control 2, Courage 4

Morality: Humanity 2

Willpower: 5

Shootist

The Shootist is a cut above any other peon with a gun. Whether specializing in pistol or rifle (and in incredibly rare cases, both) these individuals are distinguished by a pursuit of unparalleled marksmanship. During the Civil War, both sides employed sharpshooters as skirmishers and scouts, primarily as a way of minimizing losses arising from orthodox tactics. Rising to elite status, these soldiers

were provisioned with high-quality equipment, and had access to the best training provided they could meet the stringent requirements. The 66th Illinois Western Sharpshooters only took those able to place ten shots within a three-inch circle at a distance of two hundred yards, making membership a true challenge.

Shootists can also be found as professional duelists, operating in the far less violent arenas of circuses and traveling shows (such as Annie Oakley's starring role in Buffalo Bill's Wild West Show), or even as a hunter for a farmstead or small community. In any case, the shootist is the consummate professional with skills honed through constant use and their lethal repertoire is often in high demand.

Physical: Strength 2, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 2, Brawl 2, Dodge 3, Intimidation 3, Streetwise 2, Subterfuge 2

Skills: Animal Ken 2, Firearms 3, Melee 2, Stealth 1, Survival 2

Knowledge: Investigation 2, Law 2, Medicine 1, Politics 1

Virtues: Conscience 1, Self-Control 4, Courage 4

Morality: Humanity 3

Willpower: 5



VAMPIRE: THE WILD WEST

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength ☐ ☐ ☐ ☐ ☐
Dexterity ☐ ☐ ☐ ☐ ☐
Stamina ☐ ☐ ☐ ☐ ☐

Social

Charisma ☐ ☐ ☐ ☐ ☐
Manipulation ☐ ☐ ☐ ☐ ☐
Appearance ☐ ☐ ☐ ☐ ☐

Mental

Perception ☐ ☐ ☐ ☐ ☐
Intelligence ☐ ☐ ☐ ☐ ☐
Wits ☐ ☐ ☐ ☐ ☐

Abilities

Talents

Alertness ☐ ☐ ☐ ☐ ☐
Athletics ☐ ☐ ☐ ☐ ☐
Awareness ☐ ☐ ☐ ☐ ☐
Brawl ☐ ☐ ☐ ☐ ☐
Empathy ☐ ☐ ☐ ☐ ☐
Expression ☐ ☐ ☐ ☐ ☐
Intimidation ☐ ☐ ☐ ☐ ☐
Leadership ☐ ☐ ☐ ☐ ☐
Streetwise ☐ ☐ ☐ ☐ ☐
Subterfuge ☐ ☐ ☐ ☐ ☐

Skills

Animal Ken ☐ ☐ ☐ ☐ ☐
Crafts ☐ ☐ ☐ ☐ ☐
Etiquette ☐ ☐ ☐ ☐ ☐
Firearms ☐ ☐ ☐ ☐ ☐
Larceny ☐ ☐ ☐ ☐ ☐
Melee ☐ ☐ ☐ ☐ ☐
Performance ☐ ☐ ☐ ☐ ☐
Ride ☐ ☐ ☐ ☐ ☐
Stealth ☐ ☐ ☐ ☐ ☐
Survival ☐ ☐ ☐ ☐ ☐

Knowledges

Academics ☐ ☐ ☐ ☐ ☐
Culture ☐ ☐ ☐ ☐ ☐
Enigmas ☐ ☐ ☐ ☐ ☐
Finance ☐ ☐ ☐ ☐ ☐
Investigation ☐ ☐ ☐ ☐ ☐
Law ☐ ☐ ☐ ☐ ☐
Medicine ☐ ☐ ☐ ☐ ☐
Occult ☐ ☐ ☐ ☐ ☐
Politics ☐ ☐ ☐ ☐ ☐
Science ☐ ☐ ☐ ☐ ☐

Advantages

Disciplines

☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐

Backgrounds

☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐

Virtues

Conscience/Conviction ☐ ☐ ☐ ☐ ☐
Self-Control/Instinct ☐ ☐ ☐ ☐ ☐
Courage ☐ ☐ ☐ ☐ ☐

[Type Here]

Humanity/Path

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Bearing: _____ ()

Willpower

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Pool

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Health

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

Experience

VAMPIRE: THE WILD WEST

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Other Traits

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

Rituals

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Paths

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Experience

Total: _____
 Total Spent: _____
 Spent On: _____

Derangements

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

VAMPIRE: THE WILD WEST

Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainer

Status

Other ()

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Misc

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Haven

Location

Description

History

Goals

Description

Age: _____
Apparent Age: _____
Date of Birth: _____
RIP: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

Visuals

Coterie Chart

Character Sketch



AVAILABLE NOW
from Nocturne Publishing:

CLANBOOK
Kiasyd



COMING SOON
from Nocturne Publishing:

CLANBOOK
SAMEDI

2020

TRIBEBOOK:

BLACK SPIRAL DANCERS

2021

VAMPIRE
THE JAZZ AGE

2021

A STORYTELLING GAME OF FRONTIER HORROR

And I looked, and behold a pale horse: and his
name that sat on him was Death, and Hell followed
with him. And power was given to them over the
fourth part of the earth, to kill with sword,
and with hunger, and with death,
and with the beasts of the earth.

- The Book of Revelations



20th Anniversary Edition
VAMPIRE
THE MASQUERADE

20th Anniversary Edition
WEREWOLF
THE WYLD WEST



Mind's Eye Theatre