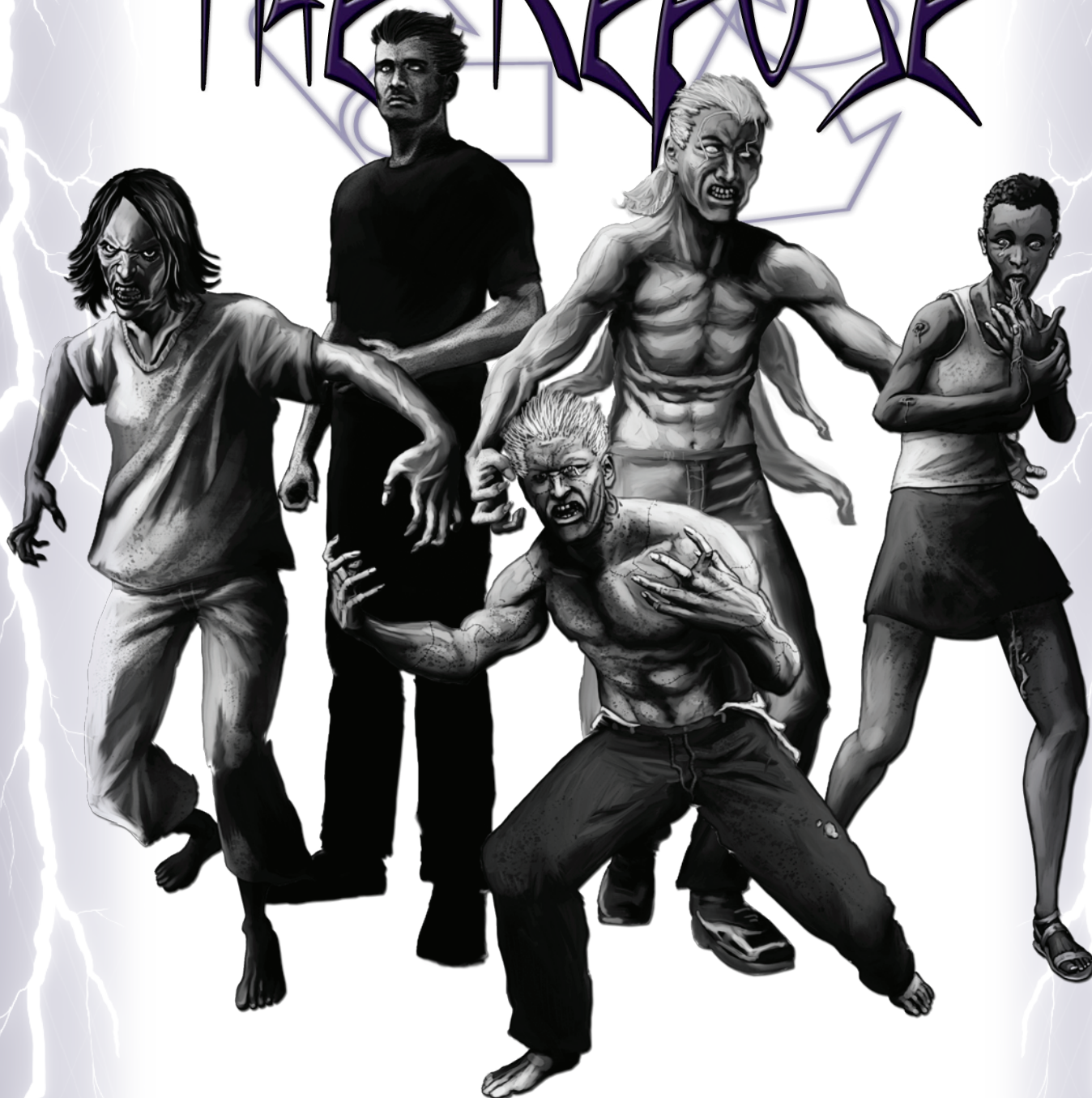


THE REFUSE



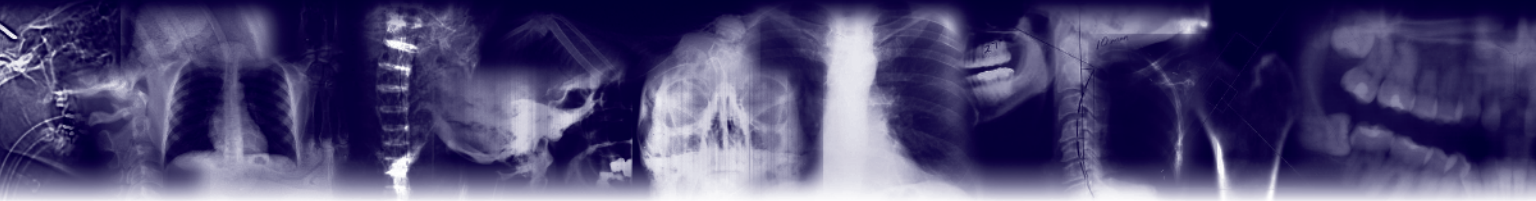
A throng of ready-made player characters
for Promethean: The Created

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THE REFUSE

The Refuse throng came together piece by piece, like garbage accumulating at a bend in a river. All five of the Prometheans have been left behind, abandoned, cast off or otherwise discarded, but in each other, they have found a kind of family.

The throng began when Gargoyle met up with Denison 23rd. The Galateid was searching for clues about her creation, and had already uncovered some important information when the urban shaman felt her Azoth and tracked her down. Together, they learned that Denison 23rd had been created in a cosmetic surgery clinic, one that occasionally rented the space to doctors practicing without a license. After Denison's confrontation with her creator, she felt that she had learned everything that the world could teach her about creation and the Divine Fire. She created her own child, Hellas, and attempted (unsuccessfully) to find the New Dawn.

Gargoyle, attempting to keep Denison from depression, steered the trio out of the area and kept them on the move. They eventually heard tell of a massive, constant electrical storm centered over a landfill. Recognizing a Wasteland, they made their way there and freed Worm from his cruel imprisonment. Finally, venturing back into an urban environment, they met Dove, who quite literally stumbled out of nowhere. They realized that she had died and come back from the River of Death, but that she remembered very little of her life before this event.

The Prometheans formed a branded throng shortly thereafter. Their symbol, a circle of arrows with one arrow broken off and pointing out, represents their nature as beings that have been thrown away rather than allowed to find their potential. They have agreed to help one another along on their Pilgrimages. That isn't always a pleasant or easy job — it involves coping with Denison's bitterness, holding Worm down when he rages or extricating Hellas from his latest romantic entanglement.

The road takes them to various places, since none of them want to risk creating a natural disaster like Worm's Wasteland. They usually travel on foot, but have been known to take abandoned vehicles and get them moving again, using a combination of luck, Worm's instinctive know-how and the Jolt Transmutation. They scrape together what money they can from panhandling, odd jobs and even occasionally prostitution (Hellas, in particular, finds he can always find someone to pay him for his time), or steal what the need from thrift stores.

The throng has been known to squat in abandoned buildings for longer periods of time, but seldom more than a month or two. Their Wastelands mingle, and the results can be disastrous. Their status as a branded throng means that it doesn't spread as fast as it otherwise would, but even so, the Prometheans know the price of staying in one place too long.

In order to decide where to go next, each member of the throng puts forth his or her opinion and



reasons for a destination. If the group can come to consensus, then they pick up their belongings and go, meaning that the Prometheans often try to choose locations that might have something to offer the others. If some disagreement still remains, they vote, with Gargoyle acting as tie-breaker if necessary. Of late, these discussions have become more heated. Dove's Elpis visions are growing more intense, and fire is becoming a common theme. While Gargoyle and Worm believe that her visions are showing her some catastrophe to come, Hellas and Denison feel that they might be urging her to find out more

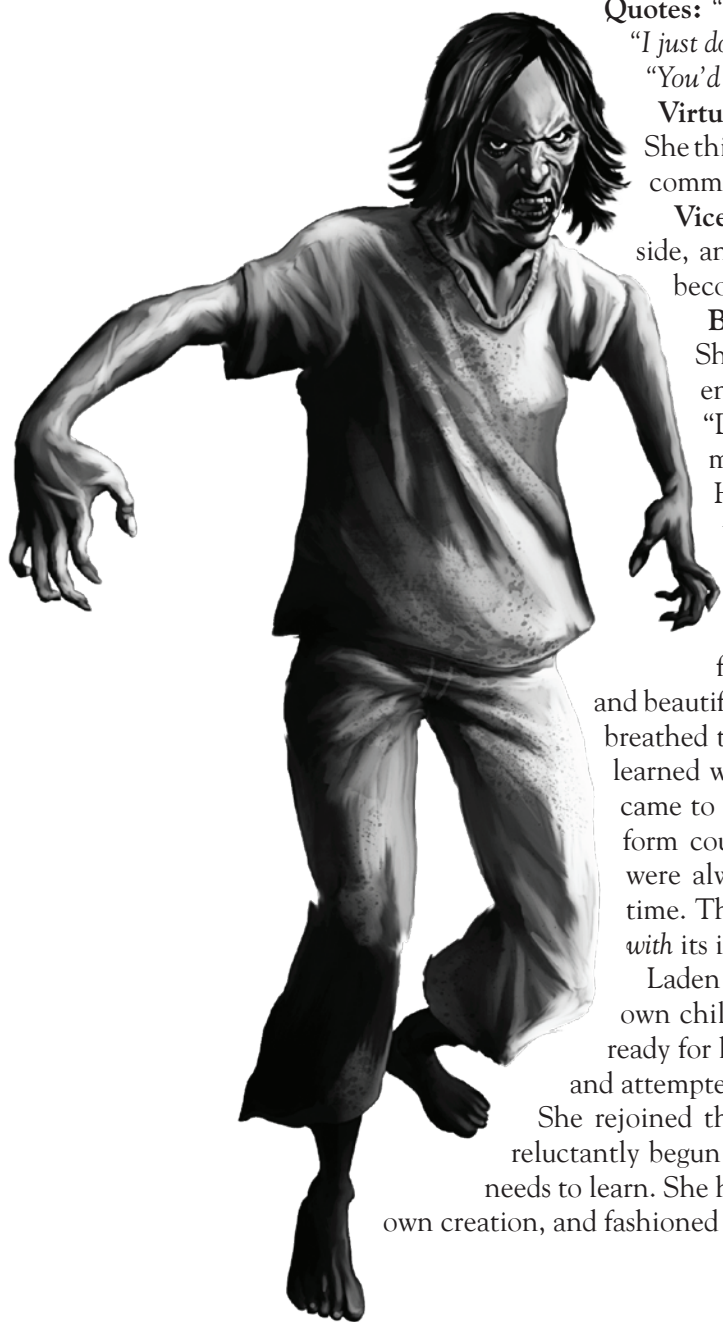
about her past. Dove herself isn't sure, she only knows that the phrase "*Actioni contrariam semper et æqualem esse reactionem*" ("For a force there is always an equal and opposite reaction" – Newton's third law) has become a recurrent theme in her visions.

The throng continues to travel, each member looking for his or her own personal milestones. An unstated but constantly considered problem is this: What happens when one member reaches the New Dawn and forgets the rest? Will the throng have the strength to let this member go when they become cast off and discarded again?





Denison 23rd



Quotes: *"It's not your fault. It's me."*

"I just don't see what I missed."

"You'd better stay away for a while."

Virtue: Temperance. Denison is thorough and meticulous. She thinks through her problems, and weighs decisions before committing.

Vice: Envy. Denison was always somewhat on the bitter side, and after her failure to achieve the New Dawn, she's become downright spiteful.

Background: Denison doesn't remember her creator. She "woke up" standing on the corner of Denison Avenue and 23rd Street, and for almost a day afterward, "Denison 23rd" was all she could say. A local homeless man started calling her that, and she kept the name. Her creation might have remained a mystery for longer than it did, but a passerby commented that she was "one of those women who got all prettied up at the clinic." Investigating (with the help of Gargoyle), she discovered that she had been stitched together from a shapely corpse (stolen from the city morgue) and beautified at a cosmetic surgery clinic before her creator had breathed the Divine Fire into her. She confronted her creator, learned why he had simply abandoned her on the street, and came to realize that appreciation of the beauty of the human form could not be the quest for perfection—human bodies were always imperfect, and fell further from the ideal over time. The only way to appreciate the beauty of the form was *with* its imperfections.

Laden with Vitriol from these revelations, she created her own child, Hellas. She stayed with him until she felt he was ready for her to leave, said her goodbyes to him and Gargoyle, and attempted to find the New Dawn. She failed.

She rejoined the throng, bitter, dejected and humiliated. She has reluctantly begun her Pilgrimage again, but she has no idea what she needs to learn. She has confronted and accepted the circumstances of her own creation, and fashioned a new Promethean. What more remains?



Description: Denison appears to be in her mid-20s. She is perfectly proportioned and athletic in build, with a heart-shaped face and soft brown eyes. Her hair hangs chin-length, and she keeps her nails immaculate. She stole several sets of scrubs from the clinic where she was “born,” and usually wears them when out with her throng — she finds that they lend her an appearance of legitimacy.



When Denison’s disfigurements flare, her eyes, cheek bones, neck, breasts and arms all sag, as though imperfectly attached. She emits a medicinal smell, and dotted lines (the sort that a plastic surgeon might draw) appear on her flesh.

Roleplaying Hints: Denison’s two driving emotions are her bitterness over failing to find the New Dawn and her love for Hellas. While she does sometimes feel that she might be better off dead, she also knows that if she takes that route, she stands *no* chance of fixing her mistakes. Gradually, she is becoming curious about the Pilgrimage again, rather than worn down by it, but she still has a great deal of progress to make. She refuses to succumb to despair when Hellas is around, though. She is aware that she treats him like an actual child sometimes, rather than what he is (a young Promethean), but she has a hard time recognizing it in the moment.

Notes: Denison starts with a lowered Morality, in exchange for 10 experience points. Her original Refinement was Mercurius, but she switched to Stannum after her failure.



PROMETHEAN

THE CREATED

Name: *DENISON 23RD*

Player:

Chronicle:

Concept: *BITTER CREATOR*

Virtue: *TEMPERANCE*

Vice: *ENVY*

Lineage: *GALATEA*

Refinement: *STANNUM*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●●●○	Strength	●●●●○	Presence	●●●●○
FINESSE	Wits	●●●●○	Dexterity	●●●●○	Manipulation	●●●●○
RESISTANCE	Resolve	●●●●○	Stamina	●●●●○	Composure	●●●●○

SKILLS

MENTAL

(-3 unskilled)

Academics	●●●●○
Computer	●●●●○
Crafts	●●●●○
Investigation	●●●●○
Medicine <i>SURGERY</i>	●●●●○
Occult	●●●●○
Politics	○●●●○
Science	●●●●○

PHYSICAL

(-1 unskilled)

Athletics	●●●●○
Brawl <i>FRANTIC</i>	●●●●○
Drive	○●●●○
Firearms	○●●●○
Larceny	●●●●○
Stealth	●●●●○
Survival	○●●●○
Weaponry	○●●●○

SOCIAL

(-1 unskilled)

Animal Ken	○●●●○
Empathy	●●●●○
Expression	○●●●○
Intimidation	●●●●○
Persuasion	●●●●○
Socialize	●●●●○
Streetwise <i>CROOKED DOCTORS</i>	●●●●○
Subterfuge	●●●●○

OTHER TRAITS

MERITS

<i>STRIKING LOOKS</i>	●●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○

BESTOWMENT

MESMERIZING APPEARANCE

EQUIPMENT

Armor
Defense	<i>2</i>
Initiative Mod	<i>4</i>
Size	<i>5</i>
Speed	<i>9</i>
Experience

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○
□□□□□□□□□□

PYROS

□□□□□□□□□□
□■□■□■□■□■

AZOTH

●●○○○○○○○○○

HUMANITY

10	○
9	○
8	○
7	○
6	○
5	●
4	●
3	●
2	●
1	●

TRANSMUTATIONS

ALCHEMICUS-(FORGING THE MASTER'S TOOLS)

ALCHEMICUS-(IDENTIFICATION)

DISQUIETISM-(SCAPEGOAT)

VULCANUS-(SENSEFLUX)

Dice Pool.....Page.....

Dice Pool.....Page.....

Dice Pool.....Page.....

Dice Pool.....Page.....

Dice Pool.....Page.....

Dice Pool.....Page.....

Dice Pool.....Page.....

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

PROMETHEAN

THE CREATED

SEASONED
CHARACTER

Name: *DENISON 23RD*

Player:

Chronicle:

Concept: *BITTER CREATOR*

Virtue: *TEMPERANCE*

Vice: *ENVY*

Lineage: *GALATEA*

Refinement: *STANNUM*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●●●○	Strength	●●●●○	Presence	●●●●○
FINESSE	Wits	●●●●○	Dexterity	●●●●○	Manipulation	●●●●○
RESISTANCE	Resolve	●●●●○	Stamina	●●●●○	Composure	●●●●○

SKILLS

MENTAL

(-3 unskilled)

Academics	●●●●○
Computer	●●●●○
Crafts	●●●●○
Investigation	●●●●○
Medicine <i>SURGERY</i>	●●●●○
Occult	●●●●○
Politics	○●●●○
Science	●●●●○

PHYSICAL

(-1 unskilled)

Athletics	●●●●○
Brawl <i>FRANTIC</i>	●●●●○
Drive	○●●●○
Firearms	○●●●○
Larceny	●●●●○
Stealth	●●●●○
Survival	○●●●○
Weaponry	○●●●○

SOCIAL

(-1 unskilled)

Animal Ken	○●●●○
Empathy	●●●●○
Expression	○●●●○
Intimidation	●●●●○
Persuasion	●●●●○
Socialize	●●●●○
Streetwise <i>CROOKED DOCTORS</i>	●●●●○
Subterfuge	●●●●○

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

OTHER TRAITS

MERITS

STRIKING LOOKS	●●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○
.....	○●●●○

BESTOWMENT

MESMERIZING APPEARANCE

EQUIPMENT

Armor
Defense	<i>2</i>
Initiative Mod	<i>4</i>
Size	<i>5</i>
Speed	<i>9</i>
Experience	<i>37/15 VITROL</i>

HEALTH

●●●●●●●●●●○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○
□□□□□□□□□□

PYROS

□□□□□□□□□□
□□■●■●■●■●■●■●

AZOTH

●●●○○○○○○○○○

HUMANITY

10	○
9	○
8	○
7	○
6	●
5	●
4	●
3	●
2	●
1	●

TRANSMUTATIONS

ALCHEMICUS-(FORGING THE MASTER'S TOOLS)	Dice Pool	Page
ALCHEMICUS-(IDENTIFICATION)	Dice Pool	Page
DISQUIETISM-(SCAPEGOAT)	Dice Pool	Page
DISQUIETISM-(TENSION IN THE AIR)	Dice Pool	Page
VULCANUS-(SENSEFLUX)	Dice Pool	Page
.....	Dice Pool	Page
.....	Dice Pool	Page



Gargoyle

Quotes: “Look, don’t touch.”

“There’s no point in hiding. They’re everywhere.”

“I’ll get a bird’s-eye view.”

Virtue: Hope. Gargoyle takes a Zen-like attitude to the Pilgrimage, knowing that although the Created suffer, succumbing to despair makes the wait interminable.

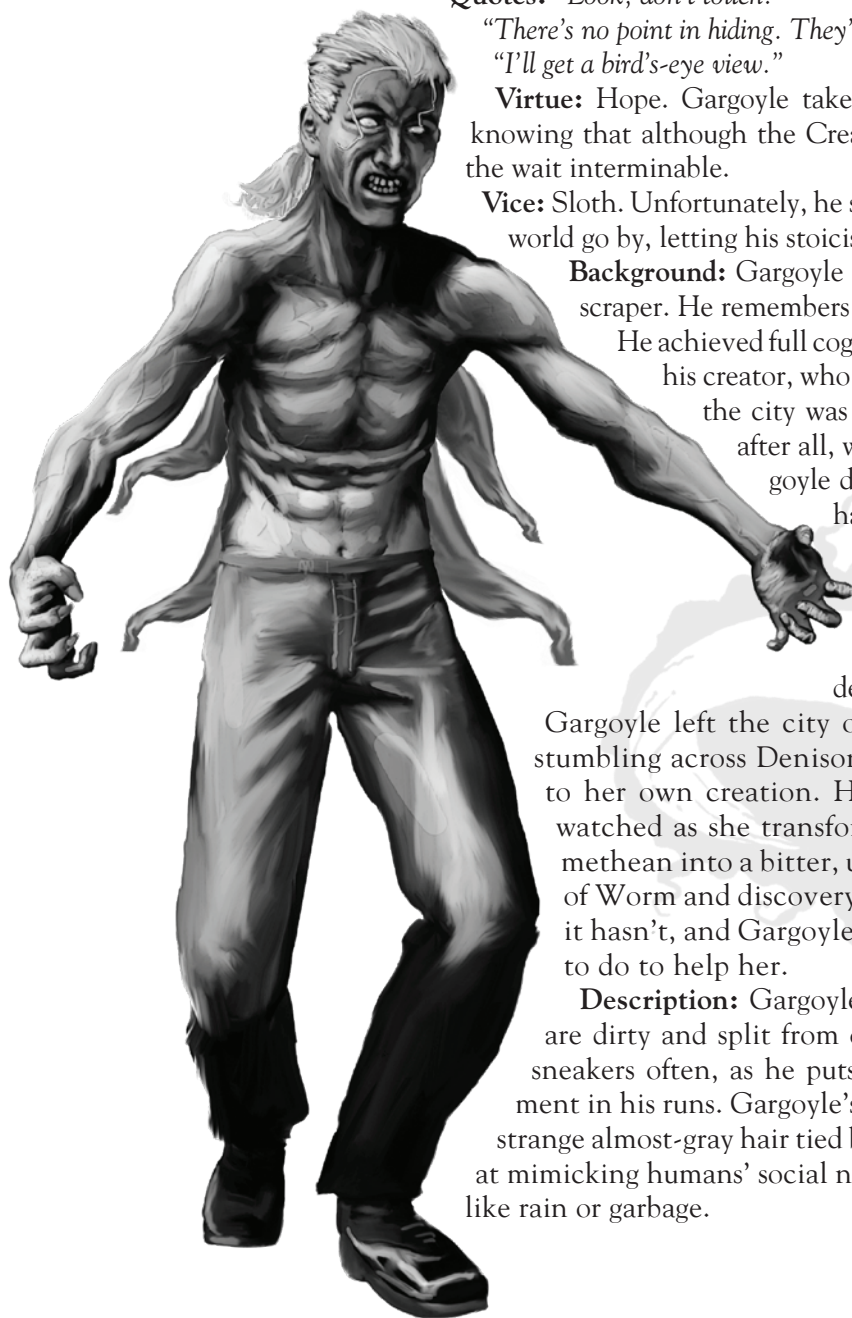
Vice: Sloth. Unfortunately, he sometimes hunkers down and watches the world go by, letting his stoicism give way to simple laziness.

Background: Gargoyle was created in a big city, on top of a skyscraper. He remembers the gargoyles watching him as he awoke.

He achieved full cognition almost immediately and spoke with his creator, who told him that understanding the spirits of the city was crucial to becoming human — the city, after all, was where most of the humans lived. Gargoyle did not spend long with his creator. They had a difference of opinion; she wanted to go down and minister to the humans, and Gargoyle felt more comfortable watching them from above. As far as he knew, his creator was still there in the city, trying desperately to get people to accept her.

Gargoyle left the city of his birth and wandered, eventually stumbling across Denison 23rd as she searched for the answers to her own creation. He has been with her ever since, and watched as she transformed from an inquisitive, driven Promethean into a bitter, unsure soul. He hoped that their rescue of Worm and discovery of Dove would shake her out of it, but it hasn’t, and Gargoyle is beginning to wonder what he needs to do to help her.

Description: Gargoyle is tall, slim and muscular. His fingers are dirty and split from climbing buildings, and he has to steal sneakers often, as he puts them through a great deal of punishment in his runs. Gargoyle’s gray eyes rarely blink, and he wears his strange almost-gray hair tied back into a ponytail. Gargoyle isn’t good at mimicking humans’ social niceties like bathing, and he often smells like rain or garbage.





When his disfigurements show, Gargoyle displays the torn flesh and seeping ectoplasm common to his Lineage. The flesh on his back falls loose, thin enough to billow around him like a cloak or a pair of wings, and his ribcage is noticeably split and cracked.

Roleplaying Hints: Gargoyle is friendly, if not exactly cheerful. He loves the city and loves climbing up buildings and racing across rooftops, but he knows that the others can't keep up with him. He sees himself as the de facto leader of the Refuse throng, since he is the oldest in terms of raw experience, if not years (Worm probably has that distinction). In some dark part of his mind, he wonders if by watching Denison attempt to meet the New Dawn, he didn't taint it somehow. She doesn't know that he was watching, and he has grappled with whether and how to tell her for months.

Notes: Gargoyle practices the art of *parkour*, or urban running. Full rules for this Merit appear in **Strange Alchemies** (p. 74-75). The first three dots are as follows: **Flow (•):** When running or using the Foot Chase rules (**World of Darkness Rulebook**, p. 65), Gargoyle character reduces hazardous terrain penalties by three. Additionally, the roll to gauge a jump distance (**World of Darkness Rulebook**, p. 67) is a reflexive action. **Cat Leap (••):** When using a Dexterity + Athletics roll to mitigate damage from falling (**World of Darkness Rulebook**, p. 179), Gargoyle gains one automatic success. Additionally, add three to the threshold of damage that can be removed through this roll. **Wall Run (•••):** When using Athletics to climb (**World of Darkness Rulebook**, p. 64), Gargoyle is capable of scaling heights of 25 feet + 5 feet per dot in Athletics as an instant action (rather than the normal 10 feet), though he suffers a -1 penalty for attempting the full distance. **Expert Traceur (••••):** Gargoyle may designate any Athletics roll that involves running, jumping and climbing as a rote action (**World of Darkness Rulebook**, p. 134) at the expense of losing his Defense that turn.



PROMETHEAN

THE CREATED

SEASONED
CHARACTER

Name: *GARGOYLE*

Player:

Chronicle:

Concept: *URBAN SHAMAN*

Virtue: *HOPE*

Vice: *SLOTH*

Lineage: *ULGAN*

Refinement: *FERRUM*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●○○○	Strength	●●●○○	Presence	●●○○○
FINESSE	Wits	●●●○○	Dexterity	●●●○○	Manipulation	●●○○○
RESISTANCE	Resolve	●●○○○	Stamina	●●○○○	Composure	●●○○○

SKILLS

MENTAL

(-3 unskilled)

Academics.....	○○○○○
Computer.....	○○○○○
Crafts.....	○○○○○
Investigation.....	●○○○○
Medicine.....	○○○○○
Occult <i>URBAN SPIRITS</i>	●●○○○
Politics.....	○○○○○
Science.....	●○○○○

PHYSICAL

(-1 unskilled)

Athletics.....	●●●○○
Brawl.....	●●○○○
Drive.....	○○○○○
Firearms.....	○○○○○
Larceny.....	●●○○○
Stealth.....	●●○○○
Survival <i>CITY</i>	●●○○○
Weaponry.....	○○○○○

SOCIAL

(-1 unskilled)

Animal Ken.....	●●○○○
Empathy.....	●●○○○
Expression.....	○○○○○
Intimidation.....	●●○○○
Persuasion.....	●●○○○
Socialize.....	○○○○○
Streetwise <i>ROOFS</i>	●○○○○
Subterfuge.....	○○○○○

OTHER TRAITS

MERITS

<i>FAST REFLEXES</i>	●●○○○
<i>FLEET OF FOOT</i>	●●○○○
<i>PARKOUR</i>	●●●○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

BESTOWMENT

EPHEMERAL FLESH

EQUIPMENT

Armor.....	
Defense.....	<i>3</i>
Initiative Mod.....	<i>7</i>
Size.....	<i>5</i>
Speed.....	<i>13</i>
Experience.....	<i>41/10 VITROL</i>

HEALTH

●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○
□□□□□□□□□□

PYROS

□□□□□□□□□□
□■□■□■□■□■

AZOTH

●●○○○○○○○○○

HUMANITY

10.....	○
9.....	○
8.....	○
7.....	●
6.....	●
5.....	●
4.....	●
3.....	●
2.....	●
1.....	●

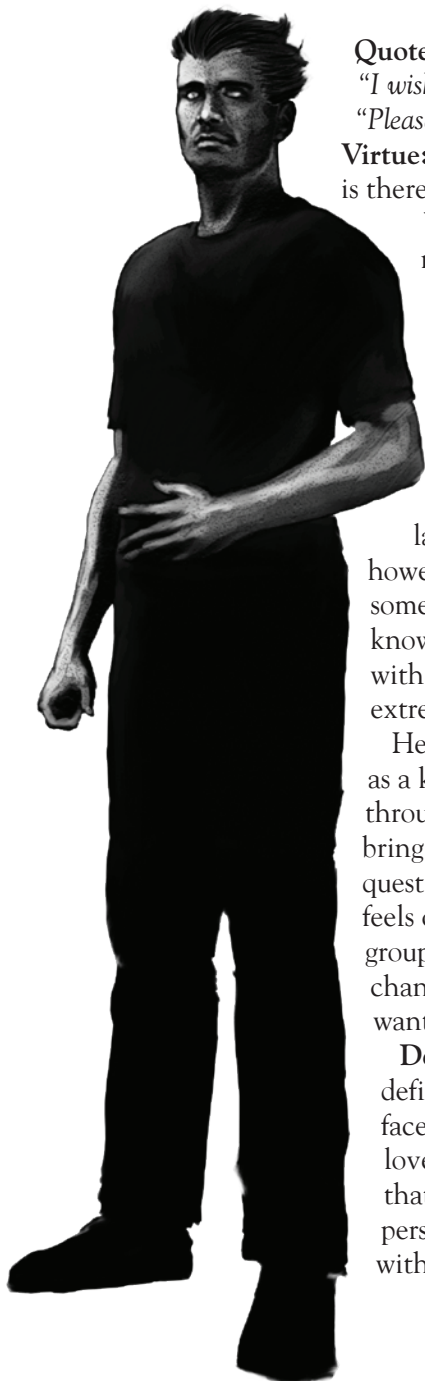
TRANSMUTATIONS

<i>ELECTRIFICATION - (FEEL THE SPARK)</i>	Dice Pool.....	Page.....
<i>METAMORPHOSIS - REDUNDANT ORGAN (SPLEEN)</i>	Dice Pool.....	Page.....
<i>CORPOREUM - (SWIFT FEET)</i>	Dice Pool.....	Page.....
<i>CORPOREUM - (UNCANNY DEXTERITY)</i>	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity



Hellas



Quotes: *“That man, there. What religion is he? What? Why can’t you tell?”*

“I wish I’d been born with tattoos, like her.”

“Please stop crying. Should I tell a joke?”

Virtue: Charity. Hellas has very little sense of ownership or property, and he is therefore generous, perhaps to fault.

Vice: Lust. Hellas knows that human women (and men) sometimes react to his beautiful body by wanting sex. He is unsure why sometimes this feels right and sometimes feels wrong, but he enjoys it either way, which worries him.

Background: Created on the same operating table as his “mother,” Denison, Hellas is the youngest of the Refuse throng. Only a few months old, he is learning quickly and soaks up whatever the others tell him, but what fascinates him most is humanity. He knows that humans divide themselves up into groups based on belief, upbringing, language and a thousand other variables. He does not quite understand, however, that some of these variables are inborn, some are chosen and some are instilled by parents. He also has some embarrassing gaps in his knowledge about physiology, though he already has extensive experience with human sexuality (something that makes both Denison and Dove extremely uncomfortable).

Hellas’ role in the throng is still in development, but thus far he serves as a kind of foil. As the only Mimic in the group, he has the most to gain through human interaction, but he is so naïve about it that he winds up bringing the throng into unexpected situations simply by asking the wrong question at the wrong time, or making an offer of help that the throng then feels compelled to follow up on. Hellas is, in some ways, the “baby” of the group, and as he grows and develops in his Pilgrimage, that role will have to change. For now, however, he often gets his way because the others don’t want to crush his wide-eyed joy at the world.

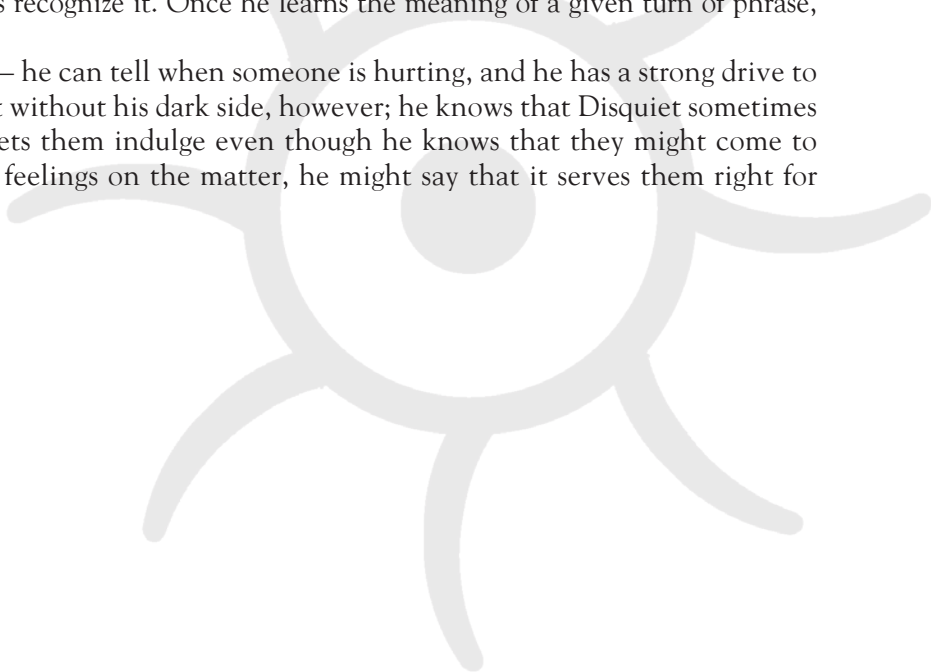
Description: Like Denison, Hellas is beautiful. He is as chiseled and well-defined as a Greek god, muscular, smooth and graceful. He has a young face, curly black hair and sparkling blue eyes. He takes clothes from male lovers (sometimes with their knowledge, sometimes not), but the shirt that Denison gave him on the day he was created is never far from his person. It’s a simple black t-shirt, but it reminds him of how he awakened with his “mother” gazing down on him, hope and joy in her eyes.



Hellas' disfigurements make him look like a statue. His skin becomes mottled like stone, his eyes lose color and mobility and his proportions become *too* perfect. No human being is so symmetrical.

Roleplaying Hints: Hellas is a challenging character. He is simple because of lack of experience, not lack of ability, and he learns at an impressive rate. He is still grappling with language and how it works, and while he is socially adept most of the time, occasionally he asks or says something completely inappropriate the situation. Hellas has very little ability to recognize sarcasm, he doesn't understand bias or prejudice, and he does tend to take things somewhat literally. That's not to say that he doesn't understand figurative language, just that he doesn't always recognize it. Once he learns the meaning of a given turn of phrase, he doesn't forget it.

He's also extremely empathetic — he can tell when someone is hurting, and he has a strong drive to make such feelings *stop*. Hellas isn't without his dark side, however; he knows that Disquiet sometimes makes people desire him, and he lets them indulge even though he knows that they might come to regret it. If he could articulate his feelings on the matter, he might say that it serves them right for succumbing to Disquiet.



PROMETHEAN

THE CREATED

Name: *HELLAS*

Player:

Chronicle:

Concept: *WORK IN PROGRESS*

Virtue: *CHARITY*

Vice: *LUST*

Lineage: *GALATEA*

Refinement: *AURUM*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
FINESSE	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
RESISTANCE	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

SKILLS

MENTAL

(-3 unskilled)

Academics.....	00000
Computer.....	00000
Crafts.....	●0000
Investigation.....	00000
Medicine.....	●0000
Occult.....	●0000
Politics.....	●0000
Science.....	00000

PHYSICAL

(-1 unskilled)

Athletics.....	●●●●●
Brawl <i>GRAPPLING</i>	●●●●●
Drive.....	00000
Firearms.....	00000
Larceny.....	00000
Stealth.....	●0000
Survival.....	00000
Weaponry.....	●●●●●

SOCIAL

(-1 unskilled)

Animal Ken.....	00000
Empathy <i>PAIN</i>	●●●●●
Expression.....	●●●●●
Intimidation.....	00000
Persuasion <i>CONFIDANTE</i>	●●●●●
Socialize.....	●●●●●
Streetwise.....	00000
Subterfuge.....	●0000

OTHER TRAITS

MERITS

<i>AMBIDEXTROUS</i>	●●●●●
<i>STRIKING LOOKS</i>	●●●●●
.....	00000
.....	00000
.....	00000
.....	00000
.....	00000
.....	00000

BESTOWMENT

MESMERIZING APPEARANCE

EQUIPMENT

Armor.....	
Defense.....	<i>2</i>
Initiative Mod.....	<i>4</i>
Size.....	<i>5</i>
Speed.....	<i>10</i>
Experience.....	

HEALTH

●●●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○
□□□□□□□□□□

PYROS

□□□□□□□□□□
■ ■ ■ ■ ■ ■ ■ ■ ■ ■

AZOTH

●○○○○○○○○○○○

HUMANITY

10.....	0
9.....	0
8.....	0
7.....	●
6.....	●
5.....	●
4.....	●
3.....	●
2.....	●
1.....	●

TRANSMUTATIONS

<i>MESMERISM - (SUGGESTION)</i>	Dice Pool.....	Page.....
<i>VITALITY - (SHOULDERS OF ATLAS)</i>	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

PROMETHEAN

THE CREATED

SEASONED
CHARACTER

Name: *HELLAS*

Player:

Chronicle:

Concept: *WORK IN PROGRESS*

Virtue: *CHARITY*

Vice: *LUST*

Lineage: *GALATEA*

Refinement: *AURUM*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
FINESSE	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
RESISTANCE	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

SKILLS

MENTAL

(-3 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	●●●●●
Investigation	●●●●●
Medicine	●●●●●
Occult	●●●●●
Politics	●●●●●
Science	●●●●●

PHYSICAL

(-1 unskilled)

Athletics	●●●●●
Brawl <i>GRAPPLING</i>	●●●●●
Drive	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	●●●●●
Weaponry	●●●●●

SOCIAL

(-1 unskilled)

Animal Ken	●●●●●
Empathy <i>PAIN</i>	●●●●●
Expression	●●●●●
Intimidation	●●●●●
Persuasion <i>CONFIDANTE</i>	●●●●●
Socialize	●●●●●
Streetwise <i>AMBUSHES</i>	●●●●●
Subterfuge	●●●●●

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

OTHER TRAITS

MERITS

<i>AMBIDEXTROUS</i>	●●●●●
<i>STRIKING LOOKS</i>	●●●●●
<i>DANGER SENSE</i>	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

BESTOWMENT

MESMERIZING APPEARANCE

EQUIPMENT

Armor	
Defense	2
Initiative Mod	4
Size	5
Speed	10
Experience	37/10 VITROL

HEALTH

●●●●●●●●●●●●●●
□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□

PYROS

□□□□□□□□□□□□
■ ■ ■ ■ ■ ■ ■ ■ ■ ■

AZOTH

●●●●●●●●●●●●●●

HUMANITY

10	0
9	0
8	0
7	●
6	●
5	●
4	●
3	●
2	●
1	●

TRANSMUTATIONS

MESMERISM - (SUGGESTION)	Dice Pool	Page
VITALITY - (SHOULDERS OF ATLAS)	Dice Pool	Page
DECEPTION - (COLOR OF MAN)	Dice Pool	Page
MESMERISM - (FIXED STARE)	Dice Pool	Page
DECEPTION - (INCOGNITO)	Dice Pool	Page
	Dice Pool	Page
	Dice Pool	Page



Worm

Quotes: *"I will never be captive again."*

"Run. I'll kill them. "

"Why does my arm ache when you say that?"

Virtue: Fortitude. It was Worm's inner strength that kept him from madness during his long captivity.

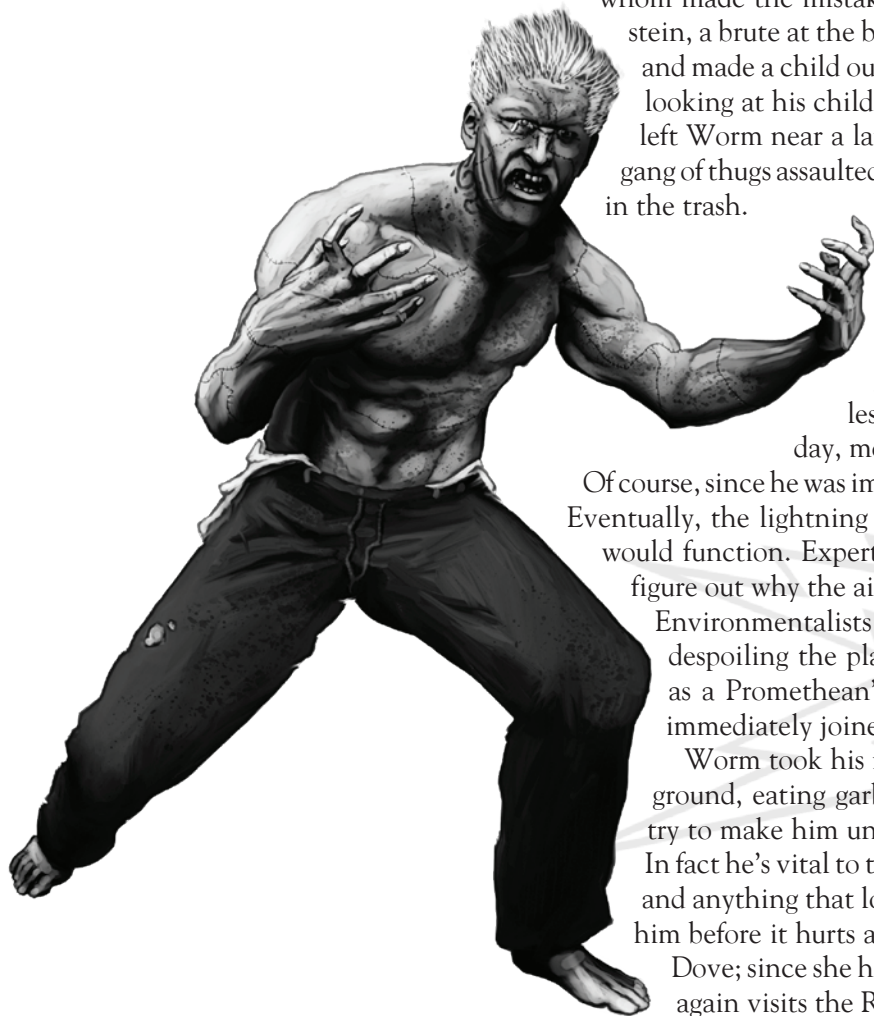
Vice: Wrath. Worm would like nothing more than to find his captors and rip them apart. Sometimes he vents that rage at other targets.

Background: Worm was stitched together from the bodies of six people, all of whom made the mistake of attacking his creator. The Frankenstein, a brute at the best of times, ripped his assailants to pieces and made a child out of their bodies, and then discovered that looking at his child reminded him of human intolerance. He left Worm near a landfill a day after his creation, and a local gang of thugs assaulted the fledgling Promethean and buried him in the trash.

Trapped in the dark and unable to gain enough leverage to hoist himself out, Worm ate whatever he could. He crunched down rats and insects, organic garbage. He drank the runoff from the endless trash heap. And he watched as, day by day, more refuse was piled on top of him.

Of course, since he was immobile, his Wasteland kept getting worse. Eventually, the lightning storms got so intense that no machinery would function. Experts came and studied it, but no one could figure out why the air was so electric in this particular landfill. Environmentalists pointed to it as proof that people were despoiling the planet, but the Refuse throng recognized it as a Promethean's Wasteland. They freed Worm, and he immediately joined the throng.

Worm took his name from his long imprisonment underground, eating garbage. The others use the name, but they try to make him understand that he isn't in prison anymore. In fact he's vital to their survival—Worm protects the throng, and anything that looks even remotely violent has to get past him before it hurts any of them. He is especially protective of Dove; since she has already died once, he is afraid that if she again visits the River of Death, she won't return.





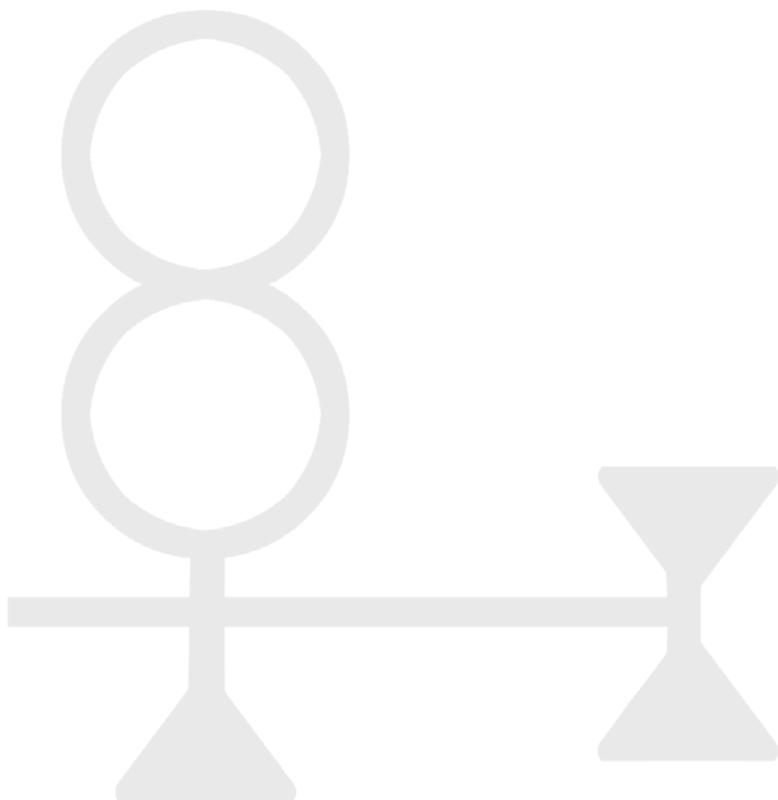
Description: Worm is short, squat and bulging with muscle. He is missing several teeth, and his eyes are different colors. His blond hair juts out like wet straw, and he has two halves of different tribal tattoos meeting in the middle of his neck. He smells like fresh soap most of the time, because he showers compulsively — he's been known to break into hotels or private homes if he has no other choice. He wears whatever he can steal or find, and he pays no heed to matching up styles or colors.

When his disfigurements are visible, Worm's stitches appear. His creator sewed him together with bailing wire and strips of fabric. His left arm is especially poorly attached, and it hangs loosely when Worm is at rest. His right eye — the blue one — oozes aqueous humor constantly.

Roleplaying Hints: Worm is a junkyard dog — vicious, hungry and thoroughly loyal. He meets any threat to his throng head-on, and sometimes meets people who *aren't* threats with the same vigor. Worm, having been imprisoned for the first year of his life, wants nothing more than to be active and physical, but his rage spins that toward battle.

Alone with his throng, however, Worm is usually cheerful. Like many Wretched, he is versatile, and any given afternoon might find him playing chess with Dove, trying to keep up with Gargoyle, sparring with Hellas or commiserating with Denison. He sometimes suffers fits of depression in which he claims that he is made from murderers, and so that's all he can ever be. He also feels guilty for the massive Wasteland over his place of imprisonment. These black moods usually pass after he sleeps.

Notes: Worm can access the following Skills with Residual Memory: Drive, Firearms, Larceny and Streetwise. Derangement — depression (mild). Only active when Residual Memory dice run out and the player fails a Humanity roll



.....Dice Pool.....Page.....

PROMETHEAN

THE CREATED

SEASONED
CHARACTER

Name: *WORM*

Player:

Chronicle:

Concept: *PROMETHEAN UNBOUND*

Virtue: *FORTITUDE*

Vice: *WRATH*

Lineage: *FRANKENSTEIN*

Refinement: *STANNUM*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●○○○	Strength	●●●○○	Presence	●●○○○
FINESSE	Wits	●●○○○	Dexterity	●●○○○	Manipulation	●●○○○
RESISTANCE	Resolve	●●○○○	Stamina	●●○○○	Composure	●●○○○

SKILLS

MENTAL

(-3 unskilled)

Academics.....	●○○○○
Computer.....	○○○○○
Crafts..... <i>AUTO REPAIR</i>	●●○○○
Investigation.....	●○○○○
Medicine.....	●○○○○
Occult..... <i>WASTELANDS</i>	●●○○○
Politics.....	○○○○○
Science.....	●○○○○

PHYSICAL

(-1 unskilled)

Athletics.....	●●●○○
Brawl..... <i>CLAWS</i>	●●●○○
Drive.....	○○○○○
Firearms.....	○○○○○
Larceny.....	○○○○○
Stealth.....	●○○○○
Survival.....	●●○○○
Weaponry..... <i>CLUBS</i>	●●○○○

SOCIAL

(-1 unskilled)

Animal Ken.....	●○○○○
Empathy.....	○○○○○
Expression.....	○○○○○
Intimidation..... <i>BRUTAL</i>	●●○○○
Persuasion.....	○○○○○
Socialize.....	○○○○○
Streetwise.....	○○○○○
Subterfuge.....	○○○○○

OTHER TRAITS

MERITS

<i>RESIDUAL MEMORY</i>	●●●○○
<i>FIGHTING STYLE (BOXING)</i>	●○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

BESTOWMENT

UNHOLY STRENGTH

EQUIPMENT

Armor.....	
Defense.....	<i>2</i>
Initiative Mod.....	<i>5</i>
Size.....	<i>5</i>
Speed.....	<i>11</i>
Experience.....	<i>35/10 VITROL</i>

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○
□□□□□□□□□□

PYROS

□□□□□□□□□□
□■□■□■□■□■□■

AZOTH

●●○○○○○○○○○○

HUMANITY

10.....	○
9.....	○
8.....	○
7.....	●
6.....	●
5.....	●
4.....	●
3.....	●
2.....	●
1.....	●

TRANSMUTATIONS

<i>SENSORIUM - (SENSITIVE EARS)</i>	Dice Pool.....	Page.....
<i>VITALITY - (MIGHT)</i>	Dice Pool.....	Page.....
<i>ELECTRIFICATION - (JOLT)</i>	Dice Pool.....	Page.....
<i>METAMORPHOSIS - (NATURAL WEAPONRY)</i>	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....
.....	Dice Pool.....	Page.....

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity



Dove



Quotes: *"I remember...water. No, wait. Fire. Both, I think."*

"Can you fly? I swear someone could."

"I could get back, I think. If I went to the River again. I could get back, right?"

Virtue: Faith. Dove believes that the River of Death holds the answers to her Pilgrimage, and that she can learn them as soon as she goes back.

Vice: Pride. She also believes that she is too important to the throng to risk death until she is sure. Only she has visions, after all.

Background: Dove doesn't remember how she died. She has conflicting visions about it, visions that don't make any sense. She remembers the River of Death vividly, though. After she died, however it happened, she woke up standing on the bank of the River. The land around her was vast, and she could see rocky walls and tunnels, but it was the River—lit by lanterns of green fire—that caught her attention. She saw a man on a raft, a man in a hood, and thought: *He is the Ferryman come to take me to my reward.* She boarded his raft, but then woke up back in the world of the living, at the feet of the Refuse throng.

Dove took up the Refinement of Quicksilver at that point, and began to study death and resurrection. She learned the mythology of dozens of cultures on the subject, and found that the notion of returning from death was common, but the specifics varied. She enjoys talking to other Prometheans about their experiences with death, but this opportunity seldom presents itself. She needs practical experience. She needs to see the River again. Her visions are clear on that, but she doesn't feel that jumping off a building is the right way to go about it.

Her most recent vision seems to indicate that Worm is going to send her to the River next time. Dove is unsure how she feels about that.

Description: Dove is a slight black woman in her late teens. She loves silver jewelry and usually wears at least a ring or two. Dove typically dresses in black, and wears a tiny white plastic dove necklace. She uses scented oils, but varies the scent day to day, creating an odd personal odor — spice, dried flowers, perhaps cinnamon. Unlike some Osirans, Dove's missing body part isn't immediately visible. That's because her reproductive organs are flayed and useless.



When Dove's disfigurements flare, her skin swells and leaks water. Her eyes bug out of her skull, and her mouth drips with brackish river water whenever she speaks. Water leaks from wounds all over her body, but the water running down her legs is tinged with blood.

Roleplaying Hints: Dove is obsessed with finding out how she died and why, but unlike many other Prometheans, doesn't care as much why she was created. She reasons that whoever made her must have gone on to the New Dawn already (although she studiously ignores the fact that Denison's continued existence as a Promethean puts lie to that notion). Dove activates her Elpis Merit as often as she can, looking for information about her death and visit to the River, but she's received so many visions now that she can't remember the context for all of the clues.

Dove is distant from the other members of the throng, but she never forgets that they helped her when she needed it. Secretly, she hopes to be the one to show them how to reach the New Dawn, but whether that means getting their first or helping them on their way, she isn't sure. She has begun acting strangely toward Worm — sometimes avoiding him, sometimes sticking close to him in battle.

Notes: Dove's Corpse Tongue Bestowment can be found in **Strange Alchemies**, p. 39. It allows her to ask three questions of a corpse (this requires an Intelligence + Azoth roll). These questions must be yes/no, but the player can spend one point of Pyros and ask one more question; this question can be answered with a sentence or two. Dove can only use this power on a given corpse once.



PROMETHEAN

THE CREATED

Name: *DOVE*

Player:

Chronicle:

Concept: *NECRONAUT*

Virtue: *FAITH*

Vice: *PRIDE*

Lineage: *OSIRAN*

Refinement: *MERCURIUS*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●●●○	Strength	●●●●○	Presence	●●●●○
FINESSE	Wits	●●●●○	Dexterity	●●●●○	Manipulation	●●●●○
RESISTANCE	Resolve	●●●●○	Stamina	●●●●○	Composure	●●●●○

SKILLS

MENTAL

(-3 unskilled)

Academics	●●●●○
Computer	●●●●○
Crafts	○●●●○
Investigation	●●●●○
Medicine	○●●●○
Occult <i>DEATH</i>	●●●●○
Politics	○●●●○
Science	●●●●○

PHYSICAL

(-1 unskilled)

Athletics	●●●●○
Brawl	○●●●○
Drive	●●●●○
Firearms <i>PISTOLS</i>	●●●●○
Larceny	○●●●○
Stealth	●●●●○
Survival	○●●●○
Weaponry	○●●●○

SOCIAL

(-1 unskilled)

Animal Ken	○●●●○
Empathy	○●●●○
Expression	○●●●○
Intimidation	●●●●○
Persuasion <i>REASONABLE</i>	●●●●○
Socialize	●●●●○
Streetwise	●●●●○
Subterfuge	○●●●○

OTHER TRAITS

MERITS

<i>DIRECTION SENSE</i>	●●●●○
<i>EIDETIC MEMORY</i>	●●●●○
<i>ELPIS</i>	●●●●○
<i>QUICKDRAW</i>	●●●●○
	○●●●○
	○●●●○
	○●●●○
	○●●●○
	○●●●○
	○●●●○

BESTOWMENT

CORPSE TONGUE

EQUIPMENT

PISTOL 2L

Armor	
Defense	<i>2</i>
Initiative Mod	<i>4</i>
Size	<i>5</i>
Speed	<i>9</i>
Experience	

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○
□□□□□□□□□□

PYROS

□□□□□□□□□□
■ ■ ■ ■ ■ ■ ■ ■ ■ ■

AZOTH

●○○○○○○○○○○○

HUMANITY

10	○
9	○
8	○
7	●
6	●
5	●
4	●
3	●
2	●
1	●

TRANSMUTATIONS

<i>ELECTRIFICATION - (JOLT)</i>	Dice Pool	Page
<i>VULCANUS - (FIREBRAND)</i>	Dice Pool	Page
<i>VULCANUS - (SENSE PYROS)</i>	Dice Pool	Page
	Dice Pool	Page
	Dice Pool	Page
	Dice Pool	Page
	Dice Pool	Page

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

PROMETHEAN

THE CREATED

SEASONED
CHARACTER

Name: *DOVE*

Player:

Chronicle:

Concept: *NECRONAUT*

Virtue: *FAITH*

Vice: *PRIDE*

Lineage: *OSIRAN*

Refinement: *MERCURIUS*

Throng: *REFUSE*

ATTRIBUTES

POWER	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
FINESSE	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
RESISTANCE	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

SKILLS

MENTAL

(-3 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	●●●●●
Investigation	●●●●●
Medicine	●●●●●
Occult <i>DEATH</i>	●●●●●
Politics	●●●●●
Science <i>CHEMISTRY</i>	●●●●●

PHYSICAL

(-1 unskilled)

Athletics	●●●●●
Brawl	●●●●●
Drive	●●●●●
Firearms <i>PISTOLS</i>	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	●●●●●
Weaponry	●●●●●

SOCIAL

(-1 unskilled)

Animal Ken	●●●●●
Empathy	●●●●●
Expression	●●●●●
Intimidation	●●●●●
Persuasion <i>REASONABLE</i>	●●●●●
Socialize	●●●●●
Streetwise	●●●●●
Subterfuge	●●●●●

OTHER TRAITS

MERITS

<i>DIRECTION SENSE</i>	●●●●●
<i>EIDETIC MEMORY</i>	●●●●●
<i>ELPIS</i>	●●●●●
<i>QUICKDRAW</i>	●●●●●
<i>LANGUAGE (LATIN)</i>	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

BESTOWMENT

CORPSE TONGUE

EQUIPMENT

PISTOL 2L

Armor	
Defense	<i>2</i>
Initiative Mod	<i>4</i>
Size	<i>5</i>
Speed	<i>9</i>
Experience	<i>35/14 VITROL</i>

HEALTH

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WILLPOWER

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PYROS

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□■●●●●●●●●●●●●

AZOTH

●●●●●●●●●●●●●●

HUMANITY

10	0
9	0
8	0
7	●
6	●
5	●
4	●
3	●
2	●
1	●

TRANSMUTATIONS

<i>ELECTRIFICATION - (JOLT)</i>	Dice Pool	Page
<i>VULCANUS - (FIREBRAND)</i>	Dice Pool	Page
<i>VULCANUS - (SENSE PYROS)</i>	Dice Pool	Page
<i>ALCHEMICUS - (IDENTIFICATION)</i>	Dice Pool	Page
<i>ALCHEMICUS - (FORTIFICATION)</i>	Dice Pool	Page
<i>ALCHEMICUS - (DISSOLVE)</i>	Dice Pool	Page

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity



Storyteller Advice

Running **Promethean: The Created** can be a challenge for any Storyteller, simply because of the logistics involved. Prometheans create Wastelands, they cause Disquiet, they don't worry about food but they still need shelter, and so forth. Chapter Four of **Promethean: The Created** has some excellent advice on running the game. Here, we'll focus on the Refuse throng.

First, with regards to Wastelands, remember that the throng contains two Galateids, one Ulgan, one Frankenstein and one Osiran. This means that any Wastelands the characters create take a great deal longer to spread past stage-one, but that Wastelands that Denison or Hellas create spread farther (since they are of the same Lineage). As an example, Denison would take four months to create a stage-three Wasteland, while Worm would take five months. Denison's, however, would be considerably larger. Wasteland spread is explained on pp. 174-176 of **Promethean: The Created**.

Second, when checking for Disquiet, the throng members take penalties to the Azoth roll. The two Galateids take a -3 penalty (for three non-Galateid throng members), and the others take a -4. This is quite sufficient to give the players a chance die to roll on Disquiet checks, which bodes well... but remember that in order for a human being to resist Disquiet, his successes have to *exceed* the Promethean's. If both rolls fail, the person still falls into Disquiet.

Finally, since the characters have formed an alchemical pact, they enjoy all of the benefits that this situation brings—bonuses to certain Transmutations, the ability to share Pyros and a dampened Azothic radiance. See pp. 165-166 of **Promethean: The Created** for more information.

Dealing with a Throng

Quiet apart from the problems that Wastelands and Disquiet cause, the Storyteller will have other issues when running **Promethean**. A throng doesn't have to be nomadic, for instance, but the game lends itself well to this sort of chronicle for two reasons. One is that, as mentioned earlier, Prometheans poison the land around them and

turn people against them. These facets of the game are crucial to maintaining the themes and mood—the world is against the Created. If it's not, much of the drive to become human is gone. Even a branded throng, which has several advantages in the fight against Disquiet and the Wasteland, is eventually going to fall foul of either or both. Any given locale must become inhospitable, and that's not a bad thing. Whether it becomes inhospitable soon enough to force your troupe's throng to move on depends on how long you want the chronicle to run.

The second reason that **Promethean** groups work well as nomads is the Pilgrimage. All Prometheans have a number of milestones to achieve, and in order to place themselves into situations in which they might achieve them, they need to find new surroundings. A large city—New York, London, Los Angeles, Detroit—might provide enough area and enough diversity to keep a throng busy for years. But the characters might also benefit from long journeys, from discovering the differences between small towns and big cities, learning what happens to weirdoes in the suburbs and so on.

The Refuse throng is designed to be modular. If you wish to keep the throng to a relatively confined geographical area, we recommend someplace where industrial parks, landfills, factories and the like are common. America's "Rust Belt" is one recommendation; some of the story hooks below tie in with **To The Flame**, which by necessity takes place in a town with a coal-burning power plant.

Angst

Prometheans, and these characters in particular, have much to be unhappy about. This can lead to players feeling that the characters are too "angst-ridden," meaning they mope about complaining about their lot. And indeed, some of the milestones that they must achieve (see below) involve discussion of these problems.

The trick to avoiding angst, though, is to remain active. The characters are also all provided with goals, story hooks and things that make them happy. Yes, Prometheans have it rough, but they



have each other, and the Refuse throng is meant to be able to hang together even when things look dark. If the characters (or the players) seem to be focusing on the negative a bit too much, introduce a challenge that requires them to work together, or give them time to relax and ask what they do with that time. The Promethean condition is never exactly comfortable, but this is a game, and it shouldn't be horrible all the time, either.

Milestones

One of the biggest challenges of running **Promethean** is creating milestones for each character. Here are some suggested milestones for the characters in this throng:

Denison

- Enter Torment (Minor; 2 Vitriol). By entering Torment, Denison gives vent to her frustrations and, hopefully, lets them go.
- Protect a human child (Major; 5 Vitriol). Her own child doesn't need her protection (physically), but Denison still needs to understand the fear that all parents feel when their children are in danger.
- Try—and fail—to save a human life (Major, 7 Vitriol). Denison is medically skilled, but has no idea how fragile humans are. She needs to learn this.
- Help Hellas achieve a milestone (Minor; 3 Vitriol). Even if the milestone is something simple, Denison needs to help her child along on his own Pilgrimage before finishing her own.
- Forgive herself for her failure (Superlative; 10 Vitriol). Probably one of the last steps on her Pilgrimage, or at least the last step on her journey on the Refinement of Tin, will be to realize that she didn't fail because she did something wrong, she just wasn't ready to find the New Dawn.

Gargoyle

- Confess his fear that he sabotaged Denison's attempt at Mortality (Minor; 2 Vitriol). That Gargoyle was watching had nothing to do with it, but he needs to confess his fears so that he can come to terms with them.

- Protect a human being from the supernatural (Major; 4 Vitriol). Gargoyle chose his name for a reason. Some stories say that gargoyles were designed to watch out for evil spirits, and the Ulgan is well-suited to doing so.

- Master the Pilgrim Marks (Minor; 3 Vitriol). Gargoyle is the leader of the throng, and as such should be the one to become expert in this system of communication.

- Change Refinements (Major; 8 Vitriol). Gargoyle will eventually come to learn everything he can from the Refinement of Copper. Whatever his next stop on the Pilgrimage, being willing to make that shift is a milestone in itself.

- Go on a quest into the Shadow (Superlative; 9 Vitriol). To truly be a shaman, Gargoyle must enter the spirit realm and face the horrors therein.

Hellas

- Refuse to have sex with a human (Minor; 2 Vitriol). Hellas needs to learn the difference between sex for fun and sex as lashing out. In effect, to complete this milestone is to deny his Vice.

- Attend a class taught by a human being (Minor; 3 Vitriol). Even a one-day seminar at a learning annex would be enough. Hellas must observe how humans instruct each other, so that he can properly learn from them.

- Confront Denison about her failure (Major; 5 Vitriol). Hellas knows that Denison carries rage from something, but isn't clear on what. He also knows she lashes out at him about it sometimes, but so far he hasn't stood up for himself, allowing Worm or Gargoyle to protect him.

- Obtain and hold a job for at least a week (Major, 6 Vitriol). Hellas has little concept of employment or true obligation. He stands to learn much (not all of it pleasant) by being employed.

- Create his own child without help from Denison (Superlative; 10 Vitriol). All Prometheans must create their own child, but in Hellas' case, doing so marks a transition between child and adult.



Worm

- Die while protecting his throng (Major; 8 Vitriol). Whether it's at the hands of a torch-wielding mob, under the claws of a Pandoran or in the lashing winds of a Firestorm, Worm needs to make the ultimate sacrifice for his friends. Once he's actually *been* a martyr, he can stop obsessing over it.

- Find and confront at least one of his captors (Minor; 3 Vitriol). Worm does not have to kill one of his captors to complete this milestone, and in fact he might well learn that killing them won't solve anything. If he does kill, however, that might be a learning experience, too.

- Get a tattoo that crosses one of his "stitch points" (Minor; 2 Vitriol). This action is symbolic of Worm accepting that while he is made of different people, *he* is unique and whole.

- Fight a *Sublimatus* (Major; 7 Vitriol). Worm thinks of himself as a monster, but he needs to realize that the World of Darkness holds worse monsters by far.

- Return to the site of his imprisonment and assist in its cleanup (Superlative; 9 Vitriol). Environmentalists work nonstop to try and clean up that landfill, and Worm needs to confront his fear of it and try to help mitigate some of the damage he inadvertently caused.

Dove

- Speak at a funeral (Minor; 2 Vitriol). Dove sees death as temporary, but it isn't, at least not to humans.

- Lay a ghost to rest (Major; 7 Vitriol). Again, Dove doesn't see death the way humans do, and this block stands in her way of becoming human. Helping a ghost pass on to whatever awaits it will help her understand the finality of it.

- Find the place of her creation (Minor; 3 Vitriol). Dove's creator might or might not still be around, but Dove needs to follow her visions and learn about her past and why she forgot it before she can move forward.

- Speak with another Osiran Promethean (Major; 8 Vitriol). Achieving this milestone would allow Dove to learn the Resurrection Bestowment, and possibly even visit the River of Death again. Depending on how she approaches it, it might also take her into contact with her creator.

- Find the creature that killed her and take revenge (Superlative; 10 Vitriol). As written, we've left this creature's identity up to the Storyteller, though certain hints point to Moth, the crazed monster detailed in **To The Flame**. Dove needs to learn the truth and take steps to get justice.

The above milestones are by no means meant to be the only ones that these characters should have to achieve. As the players in your troupe inhabit these characters and fill in some of the gaps, you should add milestones to flesh out their Pilgrimages. Also, as characters change in Refinement, you should add on one or two "Refinement milestones" to help indicate what the character is meant to learn by following that particular Refinement.

Changes to the Group

If you have fewer than five players, you could drop any of the characters. Here are the implications of doing so:

- Dropping Denison: The throng loses the character with medical know-how. The story about her creating Hellas becomes backstory for him. In this case, maybe she succeeded in reaching the New Dawn and could return as a Storyteller character, probably not remembering her creation in the slightest (which could be good milestone fodder).

- Dropping Gargoyle: The throng loses its leader and its ability to speak with spirits. In this case, it was probably Dove that brought the throng together, which changes the chronology a little.

- Dropping Hellas: The throng loses the most socially adept of its members. Maybe Denison never attempted to create a child (meaning that her attempt at the New Dawn was doomed anyway), or maybe she tried and failed, making one or more Pandorans. In this case, her anguish over failure might be for this event, rather than an attempt at Mortality.



- **Dropping Worm:** The throng loses its combat monster. Maybe the characters simply never found Worm, meaning that if he gets free on his own, he could track them down and exact revenge (making him a good antagonist).

- **Dropping Dove:** The throng loses its most scholarly member and the ability to talk to corpses, not to mention the Elpis Merit. Dove simply never crossed the throng's path, or maybe she never resurrected.

If you have more than five players, you could have the extras create children of Worm, Dove or Gargoyle. This is especially appropriate if you use the “seasoned” versions of the throng.

Story Suggestions: The Throng

The throng as presented has several easy possibilities for story hooks.

- **Dove's creation,** early “life” and death are a mystery to her. One possibility is that Moth, the antagonist of the Promethean SAS *To The Flame*, attacked and killed her. The quote from Newton's third law that keeps recurring in her visions is a prod to get her to find the town of Newton, which is where this story takes place. Since Newton is presented as an industrial town, it might be near the landfill in which Worm was imprisoned. If so, going there and playing through the SAS could be an important story for these characters.

- **The Refuse throng** is attempting to take what was discarded and make it into treasure—lead into gold. A possible story playing on this theme could involve a human alchemist (possibly a mage, maybe just an occultist). The character wants to find a way to make not just gold, but perfected, Platonic gold. Can the characters help him? In doing so, what do they learn about their own situation? What if this alchemist decides he needs Vitriol and he's going to get it if he has to slit the characters open?

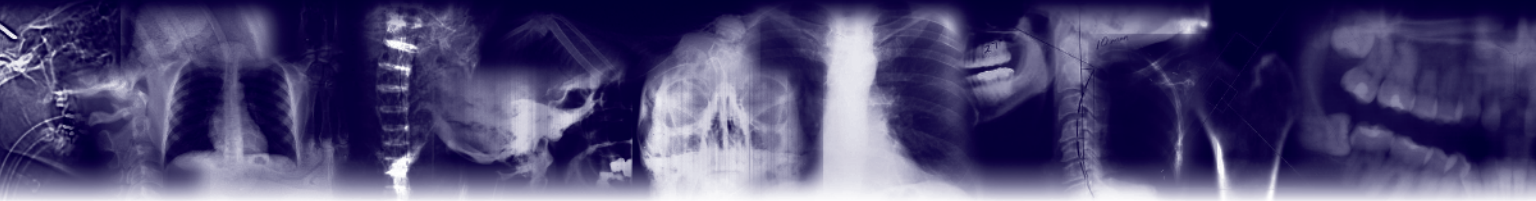
- **The throng finds a lair full of Pilgrim Marks,** sealed from the inside. As they go deeper, they learn the Ramble of the Promethean that once inhabited it, imprisoned like Worm was. The Ramble indicates that this Promethean tried to escape but could not, even as his body weakened from lack of food. He describes his captors in detail, hoping that someone will avenge him. The characters find his remains in the deepest chamber. They might also find evidence that he was one of their creators. Will they go looking for his captor? What other hints did he leave behind? Ambitious Storytellers might use this setup to tell mini-stories in flashback, perhaps allowing the players to take the roles of peripheral characters or people that this Promethean once knew.

Story Suggestions: Individual Characters

- **Denison:** Denison's important personal story, of course, is her failure to achieve the New Dawn. The player should determine some details about her creator, though, most notably where he is now and on what terms they parted. She might need to find him later, especially if she wants to ask his help. Her experienced version has her progressing in power and refining her ability to diffuse Disquiet, and learning to mimic humanity a bit more effectively, but not quite letting go of her anger yet.

- **Gargoyle:** Stories focused on Gargoyle probably involve conversations with spirits or ghosts, but consider what might happen if he joins a parkour club or tries to teach the other characters how to jump from rooftop to rooftop? His experienced version has him embracing Ferrum (changing Refinements is a milestone for him, so if you use this version you might consider this one already fulfilled) and focusing on his physical development.

- **Hellas:** How much you want to focus on his sex life depends on your troupe's comfort levels, but a story exploring the sexual attitudes of human beings of different genders and orientations might make for an interesting experience for Hellas. His experienced version remains on the Refinement of Gold, but focuses more on the “blending in” aspect of the Refinement — what happened to Hellas to make him step out of the spotlight?



- Worm: Returning to his prison should be a major story for the whole throng. Worm by himself needs to cope with his own disparate parts (classic story for any Frankenstein). Entering Torment and doing something he later comes to regret might also be a good source of drama. Worm's experienced version sees him embracing his rage and falling to Stannum, though if you have access to Magnum Opus, you could take him in a different direction and have him take up the Refinement of Bronze.

- Dove: As the "Necronaut," an explorer of death, Dove has the potential to bring trouble to the throng, to say nothing of her Elpis visions. Her mysterious past should involve the whole group somehow. By herself, Dove is focused largely on the supernatural, and so a good story might bring her into some human culture a bit more firmly. Another possibility would be to have her meet and befriend a Centimanus. Her experienced version remains on Mercurius, and delves deeper into the manipulation of Pyros.