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 Based on a scenario developed by the Camarilla Fan Club for GenCon SoCal 2004

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MICHELLE/MICHA ADAMS, HOT SHOT PHOTOGRAPHER

OUOTE: "Perfect shot. They're going to eat this up."

VIRTUE: Hope.	VICE: Pride.
Every individual and situation has a "good side" – the secret is just finding it.	Exclusive rights to photograph at Café Bohème wasn't the origin of your well-padded ego, but it certainly hasn't hurt it at all.

BACKGROUND: You made a name for yourself doing wilderness and location shoots for travel and science magazines long before your Embrace. Rather than ending your career, becoming a vampire has given you the opportunity to reinvent yourself and put your talent to work in new and unique ways. Doran met you at a meeting of the local Carthian Movement when you were fairly new to the night. Before long, he saw not only your talent, but your potential, and had Byrne pull strings to ensure you had every opportunity and advantage to make a new name for yourself in mortal society. When you accomplished that, he set out to give you the same chance to prove yourself within Kindred society, and you've done just as well.

ROLEPLAYING HINTS: You're always looking for the angle, literally and figuratively. You see the world through your camera's lens, even when you don't have it with you. You're quick to notice details others miss. Accustomed to having both mortal and Kindred eyes on you, you're always dressed to impress, but never glitzy or awkwardly - never in a way that will prevent you from getting the perfect shot, whether that means climbing out on a limb or slipping through the shadows.

GOALS:

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 Capture something clandestine on film.

• Show up another photographer (especially Cronin) with your knowledge, skill or fame.

NOTES: You have a 1-point blood bond to Joy, obtained while you were doing a photo shoot with her recently.

CLAN: Gangrel	Cov	ENANT: Carthia	an Co	OTERIE: Café B	ohème
VIRTUE: Hope	VICE	Pride	PLAYER:		
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ALTHEA/ARTHUR, MYSTERIOUS TRICKSTER

QUOTE: "Beware an honest man, for we all hide something, dear."

VIRTUE: Faith. You believe that things, in general, are always getting better, even when setbacks and challenges come your way.

VICE: Wrath.

You're easily frustrated when others insist on being blind to new solutions, and are not above tricking them into situations where their old ways don't work, to help open their eyes.

BACKGROUND: You never speak of your life before your Embrace, leading others to wonder what you're protecting, hiding or hoping to hide from. You're well versed in the latest modern trends, however, and that makes you valuable to vampires who are more rooted in past eras. You're a whiz at computers and the latest technology, and are willing to teach anyone who's interested (and a few who aren't). You've traveled a great deal, although others may not be certain if that's because of your nomadic Gangrel blood or whether there's someone on your trail. It's allowed you to visit many vampire courts, however, and establish a bit of a name for yourself as a useful (if occasionally annoying) presence.

ROLEPLAYING HINTS: You have a wicked sense of humor, and those who learn from you may well be getting more than they bargain for. You're fond of showing those who cling too tightly to the past exactly how "out of it" they are, whether that's showing off the latest "miracle" or subtly arranging situations where their outdated methods are easily eclipsed by modern ways. Your style is cutting edge, and you're always dressed in the latest trends.

GOALS:

- Infiltrate into the court of Los Angeles.
- Network with the older vampires of the city, learning whatever you can of their secrets while teaching them about modern ways.
- Teach someone a lesson in a sneaky or tricky fashion, preferably without getting caught or blamed for it.

Notes: You owe Byrne a trivial boon for helping you obtain something to teach someone a lesson in the past.

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VIRTUE: Faith VIO	CE: Wrath	PLAYER:		
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Crafts (Fashion)	- 1			0000
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Substances)	(Sweet Talk)			0000
Politics ●0000	Socialize			0000
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ARGENT, DEDICATED INQUISITOR

QUOTE: "Do not question our duty, just because you have not the strength to play your part."

VIRTUE: Faith.	VICE: Prid
Despite the resistance of unbelievers, your	
faith in your role and that of your brethren	
never wavers.	most worthy of

de.

worthy can see the dark but necesefore the Damned, and you are the of them all.

BACKGROUND: Thirty years ago, you woke from torpor to the sound of monastic chanting. You don't remember your life as a human, having been "welcomed" back into the Lancea Sanctum after rising from a long slumber. You slipped back into your role as easily as you slipped into the Inquisitor's vestments you habitually wear, and were reinstated into full standing within the covenant. For the last 30 years you've gone where directed, ferreting out diablerists and those who would break the law. It is a difficult role, but one you are strong enough in body and faith to fulfill.

ROLEPLAYING HINTS: While not all members of your covenant dress themselves in full religious regalia, you find it is a vital tool in reminding those around you of the duty you are devoted to. You are loud and proud of your diligence, and you are not above using every bit of cunning, guile, knowledge and force to "encourage" others onto the path they were created to walk. You mentor your temporary coterie mates with equal parts pride and discipline, constantly pushing them to be better Lancea Sanctum both through tutelage and example.

GOALS:

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• Discover who (if anyone) within the domain has committed diablerie, and punish them for their sin.

• Convert others in the domain to your covenant.

NOTES:

NAME: Argent				nquisitor Gender: Either
CLAN: Daeva	Cov	ENANT: Lance	ea Sanctum Co	OTERIE: Torque (Leader)
VIRTUE: Faith	VICE	Pride	PLAYER:	
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PAYTON BONPLAND, LOYAL PHILOSOPHER

QUOTE: "New solutions to old problems exist, for those who are openminded enough to seek them."

VIRTUE: Prudence.	VICE: Sloth.
Upsetting the apple cart is just a waste of energy. Weighing all alternatives is the best way to come to a good solution.	Caution must be taken when implementing any plan – it's better to discuss things thoroughly before putting effort into changing anything.
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BACKGROUND: Your family was what passes for "old money" in L.A., and you spent your youth rebelling against your conservative parents. You remember little about the night you were Embraced, or the night after, or the night after that. When the drugs and booze and blood cleared, you found yourself on the wrong side of the night and completely blood-bound to someone who you don't even remember. You botched your first night's feeding alone and were brought to the prince by the then-Sheriff, Takashi. Prince Danton took you under her wing and helped you break your blood bound to your unknown sire, and you've been her covert and unyieldingly loyal minion ever since. You know you've got to put forth the illusion of there being nothing between the two of you – you're much more effective a spy for her if others think you're little more than casually acquainted. But you know deep down that you share a very special connection. If others knew you were bound to the Prince, they might see it as the same as what your sire did to you, but you know differently. The choice you made with her is very different than having the bond forced on you by your unknown sire.

ROLEPLAYING HINTS: You spend your nights discussing Carthian philosophy whenever possible with your covenant-mates (especially Navarre, the covenant leader for L.A.) You like to give off the illusion that you're a free agent, and you're constantly looking for examples of how the traditional ways of doing things in vampiric society no longer are meeting modern vampires' needs, although you are careful to avoid ever suggesting anything that might lead to Prince Danton's overthrow. Her being a progressive prince is, in your mind, a good compromise between the old ways and the new. You always keep an ear out for other's plans to overthrow her, and covertly get the information to either her or Garret so they can deal with the threat.

GOALS:

- Find new and unique alternatives to traditional vampiric solutions. Discuss them, but be very cautious about pushing others to act to implement them, especially if they might threaten Danton's power-base.
- Protest the use of blood to bind the unwilling (be it vampire or ghoul) at any opportunity, while continuing to hide the fact that you're bound to the Prince.

Notes: You have a 3 point blood bond to Prince Danton.

NAME: Payton Bon	pland	Cond	CEPT: L	oyal Philos	opher	_ Gend	ER: Either
CLAN: Mekhet	Cov	ENANT: <u>Ca</u>	arthian	C	OTERIE:	Prince's (Coterie
VIRTUE: Prudence	VICE	Sloth	PI	AYER:			
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Computer	00000	Expression (Debate)	_00000			_00000
Investigation		Persuasion		_●●000			_00000
(Schmoozing)	0000	Socialize		_●●000			_00000
Politics	00000	Subterfuge		_00000			_00000
Science	00000			_00000			_00000
Drive	00000			_00000			_00000
Larceny	00000			_00000			_00000
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		SPEED: Act					
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ROBERT/ROBERTA BYRNE, CHARMING CLUB MANAGER

QUOTE: "Welcome to Café Bohème. I'm sure you'll find whatever your heart desires here."

VIRTUE: Charity.

You truly want to give others what they want, because in doing so everyone becomes indebted to the source of their fulfillment.

VICE: Greed. Fame, riches, luxury, respect, attention – you want it all.

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BACKGROUND: You started building a foundation of those that owed you long before your Embrace. Vampiric society, with its emphasis on boons and political machination, is like coming home to you. You make it a point to be supportive of everyone in the domain's dirty little desires, because those are the areas that they're weakest in – the desires they feel guilty about having or the hungers they need help to get satiated. And, when you help them, of course, you eventually expect them to return the favor.

You've been the face associated with Café Bohème for nearly a decade now. Doran approached you, knowing that you were the kind of schmooze artist he needed to turn the club into L.A.'s most elite and decadent hot spot. And you've done exactly that, accruing boons and favors along the way.

ROLEPLAYING HINTS: Elegant and sophisticated, but never unapproachable, you make a living out of being the person that everyone feels they can turn to. You revel in being able to help people get what they need, whether it's a particular vintage of drink or an introduction with the right connection.

GOALS:

• Have the Prince, Seneschal or Harpy become personally indebted to you.

• Fulfill a difficult desire for a guest to the club, in exchange for a boon.

NOTES: The following individuals owe you boons: Althea (Trivial), Harron (Life).

CLAN: Daeva	Cov	ENANT: Invictu	us Co	OTERIE: Café Bo	hème
VIRTUE: Charity	VICE	Greed	PLAYER:		
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		Attri	BUTES		·
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Resolve ••	000	STAMINA	••000	Composure	••000
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Academics	00000	Intimidation		•	00000
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Politics (Boons)	00000	Socialize			00000
Athletics	00000	Subterfuge			00000
Brawl			00000		00000
(Submission Holds)	00000		00000		00000
Larceny	00000		00000		00000
Stealth	00000		00000		00000
Empathy	0000		00000		00000
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QUOTE: "Maybe you need to be convi	inced of the truth, eh?"		v enant: <u>Lancea</u> E: Wrath		
/irtue: Faith.	VICE: Wrath.				+ +
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	oth to God and to your new covenant. You've			00000	0000
	helming rage within in you, but you know in	0.11			0000
ur heart you'll never return to the bookish	historian you were before your Embrace. You)		0000
	ess control – he obviously isn't filled with the	Weaponry (Scourge)			
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d respect from the Sanctified than your bul	II-In-a-china-shop outbursts.	Intimidation (Bullying)			0000
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No	VORKING NEONATE	CLAN: Mekhet		ENANT: Ordo l		OTERIE: None
QUOTE: "There is always an opening,	somewnere.	VIRTUE: Fortitude		Gluttony	PLAYER:	
TRTUE: Fortitude. Persistence is the key to accomplishing any	VICE: Gluttony. Life is a banquet, and just because the menu has	↓ ↓ ↓		Attri	BUTES	+ + ·
oal, and you're like a terrier after a rat when ou have something you want in your sites.	changed doesn't mean you intend to starve.	INTELLIGENCE •		Strength Dexterity	●0000 ●●●00	PRESENCE
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	of your "big break" for years now, thwarted by ankrupt, someone embezzles all the investor's	Academics	•	Expression SKI		00000
	eature of the night. It's always something, but	Computer Investigation	_00000	Intimidation		00000
You've spent time in most of the major	cities of the United States, scheming and at the right opportunity to catapult you into	Occult	_ ●0 000	(Making Deals)		
me and fortune is just around the corner. T few weeks ago and you've just managed to	The bright lights of L.A. lured you to the city get an invitation to the Prince's court. The	Athletics	_00000	Subterfuge (Bluff		00000
ty is just full of connections waiting to hap ands and make deals.	pen, and tonight's your opportunity to shake	Drive Larceny	_00000 _00000			00000
	1202	Stealth Empathy	_00000 _00000		00000 00000	00000
bout whatever today's problems are, you know th om their woes, and you're going to be in the mide or finances to back a production, but you're an e nat somewhere in the city there is the right corr 'ou can profit from being that conduit. You're alw	 cus is the movie business. With everyone fretting ey'll be turning to entertainment to distract them dle of it. You have neither film-making experience expert at bringing people together, and you know abination of people just waiting to be connected. vays dressed to the nines – business suit, clean-cut, ll, you never know when the next opportunity is r the door. Bring together movie makers and financiers within the city for a healthy profit. Find where the other Mekhet in the city are holding allegiance and gain their trust. 	Fast Reflexes Resources Striking Looks Status (Mekhet) Status (Ordo Dracul)		Discir Auspex Celerity Coils of the Drag	PLINES	HEALTH ••••••••••••••••••••••••••••••••••••
to the rich or powerful members of the domain.	+ + + <				00000	

GINO/GINA CORRADO, UNYIELDING MAFIOSO

QUOTE: "He had an unfortunate accident. He fell down the stairs... onto some bullets."

VIRTUE: Justice.	VICE: Greed.
There's a right way and a wrong way to do things. You like it when things are done the right way.	You've worked hard to build your business and your reputation, and you're always look- ing for the opportunity to expand both.

BACKGROUND: Given the amount of money that exchanges hands in Los Angeles, it's no surprise that the Mafia has a long established history in the area. You aren't the only mafioso in town, by any means, but you're respected as one of the most powerful and ruthless. Becoming a vampire didn't change that. As far as you look at it, everything is still the same - you just work nights is all.

Lately, someone's been killing gang-bangers in one of the bad areas of town, and the last few murders have gotten a little too close to your territory for your tastes. You're here to find out who's doing it, and to make sure they realize they need to pull back before they blunder into your neighborhood.

ROLEPLAYING HINTS: You know all the right people, even if some of them can't afford to admit it publicly. You play up the Mafia overlord image to a fault, inserting occasional comments into conversations calculated to make others realize how powerless they truly are compared to you and your extensive family. You understand the power of bribes, both given and taken, and are willing to let the little stuff slide in order to have others further indebted to you. You will not back down from a direct insult, although you're always willing to accept an apology (especially when sweetened with a boon.)

players are, and sell your support to one

• Find out who has been killing gang members

near your territory, and remind them that

you would not appreciate it if their actions came any closer to your holdings.

side or the other for a hefty price.

GOALS:

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- Everyone has skeletons in their closets. Obtain information that is blackmail worthy on those gathered here this evening.
- There's a power struggle going on in the domain. Determine who the major

Notes:

VIRTUE: Justice VICE: Greed PLAYER: ATTRIBUTES INTELLIGENCE ●●000 STRENGTH ●●000 PRESENCE ●●000 WITS ●●000 STAMINA ●●000 Composure ●●000 Academics (Business) ●0000 Intimidation Composure ●●000 Investigation ●0000 Intimidation 00000 00000 Investigation ●0000 Stretusion 00000 00000 Dive ●0000 Streetwise ●0000 00000 Brawl ●0000 Streetwise ●0000 00000 Drive ●0000 Streetwise ●0000 00000 Carceny ●0000 Subterfuge ●0000 00000 00000 Status (Pistols) ●0000 000000 <		TERIE: None	Co	NT: Invictus		CLAN: Gangrel
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RESOLVE OCOO STAMINA OCOMPOSURE Academics (Business) OCOOO Empathy OCOOO OCO Investigation OCOOO Intimidation OCOOO OCO Politics (Boons) OCOOO (Veiled Threats) OCOOO OCO Brawl OCOOO Streetwise OCOOO OCO Drive OCOOO Streetwise OCOOO OCOOO OCOOO Errearms (Pistols) OCOOO Subterfuge OCOOO OCOOOO OCOOO OCOOOO OCOOOO OCOOOO OCOOOO <td>00</td> <td>MANIPULATION</td> <td>000</td> <td>EXTERITY</td> <td>000</td> <td>Wits</td>	00	MANIPULATION	000	EXTERITY	000	Wits
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CRONIN, RECLUSIVE TINKERER

QUOTE: "It's a logical progression. I've just got to find the key."

VIRTUE: Fortitude.

Y VICE: Greed.

You've sought the answer for decades, and will continue until you accomplish your goal, no matter how long it takes. Others think you a doddering eccentric, but if you accomplish your goal, you could hold the entire night world ransom – wealth, power, status, all yours for the asking.

BACKGROUND: Like many children of the 1950s you were fascinated by the movies. In your case, it was not so much what was playing on the screen as much as the miracle of it being there at all that held your fascination. As you grew up and photography continued to evolve, you became obsessed with pictorial science – from historic Civil War sepia portraits to modern digital media. Your sire Embraced and abandoned you when you inadvertently caught his image during an experiment you were doing with night-vision photography, but becoming a vampire only deepened your interest in visual media. You are secretly attempting to find a way to record Kindred images that are not obscured like images recorded to date.

You recently joined the Choir, not out of religious fervor, but in following a lead that suggested that blood magic might be the key to your research. So far you've found no one and nothing that support this lead, but you're a patient individual, and anything worthwhile is worth waiting for.

ROLEPLAYING HINTS: Your Nosferatu nature manifests in a constantly blurred appearance, akin to that which most vampires leave on film, even when viewed in first-person. Most people's negative reaction to this, coupled with your obsession with your research, leaves you with little interest in social niceties, politics or parties, save for those necessary to support your coterie mates or the business. However, you also recognize that you cannot hope to find the solution to your challenge entirely alone. So you drag yourself up from your basement laboratory and persevere through evenings of inane conversation, always hoping that somewhere in the midst of the almost-unbearable triviality you will stumble across someone or some thing that holds the key to the problem you've been attempting to unknot for decades.

GOALS:

• Find a new lead on a means of accurately recording vampiric images on film without the need for the subject to expend effort.

• Learn more about Crúac rituals, especially those that might relate to appearance or imagery.

Notes:

CLAN: Nosferatu	Cov	ENANT: Circle	of the Crone Co	OTERIE: Photoplay
VIRTUE: Fortitude	VICE	Greed	PLAYER:	
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AMELIA/EMILIO DANTON, ECCENTRIC PRINCE

QUOTE: "Behaving strangely? I have no idea what you're talking about."

Y VICE: Pride.

VIRTUE: Charity.

The Kindred plight is a difficult one, and all should have whatever resources they need to allow them to exist as best they may. Ruling the city is too important a duty to allow anyone less than you to shoulder.

BACKGROUND: You were put on the throne of the Greater Los Angeles Area more than a decade ago, by a coterie of elder vampires who wanted a pawn through whom to control the city. Over the last ten years, you have grown more powerful and confident as Prince. And, one by one, your "mentors" have fallen to the sleep of ages due to the power of their own blood, been knocked into torpor through injuries or have been killed by their enemies, leaving you free for the last year or more. Although you knew you were originally a pawn, you've grown to feel responsible for the city, and although it's sometimes frightening to rule without the back-up of those who put you on the throne, it's a responsibility you take very seriously.

You've lost a great deal of your naiveté over the years. You've organized the city's defense against foes both mundane and supernatural. You've protected the Masquerade and punished those who would expose your populace's presence to humanity. You've killed and diablerized (Bonpland's sire and the former Sheriff Takashi, among others) to help protect your citizens, and now that your exhausting efforts are taking a toll on you, they are willing to throw you to the wolves because you're "eccentric." They have no idea what you've sacrificed or how far you'll go to protect your domain. None.

ROLEPLAYING HINTS: You try very hard to be everything to everyone, but the weight of running the city without your "mentors" is taxing. You want the city to hold to the Carthian ideals of democracy and solidarity, but you are constantly pulled this way and that by the clan and covenant politics of the city, and sometimes you just have to put your foot down and give orders or make threats. Some nights you even think that perhaps your childe, Hamilton, had the right of it after all, defecting to the Invictus rather than trying to forge a new way. Rumors of a mutiny have reached your ears, and you suspect someone in your domain may be planning to overthrow your rule. You can't allow that to happen – the city would certainly suffer for it.

GOALS:

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• Hide your history of diablerie from everyone, including your coterie-mates. • Covertly blood bind other members of the domain to you, and use them to ensure you remain on the throne.

Notes: While many of the Kindred (including yourself) refer to the domain as "Los Angeles," it actually covers Greater Los Angeles, which includes Los Angeles, Orange counties and Ventura counties. Sometimes you remind other Kindred of this fact, and sometimes you don't, as your needs require.

You have diablerized several times, resulting in an increase in your Blood Potency and additional Disciplines. Your aura will show streaks if someone checks it (**Mind's Eye Theatre: The Requiem**, p. 223, and you have gained derangements because of your diablerie.

The following characters have a blood bond to you: Bonplant (3 points), Franklin (3 points), Garrett (3 points)

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VIRTUE: Charity		Pride			
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QUINN DILLARD, VISIONARY DIRECTOR

QUOTE: "Fifty-seven explosions and a sex scene do not make an epic, no matter who the star is."

VIRTUE: Charity.

There is enough darkness in the world. You strive to share your vision of beauty and drama with those open-minded enough to see it.

VICE: Lust.

For you, there is only one goddess, one passion, one hunger – and her name is Faye.

BACKGROUND: At the turn of the 20th century, you worked extensively with some of the world's most wellknown directors, struggling to foster a then-fledgling movie industry in Los Angeles. You landed a highly coveted assistant directorship under the legendary Cecil B. DeMille just before he began work on The Ten Commandments, and for almost ten years your creative vision and toil was thanklessly siphoned away by the demanding director. Just before his death, you both were seduced by Faye, a Daeva who set her two new ghouled toys at each other's throats, apparently reveling in your attempts to out-do each other for her affection. When DeMille died, you "won" the Embrace, and although you kept your career active for another decade, eventually Faye grew tired of playing in Hollywood but never being able to appear on screen, and dragged you away to travel the world with her. You two faked your death, and have spent the last three decades enjoying a bon vivant lifestyle in exotic locations.

Your attention was returned to Southern California about a year ago when a film preservation group began making noises about digging up the set that DeMille had buried after his masterpiece was finished. Like many of the staff, you believe the set and its artifacts to be cursed, and you've done what you could to deter their exploration, but ultimately failed in your efforts.

ROLEPLAYING HINTS: You're utterly devoted to Faye, and would do anything for her that you didn't think would put her in danger. The rest of your coterie are little more than acquaintances compared to the bond between the two of you, and you see them mostly as means to help protect and support Faye and make her happy. You have very strong views on film, preferring classic dramas with epic scenery and superlative acting to the "blow 'em up" trash that's filling today's screens. You still harbor hopes of one day returning to directing; after all, being blurry on film hardly matters if you're behind the camera, right?

GOALS:

• Convince the Prince that the artifacts must be reburied, and that the domain's efforts must be focused on destroying or reburying the set for all time. • Find a financier to assist you in producing a truly epic film, the likes of which has not been seen since you stopped making movies.

NOTES: You have a 3-point blood bond to Faye. Devotions: Quicken Sight

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VIRTUE: Charity	VICE	Lust	PLAYER:		
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(Carthian Movement)	00000		00000		
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ecorder, laptop with sa			00000	HUMAN	NITY
lips of movie projects			00000		0000
ike to get backing to p					
production and exampl	es oi	SIZE: <u>5</u>		DERANGE	EMENTS
our previous work.		SPEED: Acting.	5 Running 11		
		DEFENSE: 4			
Armor:		INITIATIVE M	00.6		

11

DORAN, ALOOF CLUB OWNER

OUOTE: "You really couldn't have handled that yourself? You had to bring it to me?"

VIRTUE: Prudence.	VICE: Sloth.
You've made a success out of carefully hedging your bets and proceeding with caution.	You don't need to work your fingers to the bone to accomplish things – that's what minions are for.

BACKGROUND: In the last 50 years, you've made the most of your unlife, working smarter, not harder. You opened Café Bohème about a decade ago as a favor to the former Prince, a Daeva with a penchant for the kinds of activities that bring way too much attention to a vampire. Over the years, it's grown from a small club to the most exclusive nightspot in L.A. You get the credit (and the profit), although your main contribution has been finding folks who have the drive to build it into the kind of socialite shark-pool that attracts predators of both human and vampiric natures. You're content to just stay in the background and watch your reputation (and your bank account) climb, while folks like Byrne stay in the spotlight. Maybe the time has come to spread your influence a little more in the domain, however. If coterie leader and club owner were within your grasp, how about Prefect?

ROLEPLAYING HINTS: You've no need to dress to attract attention you have no desire for. Your business attire has served you for decades, and will continue to do so long after the latest fashion trend has gone the way of poodle skirts and bell bottoms. You really hate to be bothered with minutiae that's why you have underlings like Byrne, Harron and Ross. If something is brought to you, it had better be big, and you'll handle it in the quickest, easiest and most expedient manner.

GOALS:

NOTES:

 Make a profit or receive complements for something that required you no effort to accomplish (such as the work of one of your coterie members).

• Gain the position of covenant leader of Prefect (covenant leader) of the Carthian Movement in Los Angeles, with as little direct effort as possible.

NAME: Doran **CONCEPT:** Aloof Club Owner **GENDER:** Either CLAN: Ventrue **COVENANT:** Carthian COTERIE: Café Bohème (Leader) VIRTUE: Prudence VICE: Sloth PLAYER: **ATTRIBUTES** INTELLIGENCE **●●000** PRESENCE ••000 **DEXTERITY** WITS **●●**000 STAMINA **••••••** Composure RESOLVE Skills -≻+ Academics (Business) **Persuasion** 00000 _00000 •••••• Socialize Computer 00000 00000 ••••• Streetwise Investigation 00000 00000 ••••• Subterfuge Politics 0000 00000 Drive 00000 00000 00000 Firearms (Pistol) 00000 00000 _00000 Stealth 00000 00000 00000 Expression .00000 _____ 00000 .00000 Intimidation 00000 00000 (Cold Stare) 00000 00000 00000 FLAWS MERITS HEALTH Common Sense 00000 •••••••00000 Haven (Shared: Café Bohème) WILLPOWER Herd 00000 •••••00000 DISCIPLINES Resources 00000 Dominate 00000 Status (Citv) 00000 00000 Status (Ventrue) 00000 VITAE 00000 Status (Carthian Movement) .00000 .00000 Vitae per turn 1 00000 00000 **BLOOD POTENCY** EQUIPMENT 00000 Cell phone with wireless •000000000 00000 earphone, semi-auto pistol (1L) .00000 HUMANITY .00000 •••••••••• SIZE: ______ DERANGEMENTS SPEED: Acting 5 Running 9 Defense: _2 _____ INITIATIVE MOD: 5 ARMOR: _

KENDALL/KENT EARL, SLICK POWERBROKER

QUOTE: "Let's take a look at the big picture here, okay?"

VIRTUE: Temperance.	VICE: Sloth.
You got where you are through weighing the	No sense going out
costs and potential profit of every situation.	going to be well w

VICE: Sloth. No sense going out of your way if the payoff isn't going to be well worth it.

BACKGROUND: You used to be a small-time player in the mortal politics of Los Angeles before you ticked off the wrong guy and ended up undead. It didn't take you long to find out that being Embraced wasn't the curse you originally thought it might be. You've managed to expand your connections down at City Hall through judicious use of Disciplines, threats and an utter lack of morality. Now you're the "go-to" person when it comes to zoning, planning, utilities, taxes and city politics. Maybe you're not as glamorous as some of the high-and-mighty folks, but when one of your enemies finds the electricity to their haven shut off (because of a "lost" power bill payment or a demolition team preparing to put a city road through the middle of their favorite hunting ground) they generally start taking you a bit more seriously.

ROLEPLAYING HINTS: You're so slick you leave a trail, but you don't care. You're a fastgrowing fish in the shark-pond of L.A., and you've got a well-earned reputation of being useful. You're not a religious fanatic, but allowing Glennon to talk you into joining the Circle of the Crone has put you in a bit tighter with the Sandmen, who you think are trying to recruit you to their coterie. Hopefully they won't find out you're already spoken for before you've managed to make the most of the possible connection with the city's "boogey men."

GOALS: • Avoid being recruited into the Sandmen while making the most of the potential connections there. • Earn boons by getting things accomplished around the city for other Kindred. NOTES:

NAME: Kendall/K	Cent Earl	CONCEP	T: Slick Power	broker GEN	DER: Either
CLAN: Nosferatu	Cov	ENANT: Circle	e of the Crone C o	OTERIE: Chiave	
VIRTUE: Tempera	ance VICE	Sloth	PLAYER:		
>++				•	
		ATTR	IBUTES		
INTELLIGENCE	0000	STRENGTH	0000	Presence	00000
WITS	0000	DEXTERITY	••000	MANIPULATION	
RESOLVE	0000		••000	Composure	•••00
	+	Sĸ		•	
Academics	_00000				00000
Computer	_00000	Subterfuge (Half-	Truths)		
Investigation	_00000		00000		00000
Politics (City Hall)	_00000				00000
Drive	_00000				
Larceny Stealth	_00000				
	_00000				
Empathy (Detecting Lies)	_		00000		00000
Intimidation					
	_00000		00000		00000
• • • • •		+<		•	• <
N X	2	E-		T T	
MERITS Allies (City Hall)			AWS	HEAL	
MERITS Allies (City Hall) Contacts	s _ 00000		AWS		00000
Allies (City Hall)					00000
Allies (City Hall) Contacts	 				00000
Allies (City Hall) Contacts (City Hall, Police)	 00000			WILLPO	00000
Allies (City Hall) Contacts (City Hall, Police) Resources	 			WILLPO	00000 WER 00000
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.)	 00000	Disci	PLINES		00000 00000 00000
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Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.)		Disci <u>Auspex</u>	PLINES 		00000 00000 00000
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.)		Disci <u>Auspex</u>	PLINES 		00000 000000
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu)		Disci <u>Auspex</u>	PLINES 	WILLPO	00000 00000 00000 00000 00000 00000 100000 10000 10000 10000 10000 10000 10000 10000 10000 1
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME		Disci <u>Auspex</u>	PLINES 	WILLPO	00000 000000
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME Cell phone, laptop, b		Disci <u>Auspex</u>	PLINES 	WILLPO	00000 000000
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME		Disci <u>Auspex</u>	PLINES 	WILLPO	00000 00000 00000 00000 00000 00000 00000 1 00000 1 00000 00000 00000 00000 00000 00000
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME		Disci <u>Auspex</u>	PLINES 	WILLPO	
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME Cell phone, laptop, b		Disci Auspex Nightmare	PLINES 	WILLPO	00000 WER 00000 E 1 00000 NITY 00000
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME Cell phone, laptop, b		DISCI Auspex Nightmare	PLINES 	VITA Vitae per turn BLOOD PC OOOOOO HUMAN	
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME Cell phone, laptop, b		DISCI Auspex Nightmare	PLINES	WILLPO	00000 WER 00000 E 1 00000 NTY 00000 MENTS
Allies (City Hall) Contacts (City Hall, Police) Resources Status (City: L.A.) Status (Nosferatu) EQUIPME Cell phone, laptop, b	•••000 ••0000 •0000 •0000 •000000 •000000 •00000 •00000 •00000 •00000 •00000 •000000 •000000 •000	DISCI Auspex Nightmare	PLINES	VITA Vitae per turn BLOOD PC OOOOOO HUMAN	00000 WER 00000 E 1 00000 NITY 00000 MENTS

JAMES/JAYNE EDESON, WARY MAGICIAN

QUOTE: "There are mysteries in this world that no man was ever meant to understand."

VIRTUE: Temperance.	VICE: Pride.
Think twice, act once, live to act another day.	You've looked into the maw of darkness and walked away unscathed. Few men could claim the same.

BACKGROUND: Flyers for "The Fabulous Edeson, Master of Magic" once plastered the streets of every civilized town on the East Coast. You made a good living in the Depression from creating illusions of the supernatural for the credible and deprived. Little did they (or you) realize that an entire world of danger and darkness existed just beyond the shadows. You were Embraced by a Daeva after a long series of conversations wherein you "proved" to him that the supernatural could not exist. On the last night of your talks, he showed you otherwise, and you have spent the last sixty years learning all you can about the things that "could not" exist but do. Perhaps if you learn all there is to know, you can protect yourself from the overwhelming threats that now fill your nights.

ROLEPLAYING HINTS: Nothing surprises you, not any more. You treat everyone and everything as the potential threat it is. Even your coterie-mates might turn on you at any moment, and while you work with them (because being alone is even more dangerous), you still keep your guard up at all times. You don't bother with occult trappings any more, knowing as you do that most of them are ineffective. You simply hope that your awareness of the dangers that exist and your alertness will help you survive whatever threats the night will surely throw at you.

GOALS: • Survive at any cost.	• Determine if the artifacts are a threat, and if so, aid in their safe disposal.
×+ +	· · · · · · · · · · · · · · · · · · ·
Notes: Devotions: Quicken Sight	:

CLAN: Daeva	Cov	ENANT: Ordo Dr	acul Co	OTERIE: Starlight	
VIRTUE: Tempera	ance VICE	Pride	PLAYER:		
>++				+	+-
• •		ATTRIBU	ITES	,	•
INTELLIGENCE				PRESENCE	00
WITS		DEXTERITY		Manipulation	
RESOLVE		STAMINA		Composure	
RESOLVE				COMPOSURE	
≻✦	+	——————————————————————————————————————	.s	+	+-
Academics (History)		Intimidation	00000	000	000
Computer	_00000	Persuasion	00000	000	000
Investigation	_0000	Subterfuge		000	
Occult (Artifacto and Palia			00000	000	
(Artifacts and Relic Politics			00000	000	
Science	_00000		00000	000	
Larceny (Legerdemain	00000		00000	000	
Empathy			000000	000	
Expression			00000	000	
MERITS	-	FLAW	c 7	Health	
Danger Sense		LAW	3		•
Language					
(Latin, Egyptian, Frenc	<u>h)</u>				
Status (City: L.A.)	_00000	_		WILLPOWER	
Status (Daeva)	_00000	DISCIPLI			
	_00000	Auspex	00000		1
	_00000	Celerity Coils of the Dragor		VITAE	
	_00000	(Chastise the Bea]
	_00000	(Ghlastise the Dea			
	_00000		00000	Vitae per turn 1	-
EQUIPME	NT		00000	BLOOD POTENCY	
2 sharpened wooden s	stakes (1L),		00000	•000000000)
cell phone, clothing	with hidden		00000	**	
pockets			00000	HUMANITY	
				••••••0000	
		Size: 5		DERANGEMENTS	
			Running 9	DERANGEMENTS	

JULIA/JULES FAYE, CAPTIVATING STAR

QUOTE: "Some stars are born. Some are made. Some, like myself, simply have always been."

	VICE: Envy.
Your big break will come. Until then, you will act as if it already has	You were Embraced before your face was ever seen on the big screen, and you hate those who had the chance to make films before being
as if it alleady has.	
▶♦ • • •	taken by the night.

BACKGROUND: You ran away from the family farm and escaped a lifetime of drudgery to go to Hollywood. Within months you were discovered, but not the way you'd hoped. A slick-talking Daeva with an eye for beauty took you off the streets and into the world of the night, ensuring that you would never get your big break on the big screen. It didn't take long for you to outgrow your sire's company, and set about fixing the problems he'd made for you. You set your sights on the big names of the movie industry at the time, and in Dillard found what you didn't know you were looking for – utter adoration and completely selfless support. He was so accustomed to being DeMille's unseen protégé that he took to the role you created for him like a duck to water, and he's been doing everything he can to make your existence wonderful ever since. Now if you could just get the rest of the world to follow suit.

ROLEPLAYING HINTS: In your own mind, you aren't waiting to become a star. You are a star, just one that the world hasn't recognized yet. You surround yourself with those who recognize your inherently special nature, and live every night as if it were a gala event featuring you. This artifact nonsense is the first time that Dillard's really expressed a need to do something not related to you in all the time you've been together, so you're willing to give him your support in it – as long as he doesn't make a habit of it.

GOALS:

 \rightarrow

- Surround yourself with those who will treat you like the star you never were.
- Find a way to become a celebrity in the mortal world, despite your vampiric state.

Notes: Dillard has a 3-point blood bond to you. You owe a major boon to Byrne for a past favor.

NAME: Julia/Jules	Faye	CONCEP	T: Captivating	Star GEN	DER: <u>Either</u>
CLAN: Daeva	Cov	enant: Carth	nian Co	oterie: Starligh	t
VIRTUE: Faith	VICE	Envy	PLAYER:		
>++			•	+	
		Attr	IBUTES		
INTELLIGENCE	0000	STRENGTH	•0000	PRESENCE	00000
WITS •		DEXTERITY	0000	MANIPULATION	00000
Resolve •	0000	Stamina	••000	Composure	••000
>+	•	Sk	ILLS ———		
Academics		Socialize		*	00000
Investigation	00000	Subterfuge	00000		
Politics					00000
Athletics (Dance)					
Drive			00000		00000
Stealth			00000		00000
Empathy			00000		00000
Expression (Acting)			00000		00000
Persuasion	_		00000		00000
(Sweet Talking)			00000		00000
↓ 		+<	→	+	• ←
MERITS		FL	AWS	HEAL	ГН
Contacts (Film Makers Movie Stars)	-				00000
Resources					
Status (City: L.A.)	.00000			WILLPO	WER
Status (Daeva)	00000	Disci	PLINES		0000
Status		Majesty			
(Carthian Movement)	- 		00000	Vita	
				VIIA	E
Striking Looks			00000		
Striking Looks			00000 00000		
Striking Looks	.00000				
Striking Looks			00000	Vitae per turn	
Equipmen	00000 00000 00000		00000 00000		
	00000 00000 00000		00000 00000 00000	Vitae per turn	TENCY
Equipmen	••••• •••••• ••••••• •••••••••••••••••		00000 00000 00000	Vitae per turn BLOOD PC	
EQUIPMEN Makeup compact, des	••••• •••••• ••••••• •••••••••••••••••		00000 00000 00000 00000 00000	Vitae per turn BLOOD PC • 0 0 0 0 0 0 HUMAN	DTENCY OOOO IITY
Makeup compact, des	••••• •••••• ••••••• •••••••••••••••••		00000 00000 00000 00000 00000 00000	Vitae per turn BLOOD PC • 0 0 0 0 0 0 HUMAN	
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EQUIPMEN Makeup compact, des	••••• •••••• ••••••• •••••••••••••••••	SIZE: 5	00000 00000 00000 00000 00000 00000	Vitae per turn BLOOD PC • 0 0 0 0 0 0 HUMAN	DTENCY 0000 IITY 0000 MENTS
EQUIPMEN Makeup compact, des	••••• •••••• ••••••• •••••••••••••••••	SIZE: 5	00000 00000 00000 00000 00000 00000 0000	Vitae per turn BLOOD PC • 0 0 0 0 0 0 HUMAN • • • • • • • 0 DERANGE	DTENCY 0000 IITY 0000 MENTS

FENTON, SNARKY GOSSIP COLUMNIST NAME: Fenton CONCEPT: Snarky Gossip Columnist GENDER: Either COVENANT: Ordo Dracul COTERIE: Photoplay CLAN: Daeva **OUOTE:** "Of course everything you tell me is in confidence. I won't tell a soul...." PLAYER: VIRTUE: Temperance VICE: Envy **VIRTUE:** Temperance. Y VICE: Envy. Every person and situation has some good and There are those more attractive, intelligent or **ATTRIBUTES** some bad in it, and you make sure both sides successful than you - and you hate them for it. INTELLIGENCE **©0000** STRENGTH **00000** PRESENCE are known. What better way to ruin those who have things **DEXTERITY** WITS you covet than to make certain everyone knows **OOO** STAMINA **••••••** Composure 0000 their weaknesses as well? RESOLVE Skills -**BACKGROUND:** You've been with Rodrigo since he was little more than a one-press pub-≻+ lisher of newspapers, and while your earlier columns bore a different name, you have always **Expression** (Gossip) Computer 00000 _00000 performed the same service: keeping folks on their toes and letting the world know about the Investigation Persuasion 00000 0000 00000 actions of the high-and-mighty through the things seen by the lower-class they tend to ignore. Medicine Socialize 0000 00000 You've got ties to the people others ignore: the security guards, equipment movers, set-up (Recreational Drugs) Coo Streetwise 0000 00000 crews and playthings of the rich and famous. They see movie stars, musicians, performers and Politics Subterfuge 00000 00000 00000 the other "perfect people" at their weakest and worst - and they tell you everything. Athletics (Dance) 00000 .00000 _00000 Drive 00000 00000 00000 Larcenv .00000 _____ 00000 _00000 Stealth 00000 00000 00000 Empathy 00000 00000 00000 **ROLEPLAYING HINTS:** You've got a barbed-wire tongue that would make any harpy proud. **MERITS** FLAWS HEALTH And while she denies it, the only reason you're not holding a position as the Prince's Harpy is a Allies •••••••00000 particularly scathing exposé you circulated in Kindred circles about her. You'd think someone in (Security Guards) 00000 her position would have a little tougher skin. Because you're well aware that others eves are always Contacts (Groupies, Roadies, watching, you are fastidious about your own appearance, company and mannerisms, never leaving WILLPOWER Security Guards) 00000 your guard down for others to exploit. You never resist the opportunity to get in a snide (but true) ••••••00000 DISCIPLINES Status (City: L.A.) 00000 comment, but you detest it when others are able to land a similar volley your direction. Coils of the Dragon _____ Status (Daeva) 00000 (Coils of Banes: Conquer the Status (Ordo Dracul) 00000 VITAE Red Fear, Surmounting Daysleep) GOALS: .00000 Majesty • Find out dirt on the domain's officers. • Become the Prisci Harpy, with or without 00000 00000 Then share it where it would cause the the Prince's blessing. Vitae per turn 1 00000 most stir. 00000 **BLOOD POTENCY** EQUIPMENT 00000 Cell phone/PDA, micro audio •000000000 00000 NOTES: recorder shaped like a pen, mini .00000 HUMANITY video camera .00000 Size: ____5 DERANGEMENTS SPEED: Acting 5 Running 9 **D**EFENSE: 3 _____ INITIATIVE MOD: 5 ARMOR: _



JADEN FRANKLIN, CREEPY VOUDOUN

QUOTE: "It is not my fault you are too weak in your faith to see beyond your own petty desires."

VIRTUE: Faith.

There are dark powers at work in the world. You know. You serve them.

VICE: Lust.

Becoming a vampire was only the next step in your hungry spiral.

BACKGROUND: Some souls were dark long before they joined the vampiric world. You began dabbling with the dark arts as a youth and developed abilities some called sorcery. You claimed to be a servant of otherworldly forces, demons and devils far older and more powerful than humans could every truly know. For a time, you were on top of the world, reigning over a cult who sought to connect with something greater than themselves through you. Then you attracted the attention of something truly supernatural. The Daeva who Embraced you gave you a choice: flee the city and she would allow your worshipers to believe you'd been claimed by your gods, or remain and be exposed as a fraud. You chose the latter and fled west to learn the ins and outs of your new existence as a vampire. Over the last 40 years you've played many roles and learned many secrets in the vampiric world, a path which has made you many enemies. Under the protection of Prince Danton, you've found a place where you can continue your studies and hopefully re-forge your connection to those you once served.

Danton understands that she pays for your loyalty by allowing you to dabble in matters that most vampires in the city would find distasteful. But as long as you're using the powers you gain to protect her and feed her information about the goings on in her domain, she's content to look the other direction when evidence of your sacrifices emerge within the city's borders.

ROLEPLAYING HINTS: You're an exotic diva, a mysterious and macabre cleric of dark gods and darker arts. You adore attention and admiration, especially when it's obvious your audience doesn't quite understand you. When people assume you're a bit batty, it provides a smokescreen for your clandestine investigations into their secrets. You've uncovered several plots in your years in the city (including one involving Bonpland's sire and another involving the former Sheriff, Takashi) which the Prince was then able to take action to stop without their instigators ever realizing you or she were aware of their machinations. You've also sacrificed several humans in failed attempts to re-establish contact with your gods in the past month, and hope that no one discovers your actions.

GOALS:

- Find a way to re-establish your spiritual connection to the beings you served as a mortal.
- Use your Crúac abilities to eavesdrop on other vampires and discover their secret plans.

Notes: You have a 3-point blood bond to Prince Danton.

NAME: Jaden Fran	nklin	Conci	E PT: Creepy Voud	oun Gen	DER: Either
CLAN: Mekhet	Cov	enant: <u>Cir</u>	cle of the Crone C	OTERIE: Prince'	s Coterie
VIRTUE: Faith	VICE	Lust	PLAYER:		
>++			+	+	→
		Ат	TRIBUTES		
INTELLIGENCE	••00	STRENGTH	00000	Presence	00000
WITS •	••00	DEXTERITY		MANIPULATION	00000
R ESOLVE	•000	Stamina	●● 000	Composure	••000
>+	•	§	Skills ———		+-<
Investigation		Subterfuge (•	00000
Occult (Voodoo)		Mumbo-Jun	<u>^</u>		00000
Politics			00000		00000
Athletics	_00000		00000		00000
Stealth	_00000		00000		00000
Weaponry (Knife)	_●●000		00000		00000
Empathy	_00000		00000		00000
Expression	_00000		00000		00000
Intimidation	_00000		00000		00000
Persuasion	_00000		00000		00000
↓		+<	→	•	+ <
MERITS		F	LAWS	HEAL	TH
Allies (Cultists)	_00000			•••••	00000
Contacts	_				
(Alternative Religions	<u>s)</u> •00000			Warn	
Language (French)	_00000			WILLPO	
Status (City: L.A.)	_00000		CIPLINES		
Status (Daeva)	_00000	Crúac (Pang			
Status	_	Proserpine, C		VIT	AE
(Circle of the Crone		Majesty			
	_00000		00000		
	_00000		00000	Vitae per turn	1
Earman			00000	BLOOD P	OTENCY
EQUIPMEN Sharp ceremonial bla			00000		
various skulls and bo			00000	00000	00000
shell set for divinatio			00000	HUMA	NITY
siten set for divinatio			00000		00000
		c 5		D	
		Size: 5	5 - 0	DERANGI	
			ng 5 Running 9	Sanguinary	Ammisin
×		DEFENSE:			
Armor:		INITIATIVE	Mode: 5		

QUOTE: "I think you'd better step back."

VIRTUE: Fortitude.	ľ	V
You are loyal to a fault, when others give you	Γ	Т
the opportunity to be so.	L	tra
	L	or

VICE: Envy. The night is filled with beauty, and you are trapped for an eternity in a form that brings only disdain and ridicule.

BACKGROUND: Only your sire knows what sins he felt you were guilty of that were severe enough to curse you with an eternity trapped in the twisted form of a Haunt. For more than forty years you traveled from city to city, hoping to find a place where you were not only accepted by other Nosferatu, but where you could walk into court with your head held high. Forty years of failure. Forty years of never spending more than a few months in any one location. Then two years ago your path brought you to Los Angeles, to the court of Prince Danton. She made you welcome and even more surprisingly, publicly chastised an officer of the court who ridiculed your appearance in her presence. Later that night, she summoned you into a private council and offered you a job. Publicly, you would serve as her bodyguard, your stony skin and impressive features acting as a reminder that the Prince is always well protected. Even more intriguing, however, was the second part of her offer – membership into a covert coterie dedicated to protecting the city from those who would bring strife to its citizens. You jumped at the chance to belong, both to the court and to the charming Prince, and you've served her with dedication and loyalty ever since.

ROLEPLAYING HINTS: You've been called a monster and, knowing that few will look beyond your appearance, have developed a surly attitude and public persona to match people's assumptions, down to wielding a large club when "on duty." In truth, however, you are a kind and gentle soul, with a soft spot for beauty, art and music. You rarely let others see that side of you, however, expecting that it would simply be one more bit of ammunition in their cruel arsenal. You are rarely out of sight of the Prince, except when she specifically requests private council with others. Even then, you know you are privy to her private thoughts and plans, special to her in a way that no one else in the domain is.

GOALS:

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• Protect Prince Danton from all who might do her harm.

• Find others who see beyond your surface appearance without leaving yourself vulnerable to those who judge you by your looks.

Notes: You have a 3-point blood bond to Prince Danton.

CLAN: Nosferati		enant: Unali	gned Co	OTERIE: Prince's	Coterie
VIRTUE: Fortitud	e VICE	Envy	PLAYER:		
>++				+	+-<
		Attr	IBUTES		
INTELLIGENCE	0000	STRENGTH	•••••	PRESENCE	
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► Academics (Art)	+		ILLS	•	
Computer	_00000	Empathy Subterfuge			00000
Investigation	_00000				00000
Politics	_00000				00000
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Brawl					
Stealth					
Weaponry (Mace)					
Intimidation			00000		00000
(Body Language)					00000
• • • •		+		•	•
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(Kung Fu)	_00000			***	
Status (City: L.A.)	_00000			WILLPO	
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GLENNON, WEASELY FACEMAN

OUOTE: "Oh, come on... of course there's something you want. Everyone wants something."

VIRTUE: Temperance.

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Like a miser saving for a rainy day you gather secrets in around you, waiting for the perfect opportunity to use them.

VICE: Greed.

No matter how much dirt you have on someone, you always want more.

BACKGROUND: You're among the newest of the city's Nosferatu, Embraced a few years ago by an unseen assailant and then abandoned still weak and woozy on the Elysium grounds. Upon discovering your ability to Obfuscate and your still-exploitable connections with various aspects of human society, Ward took you in and set about grooming you into his clique of

secret-stealers. Your sneaky side led you to the mysteries of the Circle of the Crone, rather than the logic of the Ordo Dracul or passion of the Sanctified, and you've made a bit of a name for yourself within the local Choir, both because of your utter amoral nature and your natural knack for Crúac.

ROLEPLAYING HINTS: You've never been much of a fashion plate, although you wear the best clothes your meager budget can afford. Something about you tends to set others on edge maybe it's the too-slick hair or the over-enthusiasm in your voice. You just try too hard for most people to really like you, although you've got a lucky streak when it comes to finding the folks who either need someone to talk to or have loose lips with the right motivation. You appreciate the protection that the Sandmen (and your connections to the Acolytes) afford you, but mostly you just want to stock-pile as much information on others around you (the dirtier the better) in order to protect yourself when things stop being quite so positive. You want to cement your role in the group, and think you may have found the next recruit to the Sandmen, although you haven't approached the others in the coterie about potentially bringing in Earl.

GOALS:

- · Convince the Sandmen and Earl that • Uncover the identity of your sire. he should join the coterie.

NOTES:

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NAME: Glennon		CONCEP	T: Weasely Face	man Gend	ER: <u>Either</u>
CLAN: Nosferatu		enant: <u>Circle</u>	e of the Crone C o	oterie: Sandmen	
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QUOTE: "Do you think I'm an idiot? D	on't pull that crap with me."		venant: <u>Unali</u> ce: Wrath	_ PLAYER:	OTERIE: L.A. Confidential
/IRTUE: Faith.	Y VICE: Wrath.	¥ >+			• • •
When people do the right thing and obey the	Eternal life and unbelievable power, and			BUTES	
aws, everything goes smoothly – even when	some folks still have to be jerks. It's enough to make a saint lose his temper, and you're	INTELLIGENCE 00000		•••00	
hose people are vampires.	no saint.		DEXTERITY		MANIPULATION
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ACKGROUND: You never made it past be	at cop during your career, mostly because you		S к	ills ———	
used to play the political ass-kissing gam	es that lead to promotions in the force. You		Streetwise		0000
	ed" in the line of duty, but that doesn't mean		Subterfuge		0000
	nood or the people who live there. If anything,	Politics 0000)	00000	0000
	en, because your hands are no longer tied with edom to really step in and put the hurt on the	Brawl (Fighting Dirty))	00000	0000
guys, whether they're gang-bangers, pim		Firearms (Pistol))	00000	0000
	enant because you see them as just more of the	Stealth OCC)	00000	0000
e political bullshit that you ran into in the	e department. Your coterie, on the other hand,	Weaponry (Stake))	00000	0000
	nt" attitude you do, and so you've got no trouble	Empathy 0000)	00000	0000
the idea of watching their back and you	i know that they have yours.)	00000	
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LEPLAYING HINTS: You've got no tolera	ance for scumbags, whether that means pimps who	Munuro		>	→
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DUOTE: "Just be careful, will you?"		CLAN: Mekhet VIRTUE: Prudend		ENANT: Invict		OTERIE: Inner Co	
	↓ <.	VIRTUE. Tradein	VICE			•	
IRTUE: Prudence.	VICE: Greed.			Attr		•	•
ou've felt first-hand what happens when ution is not taken. It's not a situation you	In your pain, you've drawn back to the familiar. Only in power is there protection, and you'll						
er want to experience again.	amass as much influence and wealth as possible	INTELLIGENCE			00000		0000
r	to shield your chosen family from any threats.			DEXTERITY			
↓	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	RESOLVE		STAMINA		COMPOSURE	
CKGROUND: When you caught Prince Dan	ton's eye and she brought you into the night in the	>+	+	Sκι	LLS ———	+	+
	er idealistic Carthian philosophies were not for you.	Academics	_00000	Persuasion			0000
	by the Inner Circle, but clung tight to the one thing our lover. You wanted something real, something not	Computer	_00000				0000
	nd the supernatural. For years you lived a double life,	Occult	_0000				0000
ting your time between your old life and your n	new one as a courtier and companion to the Prince.	Politics (Diplomacy		Subterfuge			0000
	East in the late 80s, you two remained in touch, and	Athletics	_00000				0000
	e rest of your coterie, your private link to your former l strings to get him home, but a mortar shell took his	Brawl	_00000	-			
	You were shaken to the core and voluntarily entered	<u>Stealth</u> Empathy	_00000				
	ur coterie doesn't know the nature of your tragedy;	(Body Language)	_				
that you requested not to be woken. However, they hoped your presence might stabilize her.	er, when Prince Danton began acting strangely last	Intimidation	00000				0000 0000
, they hoped your presence highly stubilize her.							
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	hk about the past. You know that you were a part of y struck. You also know that twined in that history	MERIT Status (City: L.A.)	s	↓ ≺ Fla	.ws	Healt	⊢≺ ⊓H
Los Angeles court for years before the tragedy thoughts of him, and even after your grief-ind	hk about the past. You know that you were a part of y struck. You also know that twined in that history luced torpor you're not really ready to delve deeply	MERIT Status (City: L.A.) Status (Mekhet)	s 00000	↓ ≺ Fla	.ws	Healt	гн ооооо
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NAME: Reese Harron **REESE HARRON, SHARP PIT BOSS CONCEPT:** Sharp Pit Boss **GENDER:** Either CLAN: Mekhet **COVENANT:** Carthian **COTERIE:** Café Bohème **OUOTE:** "Ask the boss." VICE: Pride PLAYER: **VIRTUE:** Fortitude VIRTUE: Fortitude. VICE: Pride. **ATTRIBUTES** Although you're not showy about it, you You are patient, a quiet constant presence always on the lookout for Café Bohème (both know that few are better than you when it **●●000** PRESENCE INTELLIGENCE ••000 the club and the coterie). comes to handling knives or reading others. **DEXTERITY** WITS **00000** STAMINA **••••••** Composure 0000 RESOLVE Skills -**BACKGROUND:** More than forty years ago, your ego got you into a conflict with the ≻+ Kindred who is now Seneschal of the city, Jaime Flint. It was a political faux pas that your Investigation Weaponry (Knives) 00000 _00000 newly-Embraced skills couldn't get you out of. Fortunately for you, Byrne (Flint's clan- and (Clash of Wills) 00000 Empathy 00000 covenant-mate) stepped in and took responsibility for your actions. You gave your rescuer Occult 00000 (Aura Perception) 00000 00000 a life boon then, and the Daeva's never called in that marker. You may have resented it Athletics Intimidation 00000 00000 00000 once, but over the decades you've formed an unspoken but solid partnership, and you hope Brawl 00000 Persuasion 00000 00000 to continue working with and for Byrne, boon or no. Drive Streetwise 00000 _00000 When Doran recruited Byrne to be the manager/face at Café Bohème, you were part of •0000 Subterfuge Firearms 00000 00000 the deal. Wherever Byrne needs you to be, that's where you're found, whether that's playing Larceny bodyguard, making sure no one is lying to the boss or providing a swift slice to the throat of 00000 .00000 _____ _00000 someone who's done the coterie or the club wrong. It's not that you're under Byrne's orders Stealth 00000 00000 00000 as much as you know it's in your best interests to do so. Survival 00000 00000 00000 >+ >+ **ROLEPLAYING HINTS:** Dark and sleek, you put forth an air of quiet confidence that few FLAWS MERITS HEALTH dare to test. When confronted, however, you're more than happy to prove exactly why you've Fighting Finesse (Knives) •••••••00000 got the reputation of being the deadly serpent of the Café Bohème. Your knives are never far Haven from hand, and while you generally avoid killing, you are more than willing to hurt, scare (Shared: Café Bohème) or severely damage those who would endanger Byrne, Doran, the rest of the coterie or the WILLPOWER Quick Draw 00000 wellbeing of the club. •••0000000 DISCIPLINES Status (City: L.A.) 00000 \rightarrow Auspex 00000 Status (Mekhet) 00000 GOALS: Celerity Status (Ordo Dracul) 00000 • Protect Byrne at all costs, and Doran to • Find a way to pay Flint back for the trou-VITAE Coils of the Beast .00000 00000 a lesser degree. ble they caused you, all those years ago. .00000 00000 .00000 Vitae per turn 1 00000 00000 **BLOOD POTENCY** EOUIPMENT 00000 4 sharp knives (2L), cell phone, •000000000 00000 PDA **NOTES:** You owe Byrne a Life boon. .00000 HUMANITY .00000 •••••••••• SIZE: _____5 DERANGEMENTS SPEED: Acting 5 Running 10 DEFENSE: _3_____

Armor: ____

INITIATIVE MOD: 4

DREW HYLAND, HOT-HEADED HOARDER

QUOTE: "Try it. It's hard to arrange a coup from under a pile of rubble... at noon."

VIRTUE: Prudence.

Y VICE: Wrath.

You're more than happy to do without, saving your resources until others will pay top dollar for them.

You're no one's fool, and anyone who tries to take advantage of you will pay the price.

BACKGROUND: You were the kid who saved his Halloween candy until the rest of the neighborhood had eaten all of theirs, then traded it for toys, money and favors. You spent all of your allowance and birthday money on the games others would never be able to get, then charged them every bit of their spending money for the chance to play on yours. By your twenties, you had amassed a fortune in real estate, investments and securities – and didn't have a single person you could call a friend.

You got taken just once, duped into a deal that ended with you having to avoid the sun for the rest of your life. You're not going to make that mistake again. You've parlayed your influence in the mortal world into a position within the Invictus and a place in what is arguably Los Angeles' oldest and most influential coterie. Admittedly, you're no more well-liked now than you were when you were a kid dickering over the going rate for jawbreakers, but at least now you've got enough money and power to get back at those who mock you for your uncouth ways or bestial appearance. You've had havens destroyed (sometimes with their owners still in them), business licenses revoked due to zoning changes, herds driven out of prominent feeding grounds.... Wait until you get your chance to serve as Primus (leader of the Invictus) – then you'll really show them what power in the right hands can do.

ROLEPLAYING HINTS: You're the epitome of new money, a brute in a silk suit. Your Embrace disfigured you, morphing your outer self to match your inner piggish nature, which has done nothing to earn you friends or admirers. Still, if you can't make them like you, you'll make them envy you. You dress to the nines in clothing that shows more price tag than good taste, and enough gold and diamond jewelry to choke a horse. You're loud, rude and quick to take offense. Your patience when it comes to business may be great, but when someone insults you, you really see red. That's how you ended up Embracing and abandoning Glennon, a two-bit punk who intruded on your business deals. He had no idea whose toes he was treading on, and you cursed him with the foulest fate you could think of – becoming a Haunt like you. Afterwards, you calmed down and covered up your deed, so as not to get in trouble with the Prince or the rest of your coterie for your rash actions, but you secretly gloat every time you see him, knowing you made him what he is today.

GOALS:

• Convince your coterie that it's time for you to become Primus for the Invictus.

• Avoid being found out as Glennon's sire.

NOTES: You are Glennon's sire, although he does not know it.

CLAN: Nosferatu	Cov	ENANT: Invictu		OTERIE: Inner Council
VIRTUE: Prudence		Wrath		
VIRIUE: ITudefice			PLAYER:	
>+ +		+		+ +
		Attri		
INTELLIGENCE	000	STRENGTH		PRESENCE 00000
WITS ••	000	DEXTERITY	••000	MANIPULATION
Resolve ••	000	Stamina	••000	Composure
<u> </u>		—————————————————————————————————————		• • -
Academics	00000	Socialize	00000	00000
2	00000	Streetwise	00000	00000
	0000	Subterfuge		00000
$D_1 \cdots (D_{n-1})$	00000		00000	00000
D = 1/(D) = T + 1	00000		00000	00000
Stealth	00000		00000	00000
Empathy			00000	00000
(Determining Desires)			00000	00000
Intimidation			00000	00000
Persuasion	00000		00000	00000
→ → 		+<		+ + <
MERITS		FLA	WS	HEALTH
	00000			•••••••00000
(Planning & Zoning Cor	nmission)			
Contacts (Planning & Z				WILLPOWER
Building Contractors)	0000	Dream		
		Discip Nightmare		
	00000	rughtmare	00000	
(\mathbf{I}, \mathbf{i})	00000		00000	VITAE
	00000		00000	
	00000		00000	Vites non term 1
(00000		00000	Vitae per turn1
EQUIPMENT	[00000	BLOOD POTENCY
Cell phone, briefcase, z				•000000000
maps for the city				
			00000	HUMANITY
				•••••00000
		SIZE 5		DERANGEMENTS
			5 Running 10	
		SPEED: Acting_	5 Running 10	

REX/RHEA INGRAM, SWEET TALKING CONVERTER

QUOTE: "Perhaps you simply haven't had your role explained to you properly yet. Let me explain...."

yet. Let me explain		′
VIRTUE: Prudence.	VICE: Pride.	-
You've learned your lesson: fleeting desires	All are called, but few are strong, wise and	INTELLIGE
and temporary pleasures are just distractions.	dedicated enough to rise to the challenge – you	WITS
You've got your eye on the big picture now, and won't let anything distract you.	are destined to be a force of greatness within the Sanctified.	RESOLVE
and won't let anything distract you.	the Sanctined.	
BACKCROUND: Vou come to Hellywood as	a youngster, lured by the call of the big screen.	Academics
	but fell into the party scene, burning out years	
	you were "called to the night," you continued	Computer Investigatio
	many friends (and just as many enemies) in	Occult
	busy close to breaching the Masquerade, you	Politics
	the hand of Takashi, the then-Sheriff of the you forcibly to see that you were wasting your	(Lancea Sa
	lly pursuits. You converted from the Carthians	Athletics
to the Sanctified, and have been faithfully fu		Brawl
	The second se	Drive
		Stealth
ROLEPLAYING HINTS: You adorn yoursel	f with subtle symbols of your faith, finding that	· /
they're less likely to offend those you hope to	o convert to the "right" way of thinking than	Common Se
	your devotion, but you hope to use it to ignite	Language (Ita
	vay. You catch more flies with honey than with Fire and brimstone have their place, but so does	Inspiring
a soft word and a seemingly empathetic ear.	The and offinistone have then place, but so does	Status
>+ +	├────	(Lancea Sa
GOALS:		
• Convert a vampire to the Lancea	Provide Argent with important informa-	
Sanctum - a convert from another	tion about what's really going on with	
covenant as you were is a particular	the city's political hierarchy.	
achievement.		
		E
>+ +	++- 1	Cell phone
		^

CLAN: Daeva	Cov	ENANT: Lancea	a Sanctum Co	oterie: Torque
VIRTUE: Prudence		Pride	PLAYER:	
		Attri	DUTTER	• • •
_				-
•		STRENGTH		PRESENCE
Wits		DEXTERITY	••000	MANIPULATION
Resolve •	0000	STAMINA	••000	Composure DODO
>	•	———— S кл		k k
Academics		Empathy		00000
Computer	00000	Expression (Preac		00000
Investigation	_00000	Intimidation		00000
Occult	00000	Persuasion		00000
Politics		(Proselytizing)		00000
(Lancea Sanctum)	0000	Socialize		00000
Athletics	00000	Subterfuge		00000
Brawl	_00000		00000	00000
Drive	_00000		00000	00000
Stealth	_00000		00000	00000
→		+	→	
MERITS		FLA	WS	HEALTH
Common Sense	_00000			
Language (Italian, Latir				
Inspiring				
Status	_			WILLPOWER
(Lancea Sanctum)	_00000	DISCIP	LINES	
	_00000	Majesty		
	_00000	Theban Sorcery		VITAE
	_00000	(Vitae Reliquar	<u>(y)</u>	
	_00000		00000	
	_00000		00000	Vitae per turn 1
-			00000	n n
	NT		00000	BLOOD POTENCY
Cell phone, crucifix,				•000000000
Reliquary in the form	<u> </u>		00000	HUMANITY
of the Testament of I	Longinus		00000	
(contains 5 Vitae)				
		SIZE: <u>5</u>		DERANGEMENTS
				DEIMINGEIVIENTS
		SPEED: Acting_	5 Running 9	DERANGEMENTS

NOTES:

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PAUL/PAULETTE IRIBE, ECCENTRIC FASHIONISTA

QUOTE: "Fabulous gown. Did you get it on sale from a thrift store?"

VIRTUE: Charity.

VICE: Pride.

Style is a gift, and you live to share yours with the world. All you ask in return is recognition of your genius. Your vision is unique and unequaled. Others may create clothing, but you envision art.

Parisian fashion, French art and cul-

ture.... It all exceeds the crudeness of

· Find a financial backer for your next

bring your vision into being.

show. You'll need a huge bankroll to

American offerings.

BACKGROUND: Born in France and educated in Paris, you studied with the finest European designers and were Embraced at the height of the decadent 1980s by a Daeva who recognized your vision and wanted to claim it for himself. Since then, you've flitted from one mentor to another, going on to greener pastures when your patron's vision (or bank account) fades. There's always another financier waiting around the corner for someone with your unique talent.

ROLEPLAYING HINTS: "Catty" doesn't come close to the level of witty and cutting commentary you bestow upon those whose fashion sense is lacking. You realize that appearances aren't everything, but they're certainly something and those who have neither pride nor vision in their physical appearance are probably wanting in other areas as well. As for you, you're exploring a dark phase, inspired by a recent exposure to a particular grisly Acolyte ritual. Beauty in the macabre, life and vitality within death and decay, all done bigger and more overstated than any other designer would dare. Fashion is not for the weak of heart.

GOALS:

≻

- Avoid having to choose a side in any clan or covenant arguments. After all, you will be returning to Paris soon, and politics here aren't really your problem.
- Never pass up an opportunity to talk bout the beautiful French countryside,

NOTES: Devotions: Arcane Sight

NAME: Paul/Paulette Iribe **CONCEPT:** Eccentric Fashionista **GENDER:** Either CLAN: Daeva **COVENANT:** Circle of the Crone **COTERIE:** None VICE: Pride VIRTUE: Charity PLAYER: **ATTRIBUTES** INTELLIGENCE **DOOO** STRENGTH **00000** PRESENCE **DEXTERITY** ●●●●● Manipulation ●● WITS **●●**000 STAMINA **©OOOO** Composure 00000 RESOLVE Skills – ≻+ **Empathy** Academics .00000 _00000 •••••• Persuasion Computer 00000 00000 Crafts (Clothing) ••••• Socialize 00000 (Finding Backers) Investigation 00000 00000 00000 Occult 00000 Subterfuge 00000 00000 Athletics 00000 .00000 _00000 Drive 00000 00000 00000 Larceny .00000 _____ 00000 .00000 Expression 00000 00000 (Fashion Design) 00000 00000 00000 FLAWS MERITS HEALTH Contacts ••••••000000 (Fashion Industry) 00000 Fame (Fashion Designer) WILLPOWER Language (French) 00000 •••0000000 Status (Daeva) DISCIPLINES 0000 Auspex 00000 Status Celerity (Circle of the Crone) 00000 VITAE Crúac (Rigor Mortis) 00000 .00000 00000 00000 Vitae per turn 1 00000 00000 **BLOOD POTENCY** EQUIPMENT 00000 Sketchbook, art pencils, cell •000000000 00000 phone, samples of ideas for next .00000 HUMANITY show .00000 •••••••••• Size: ____5 DERANGEMENTS SPEED: Acting 5 Running 10 DEFENSE: 2

INITIATIVE MOD: 5

Armor: ____

RAY/RAE JORDAN, OLD WOLF

QUOTE: "I was hunting while you were still sucking your mama's teat. What are you doing trying to challenge me?"

VIRTUE: Justice. You conduct yourself honestly, and respect others who do so as well.

VICE: Wrath.

Those who don't understand the ways of the predator are nothing but prey.

BACKGROUND: You've slept and woken from torpor enough times to be uncertain whether your memories are real or dreams. It doesn't matter much, though. Things are what they are, and you are what you are – a hunter. It may seem strange for someone as feral as you to prowl the streets of a town the size of L.A., but you know you're not the only predator on its streets – just the biggest, meanest and most deadly. Lately you've been on a personal mission: a street gang is trying to hone in on your territory, and you've put down a dozen of them in an increasingly messy fashion over the last few months. It started out purely protective, but you're finding that you're actually enjoying it now. The scent of fear and blood and death is intoxicating, and you can't wait for your next hunt. You have earned the respect of the Prince for helping her deal with threats to her domain, and now she allows you and your pack to walk your own path in exchange for your continued support when she needs someone or something taken down quickly. You're pretty sure she might rescind that permission if she knew about your latest hunts, especially since you're not sure that the latest victim was actually a member of the gang, but what she can't prove can't hurt you.

ROLEPLAYING HINTS: You're a wild thing trapped in a mostly-human body. You wear clothing to better pass among your prey unnoticed, but care nothing for fashion or appearance. You obey the traditions, not because others demand it, but because they come naturally to you. Subtlety makes for good hunting, respecting the territory of others when you walk within them is just smart, and anyone you bring over into the night would be a part of your family so of course you'd take care of them. Other than that, however, you have little interest in the inanities of night-to-night vampiric society. You only attend gatherings to support and protect your pack, and to find out more information to aid you in your hunt.

CLAN: Gangrel	Cov	ENANT: Carth	nian Co	OTERIE: The P	ack
VIRTUE: Justice	VICE	Wrath	PLAYER:		
>++			•		
		ATTR	IBUTES	,	·
Intelligence	•000	STRENGTH	●●● 00	PRESENCE	••••00
Witts	•000	DEXTERITY	•••00	MANIPULATION	√ ●0000
Resolve •	•000	STAMINA	••••0	Composure	•••00
>+	+	—— Sк	ills ———	+	
Investigation		Intimidation (S	inarl)		00000
Medicine	_00000	Subterfuge			00000
Politics	_		00000		00000
(Group Dynamics)	_00000		00000		00000
Athletics	_●●000		00000		00000
Brawl (Claws)			00000		00000
Larceny	_00000		00000		00000
Stealth	_●●000		00000		00000
Survival	_●●000		00000		00000
Empathy	_00000		00000		00000
0 0	00000				
Brawling Dodge	00000				
Direction Sense					
Direction Sense Fast Reflexes	.00000				
Fast Reflexes	_00000 _00000			Willp	
Fast Reflexes Status (City: L.A.)				Willp	
Fast Reflexes	_00000 _00000		PLINES	Willp ••••	OWER
Fast Reflexes Status (City: L.A.) Status (Gangrel) Status	_00000 _00000 _00000 _00000	Disci	PLINES		OWER 00000
Fast Reflexes Status (City: L.A.) Status (Gangrel)		Disci Protean	PLINES	Willp ••••	OWER 00000
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Fast Reflexes Status (City: L.A.) Status (Gangrel) Status (Carthian Movement	-0000 -0000 -0000 -0000 -0000 -00000 -00000	Disci Protean	PLINES 00000 00000 00000 00000 00000	WILLP •••••• ····· ····· ····· ····· ····· ····· ····· ····· ····· ····· ····· ····· ····· ····· ······	OWER OOVER OOOOOO AE 1 OTENCY
Fast Reflexes Status (City: L.A.) Status (Gangrel) Status (Carthian Movement	-0000 -0000 -0000 -0000 -0000 -00000 -00000	Disci Protean	PLINES 00000 00000 00000 00000 00000 00000 00000 00000	WILLP	OWER OOOOOO OOOOOO AE I OTENCY OOOOOO
Fast Reflexes Status (City: L.A.) Status (Gangrel) Status (Carthian Movement	-0000 -0000 -0000 -0000 -0000 -00000 -00000	Disci Protean	PLINES 00000 00000 00000 00000 00000 00000 00000	WILLP	OWER OOOOOO OOOOOO AE I OTENCY OOOOOO
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Fast Reflexes Status (City: L.A.) Status (Gangrel) Status (Carthian Movement	-0000 -0000 -0000 -0000 -0000 -00000 -00000	Disci Protean Resilience Size:5	PLINES 00000 00000 00000 00000 00000 00000 00000 00000	WILLP WILLP WILLP VII VII VII VII VII VII VII VI	

LEATRICE/LEVI JOY, LIFE OF THE PARTY

QUOTE: "I'm here. Let the fun begin!"

VIRTUE: Hope. VICE: Lu Things always tend to work out for you, and you sincerely believe that nothing bad can happen to you when you're partying.

VICE: Lust. Just because you're dead doesn't mean you can't enjoy life, right?

BACKGROUND: Few vampires in the city of Los Angeles are as young as you are, or have come as far as you have in as short a time. You were Embraced at the height of your career, less than a year ago, and have managed to keep up a public image in the mortal world. You've managed to parlay your reclusive reputation into your trademark, appearing only rarely and when you're fairly sure the gossip hounds will be out and about but the paparazzi (with their pesky cameras) will not. You know you can be photographed, if you put your effort towards it, but any clandestine photos inevitably come out blurred (as they do of all Kindred).

Café Bohème is a godsend for you. There, you can meet with fans and bigwigs in the industry without the fear of being photographed by surprise, and have Adams do the occasional (and very taxing) publicity photos. You've professed super-high standards as a reason why you haven't taken any new filming contracts in the last year or two, but you know that you can only play out the reclusive diva thing so far before the next big star is going to eclipse you.

ROLEPLAYING HINTS: You're always dressed to kill, and are a trend setter rather than a follower of fashion. Nothing is so outlandish that you can't pull it off, and you make up for not being able to be on the cover of entertainment magazines or on the big screen by making as big a splash in person as you possibly can. All eyes should be on you – after all, you are the star. Your role within your coterie is to keep an eye on the party crowd and find out those things that people admit to those they love (and lust after) but would never tell anyone else. You, of course, report them back to Flint, in exchange for him looking the other way when you're a bit indiscreet in tempting other vampires into feeding from you.

GOALS:

- Find a way for vampires to be accurately caught on film for more than a brief time.
- Lure high ranking members of the city, especially the Prince, into drinking from you and (hopefully) becoming blood bound to you.

Notes: The following Kindred have a blood bond to you: Adams (1 point), Hamilton (1 point)

CLAN: Daeva	Cov	ENANT: Circle	of the Crone Co	OTERIE: Chiave	e
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MR./MS. LEWIS, CALCULATING FINANCIER

QUOTE: "I'm sorry. I just don't think that's a profitable proposal."
VIRTUE: Justice.
Might makes right, and you believe in stacking the odds in your own favor.
VICE: Greed.
To the victor go the spoils, and you intend to make sure you and yours are always the victors.

BACKGROUND: In 1868, a former governor established the first bank in Los Angeles. By 1870, the Invictus in the area controlled it. You "inherited" a major share in the local banking industry in the early 1940s, and were integral in rebuilding the area's fiscal stability over the next few decades. You've recently handed off the control of the area's banking to others so you can concentrate on Kindred concerns, but you're still waist-deep in money and know more about the industry than anyone else in town.

Others may see you cold and calculating. In truth, you've spent more than fifty years assessing the financial world in terms of assets and losses, risks and gains, and you tend to see the rest of reality in the same fashion. You were Primus of the Invictus until about ten years ago, when Doran's opening of Cafe Bohème at the then-Prince's behest seemed to indicate a possible rise in Carthian influence in the city. Your fears were justified when, after that Prince's death, Danton was put on the throne. Sensing the city would need the additional stability your coterie could provide, you handed the mantle over to Shinn and took up the reigns of your clan in the area instead, giving the Inner Council a two-pronged hold on the offices of the domain.

_____ →↓ ____ →↓ ____ →↓

ROLEPLAYING HINTS: From your business suit to your perfectly groomed nails, you're every ounce the premier financier. You look at every situation with cool judgment, squeezing out every potential ounce of profit while insuring against any loss for you, your coterie, covenant, clan and city – in that order. You disapprove of a Carthian prince on the throne, and now that the Prince's last "mentors" have been eliminated and she's exhibiting unacceptably odd behavior, you believe the time may be coming to put someone more appropriate on the throne. Perhaps the Invictus Seneschal, if he can be made to promise that your coterie will hold or increase their standing in the city?

GOALS:

NOTES:

• Invest funds into a project which will provide either fiscal or political gains.

• Recruit Ventrue from any of the other covenants into the Invictus. It's really where they belong, isn't it?

NAME: Mr./Ms. Lewis **CONCEPT:** Calculating Financier **GENDER:** Either CLAN: Ventrue **COVENANT:** Invictus **COTERIE:** Inner Council PLAYER: VIRTUE: Justice VICE: Greed **ATTRIBUTES** INTELLIGENCE **00000** PRESENCE 00000 **DEXTERITY** WITS **●●**000 STAMINA **••••••** Composure 0000 RESOLVE — Skills – ≻+ Academics (Banking) .00000 _00000 Computer 00000 00000 00000 Investigation 00000 _00000 _____ 00000 Politics (Kindred) 00000 00000 00000 Weaponry (Sword) 00000 00000 00000 Empathy 00000 00000 _00000 Intimidation 00000 00000 00000 Persuasion .00000 _____ _00000 00000 Subterfuge 00000 00000 00000 00000 00000 00000 MERITS FLAWS HEALTH Fighting Finesse (Sword) •••••••00000 Resources 00000 Status (City: L.A.) 00000 WILLPOWER Status (Ventrue) 0000 ••••000000 DISCIPLINES Status (Invictus) .00000 Auspex 00000 00000 Dominate 00000 00000 VITAE 00000 00000 .00000 00000 00000 Vitae per turn ____1 00000 00000 **BLOOD POTENCY** EOUIPMENT 00000 Sword concealed in cane (3L), •000000000 00000 cell phone, platinum credit card 00000 HUMANITY (\$300,000 limit) and \$25,000 00000 cash **SIZE:** _5 DERANGEMENTS

SPEED: Acting 5 Running 9

DEFENSE: 3

Armor: ____

INITIATIVE MOD: 5

QUOTE: "Don't give me this shit. Just	tell me what happened."	CLAN: Mekhet VIRTUE: Justice	-	Pride		OTERIE: L.A. Confid	
VIRTUE: Justice.	Y VICE: Pride.	↓ → → →		+		+	+-
You'll put your neck on the line to do the	When you know you're in the right, you			Attri			
right thing.	refuse to back down, no matter the cost.	INTELLIGENCE			••000		0000
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	se to the truth, and you were given the choice		0000			•	_00000
	ther number in your department's casualty list.			Firearms (Pistol)			_00000
	od dead, so you chose undead instead. Luckily	Investigation		Stealth			00000
	partment and got transferred to the night shift, ly on the payroll of the LAPD. It's a position	(Crime Scenes)	000	Survival			_00000
	ings of the mortal world, but also gets you a lot		000	Weaponry			_00000
of pressure to "fix" things. You've butted hea	ads with the Seneschal on numerous occasions			Empathy			_00000
	ill protect the Masquerade when it needs to be			Intimidation			_00000
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vampires who should know better than to ma	ake stupid mistakes.		0000		00000		_00000
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	in many museums and private galleries. Your	Investigation		Persuasion			_0000
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ROWAN MORRIS, REGAL PRIESTESS

OUOTE: "Have a little dignity, will you? You're a disciple of the Dark Mother, not some back-alley washerwoman."

VIRTUE: Faith.	VICE: Pride
You cannot help but believe, for you have tasted your goddess' blood upon your lips.	After being pe of the Morrigan but succeed?

e.

personally chosen by the hand an, how could you do anything

BACKGROUND: You were Embraced in 1918 while kneeling at the altar of your church, praying for the souls of your family members who had been taken by the Spanish Flu pandemic. Your sire was a woman with eyes of solid black and hair twined all about with raven feathers, and when you first saw her, you thought she was the devil coming for you. She whispered in your ear as she took the life from your body and gave you eternal protection from the plagues that beset your family, and her words convinced you that she was a blessing, not a curse. You never saw her again in the flesh, although you were struck with nightmares and visions thereafter, and she frequently appeared in those. One such vision directed you towards the then-Heirophant of Los Angeles, who took your visions as a sign of your destiny to join the Acolytes, and you've been a devoted and devout member ever since. A few months ago, when the former leader's blood grew too thick (and his actions began to endanger the area's Acolytes), you "helped" him into torpor and took up the mantle of the covenant yourself. You haven't claimed the title of Heirophant yourself, believing it is a role which must be supported by your covenant members, but you've been actively leading the Acolytes since the former Heirophant's torpor and grow weary of waiting for the rest of the covenant to make their decision.

ROLEPLAYING HINTS: From head to toe, you are a walking incarnation of the Dark Mother, and Her touch is evident in your clothing, jewelry and mannerisms. For you, the Circle of the Crone is not just a covenant - it is the family you lost so many years ago and a constant reminded of the manifestations of the dark divine, all rolled up into one blood-soaked bundle. You know not everyone is worthy of becoming an Acolyte, but all may serve the Her in one fashion or another. Those who are not worthy of the Choir may still serve – as sacrifices if nothing else.

GOALS:

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- Convert someone to the worship of the Dark Mother.
- Protect the interests of Circle of the Crone in Los Angeles, while convincing the rest of the Acolytes to name you Heirophant.
- Perform a ritual to celebrate the dark aspects of the Goddess, complete with appropriate sacrifice.

NOTES: You come into the game with Hydra's Vitae activated. You owe a Major boon to Flint for a past favor.

CLAN: Ventrue	Cov	ENANT: Circle	e of the Crone C o	OTERIE: None
VIRTUE: Faith	VICE	Pride	PLAYER:	
>+ +			•	+ + + +
		Attr	IBUTES	
INTELLIGENCE	0000	STRENGTH	00000	PRESENCE
WITS		DEXTERITY		MANIPULATION
RESOLVE		STAMINA		Composure
LESOLVE				COMPOSINE COCCC
>+	+	———— S к	ills —	• • •
Investigation		Subterfuge		00000
Medicine	00000		00000	00000
Occult (Female Deit	<u>ies)</u>		00000	00000
Larceny			00000	00000
Stealth Animal Kan (Snak				00000
Animal Ken (Snak Empathy				00000
Empathy Expression	00000			00000
Intimidation	00000		00000	00000
Persuasion	00000		00000	00000
	00000		00000	
Merri Fast Reflexes	00000		AWS	Health
Status (City: L.A.)				
Status (Ventrue)	00000			
Status				WILLPOWER
(Circle of the Cro	ne)	DISCI	PLINES	•••••00000
	00000	Animalism		
	_00000	Crúac		VITAE
	00000	(Pangs of Pros		
	00000	Mortis, Cheva	l, Hydra's Vitae)	
			000000	Vitae per turn 1
	00000			
F			00000	Broop Dominion
Equipm			00000	BLOOD POTENCY
Equipm			00000 00000	BLOOD POTENCY
Equipm			00000 00000 00000	••00000000
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Едирм		5	00000 00000 00000	••00000000 Humanity •••••00000
Equipm		Size:	00000 00000 00000	••••••••••••••••••••••••••••••••••••••
Equipm		SPEED: Acting.	00000 00000 00000 00000	••00000000 Humanity •••••00000

NIRA/NERO NALDI, DAEVA WANNA-BE

QUOTE: "Rules? Rules are for suckers and those too weak to disobey them and get away with it."

<u> </u>	· · · · · · · · · · · · · · · ·	1
VIRTUE: Charity.	Y VICE: Envy.	
Denied your heart's desire, you can't help	Regardless of the blood in your veins, you	
but assist others in achieving theirs. Un-	know you are truly one of the Daeva at heart.	
fortunately, you're often impetuous about	It's unfair that others have what is denied to	∔
going about it.	you – your nature, your soul, your destiny.	
>+ +	++<	
BACKGROUND: You were brought into the	e night after you unwittingly seduced your sire.	
He treated you like a princess for the first few	years you were in his care, and ensured you had	↓ I
everything you might need, but kept you from	m interacting with Kindred society at large. As	┢
a result, you did not learn anything about cou	urts or covenants – even the existence of other	
	ir exploration led you away from your home in	
	ne domain of Los Angeles. Along the way you	
	hidden from you and had your first encounter	┢
	n, you felt a kinship you'd never known could	
) years attempting to find a way to become one	
with those you feel should be your blood-kin	-	
→ → → → →	<u>→</u>	↓
Roleplaying Hints: You're a creature of	of your passions, having Embraced several times	
	yourself) believe you'd have been better served	
to have been Embraced Daeva rather than M	ekhet, and you're often mistaken for one of the	
	ne day a member of your covenant may discover	
	d, allowing you to leave your Mekhet ties behind	∔
	ive each night to the fullest, surrounding yourself	
in beauty, glamour and a dark depravity that v	would make any Succubus proud.	
>+ +	+ + + <	
GOALS:		Ł
• Discover an arcane means of changing	• Discover another Kindred's darkest	1
your clan lineage.	desires and set about fulfilling them.	
• Protect your position as Kogaion		
(leader) of the local Ordo Dracul.		
>+	۰	┢
Normo		1
Notes:		1
		1

CLAN: Mekhet	Cov	ENANT: Ordo	Dracul Co	OTERIE: None	
VIRTUE: Charity					
		Ā mm	RIBUTES	•	
				-	
		STRENGTH	00000		
WITS		DEXTERITY		MANIPULATION	
Resolve	0000	Stamina	•0000	Composure	••000
>+	+	Si	KILLS ———		+-
Academics		Subterfuge		·	00000
Investigation			00000		00000
(Arcane Research)	_00000		00000		00000
Occult (Daeva)			00000		00000
Politics	_●●000		00000		00000
Athletics	_00000		00000		00000
Stealth	_00000		00000		00000
Empathy	_●●000		00000		00000
Intimidation	_00000		00000		00000
Persuasion (Seduction	<u>n)</u> ••000		00000		00000
++		+<	>+	•	♦ <
MERITS		Fı	AWS	HEAL	TH
Status (City: L.A.)	_00000				00000
Status (Mekhet)	_00000				
Status (Ordo Dracul)	_00000			Waran	
Striking Looks	_00000	~		WILLPO	
	_00000		IPLINES		
	_00000	Auspex			
	_00000	Coils of the Di (Conquer the F		VITA	Æ
	_00000	<u> </u>	Beast)		
	_00000	Chastise the			
			00000	Vitae per turn	1
	_00000				
Fourther			00000	BLOOD P	TENCY
EQUIPME Flegant and attention	NT		00000	BLOOD P	
Elegant and attention	NT n-drawing		00000		
EQUIPME Elegant and attention clothing, a blood-red	NT n-drawing		00000 00000 00000	••0000	0000
Elegant and attention	NT n-drawing		00000		0000
Elegant and attention	NT n-drawing		00000 00000 00000		
Elegant and attention	NT n-drawing	Size: _5	00000 00000 00000	Human Derange	OOOOO NITY OOOOO EMENTS
Elegant and attention	NT n-drawing		00000 00000 00000 00000		NITY OOOOO MENTS

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NAVARRE, PEACEMAKER

QUOTE: "Let's sit down and talk this out. I'm sure we can come to an understanding."

VIRTUE: Faith.

There's always the potential for a peaceful outcome, if folks can just be persuaded to see it.

VICE: Sloth. Talking things out may seem like a lot of

work sometimes, but it's nothing compared to the exertion of combat or an all out war.

BACKGROUND: You've always been a lover, not a fighter, but you've always had bad luck convincing others of that. In school, something about you seemed to attract those wanting to test their martial prowess, and you learned to end a fight quickly, when you couldn't avoid it altogether. When the Vietnam draft lottery started up in December of 1969, your number was the first to be called. You couldn't bring yourself to fight in a war you didn't understand or support, so you headed north to Canada to dodge the draft. You managed to avoid the Army, but not your fate. You were Embraced after rescuing a new-to-the-night Ventrue who found that her vampiric powers were no match for the half-dozen street punks who had her cornered. Between the two of you, however, you managed to escape, and in her gratitude she shared her "gift" with you. You wandered for decades, avoiding trouble wherever you could, but it followed you all the way to L.A. where you finally decided to settle down and try to deal with your problems head-on. It's worked, so far. You've built a name for yourself among the Kindred in town as a sensible sort who's more than capable of stopping any fight with either words or action.

ROLEPLAYING HINTS: Violence isn't the answer, but unfortunately, sometimes it's all people will respect. You go through your nights living the adage of speak softly and carry a big stick, although you prefer not to use it if at all possible. Still, when vampires need to be shaken in order to listen to sense, you're more than capable of doing so – for their own good, of course.

GOALS:

NOTES:

- Protect the interests of the Carthian Movement within the domain.
- Talk down any situation which seems likely to degenerate into combat, and negotiate a peaceful outcome.
- Convince the Prince to settle an important city issue by voting or other democratic means.

NAME: Navarre		CONCEPT	r: Peacemaker	Gen	DER: Either
CLAN: Ventrue	Cov	enant: <u>Carthi</u>	ian Co	OTERIE: None	
VIRTUE: Faith	VICE	Sloth	PLAYER:		
>++				+	+-
		Attri	BUTES		
INTELLIGENCE	•00	STRENGTH	••••0	PRESENCE	••000
Wrts	000	DEXTERITY	•••00	MANIPULATION	••000
Resolve	•00	Stamina		Composure	••000
>+		Sкі			
	0000	Intimidation		•	00000
	00000	Persuasion			000000
P 1	00000	(Negotiation)			00000
Brawl			00000		00000
(Submission Holds)					
P.	00000				
2 11	00000				
Survival	00000		00000		00000
Weaponry (Stakes)			00000		00000
Empathy	00000		00000		00000
↓ 			→	+	+ <
MERITS		FLA	WS	HEAL	TH
Brawling Dodge	00000			•••••	00000
Contacts					
(Police, Criminals)	0000			Warra	
-	0000	-		WILLPO	
	0000	DISCIE			
	00000	Resilience			
Status			00000	VIT	Æ
(Carthian Movement)	00000		00000		
	00000		00000		
0	00000		00000	Vitae per turn	1
EQUIPMENT			00000	BLOOD P	OTENCY
Cell phone, sunglasses,			000000	00000 C	
sharpened stakes (1L)			000000		
, , , , , , , , , , , , , , , , ,			000000	HUMA	NITY
			00000	•••••	0000
		SIZE: _ 5		Derangi	MENTS
				DERANGI	CIVILL'I VI O
		DEFENSE: 2			
APMOP.		INITIATIVE MC			

QUOTE: "Beware what lurks in the sha	adows for you may not like what you find."	CLAN: Mekhet VIRTUE: Fortitude	Covenant: Vice: Lust		
VIRTUE: Fortitude.	¥ VICE: Lust.			• •	+ +
You chose your path long ago, a dark and deca- dent spiral which you will never abandon.	The pleasures of the flesh may have changed, but you still drink just as deeply from that	Intelligence		ATTRIBUTES	PRESENCE
dent spiral which you will never abandon.	carnal draught.		DO DEXTER		Manipulation
			$\mathbf{O} \mathbf{O} \mathbf{S}_{\text{TAMIN}}$		Composure 0000
> + +	+ + + ≺	RESOLVE CCC	OTAMIN		COMPOSURE
	L.A. for almost 25 years, although many suspect	>+ +		Skills —	+ +
	from your mortal days, your research and occult	Academics	Persuasio		00000
	city, many of whom would never suspect their oo young to legally enter Los Angeles' nightclub		Socialize		00000
	hrough things, you use half-truths and others'		Subterfug		00000
preconceived notions about who and what y	you appear to be to wrap yourself in a protective	Occult			00000
	ed your reality. Despite your age, as the voice of	(Ancient Religions)			00000
he Mekhet you support your clan in the ci hey need, they get.	ity with great efficiency, making sure that what		000		00000
they need, they get.				00000	00000
	and second				
			<u> </u>	00000	
		Intimidation	000	00000	00000
ROLEDIAVING HINTS. Tunically drassa	d in dark colors and Victorian are clothing you		000 <u> </u>	→ †	+ + <
	d in dark colors and Victorian era clothing, you our manners are impeccable, and people think	Merits	000 <u> </u>	ooooo →↓ Flaws	Health
are self-assured, well-spoken and elegant. Y you're reserved until they try to take advanta	'our manners are impeccable, and people think age of a member of your clan in the city, at which	MERITS Contacts		≻ ↓ Flaws	Health
are self-assured, well-spoken and elegant. Y	'our manners are impeccable, and people think age of a member of your clan in the city, at which	MERITS Contacts (Club Goers)	••• ••	Flaws	Health
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are self-assured, well-spoken and elegant. Y you're reserved until they try to take advanta ime you have no difficulty unleashing your	'our manners are impeccable, and people think age of a member of your clan in the city, at which	MERITS Contacts (Club Goers) Status (City: L.A.) Status (Mekhet) Status	00 00 00 00 <u>Obfuscat</u> Theban S	FLAWS FLAWS DISCIPLINES Concery Con	HEALTH HEALTH WILLPOWER HEALTH WILLPOWER WILLPOWER
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 re self-assured, well-spoken and elegant. Y rou're reserved until they try to take advanta ime you have no difficulty unleashing your GOALS: Find out the intentions of Argent of Torque. 	Your manners are impeccable, and people think age of a member of your clan in the city, at which razor wit with stunning efficiency.	MERITS Contacts (Club Goers) Status (City: L.A.) Status (Mekhet) Status (Lancea Sanctum) OOC OOC OOC COC COC COC COC CO	00 00 00 00 00 00 00 00 00 00 00 00 00 (Vitae R 00 00 (Vitae R 00 00 00 (Vitae R 00 00 00 (Vitae R 00 00 (Vitae R 00 00 (Vitae R 00 00 (Vitae R 00 00 (Vitae R 00 (Vitae R 00	FLAWS DISCIPLINES e ●●●●00 Sorcery ●●●000 eliquary, Curse of Babel) 000000 000000 000000 000000 000000 000000 000000 000000 000000 000000 000000 000000 000000 000000 000000	HEALTH ••••••••••••••••••••••••••••••••••••
KASEY PERRY, ENTHUSIASTIC ARCHAEOLOGIST

QUOTE: "Fascinating. I've heard of something like this among the Anasazi, but I've never seen such a striking example before."

i ve never seen suen a striking example		T ≻∔					
VIRTUE: Temperance.	Y VICE: Guttony.	† (Ŧ	Attr	IBUTES	•	•
Balance is an important part of life (or unlife). You keep control of the Beast by balancing the mental/ physical, the urban/wilderness and the physical/ spiritual sides of your existence carefully.	The world is full of forgotten secrets just wait- ing to be discovered, lost stories untold for centuries. You have an eternity, but it will still not be long enough to hear them all.	INTELLIGENCE WITS RESOLVE		Dexterity Stamina	••000	MANIPULATION	••000 ••000 •••00
		>+	•		ills ——	+	+-
	were Embraced after taking what should have ahara desert. The exotic creature who brought	Academics		Expression	€0000		00000
	buld you ever stay more than a fortnight in the	(Anthropology)	00000				00000
	again claim the life she'd saved. Everything else	Computer		Persuasion			00000
	of the sun to the need for blood to continue on,	Investigation		Subterfuge			00000
	aking your life was true as well. It's led you to a	Occult (Artifacts) Drive					00000
	enjoy. You joined The Pack some years ago, and	Stealth					00000
of your academic lectures and occasionally of	gone ways, and tolerant (if not understanding)	Survival (Desert)	00000				00000
or your deddenne rectares and occusionarry of	sociative interest in editories of the past.	Animal Ken	00000 00000				00000
		Empathy	00000		000000		00000
piritual belief yourself, but out of a desire to gai ion (which explains why you've never progresse	the Circle of the Crone, not out of any particular in access to unique and ancient cultural informa- ed beyond the Choir). You are easily distracted by ng the big picture. You almost died once trying to ord as he attempted to use it to behead you.	Direction Sense Eidetic Memory Encyclopedic Know Language (Egyptia Resources			PLINES	WILLPO'	WER
Goals:	* * *	Status (City: L.A.		Animalism			
• Examine something mysterious and	• Lecture someone on the significance of	Status (Gangrel)		Auspex		VITA	r.
ancient.	some seemingly unimportant historic or	†	00000	Protean			
	cultural detail.		00000		00000		
			00000		00000	Vitae per turn	1
					00000	n n	
> 4 4		Backpack, khaki j			00000	BLOOD PO	
Notes:	Ť Ť	lots of pockets, G			00000	00000	0000
INUIES;		iots of pockets, O			00000	HUMAN	ITY
					00000		
		†					
				SIZE: <u>5</u>		Deranger	
				-	0		
		*		DEFENSE: 2			
		ARMOR:		INITIATIVE M	OD:		

NAME: Kasey Perry

VIRTUE: Temperance VICE: Gluttony

CLAN: Gangrel

CONCEPT: Enthusiastic Archeologist **GENDER:** Either

COVENANT: Circle of the Crone **COTERIE:** The Pack

PLAYER:

POWELL, RUTHLESS CRIME BOSS

OUOTE: "Every group needs someone who's not afraid of getting their hands dirty. I'm usually that someone."

VIRTUE: Fortitude.	VICE: Wrath.
When you set your mind to something, you see the job through to the (usually gritty) end.	Your temper lends a certair siasm for getting the job do

n fire to your enthulone.

BACKGROUND: Those who try to play in the world of organized crime without throwing their lot in with one of the major families often find themselves the unfortunate victims of those same mobs. Luckily for you, you caught the eye of Shinn, a Ventrue who was looking to expand his operations into the underworld, and were Embraced before the hit against you could be carried out. Your crass and bloodthirsty ways, however, proved a bit too much for Shinn to handle, and you've been estranged for the past few years. Like someone who takes home an alligator only to set it loose when it becomes too large to deal with, Shinn downplays your connection, which just makes you more determined than ever to topple his little mini-empire within the city. Now you're using the business you built under his early tutelage to build your own little empire in L.A., complete with ties to the next Prince of the city - Jaime Flint.

ROLEPLAYING HINTS: Suave and sophisticated you're not, but you get the job done without shirking or pussy-footing around. You keep the tools of your trade close at hand, and aren't afraid of getting a little blood on them. You may be a bit crude for some people's tastes, but you're the one they call when they need a dirty job done right. You learn everything you can about everyone you can, because you never know when you might need to target someone's Achilles' Heel.

GOALS:

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• Avoid being recruited (or worse) by those with mob or Mafia ties.

• Find a way to get back at Shinn without bringing retribution down on your own head.

NAME: Powell		CONCEPT	r: Ruthless Cr	rime Boss	_ GENDE	E R: Either
CLAN: Ventrue	Cov	ENANT: Invict	us C	OTERIE:	Chiave	
VIRTUE: Fortitude	VICE	Wrath	PLAYER:			
>++						
		Attri	BUTES		·	·
INTELLIGENCE	000	STRENGTH	••000	PRESEN	CE	0000
WITS	000	DEXTERITY	0000			
	000	STAMINA	••000			0000
RESOLVE CC				COMPO	SURE	
>++		——— S кi	LLS ——		+	+-
	00000	Expression	00000			_00000
Investigation		Intimidation (Th	nreats)			_00000
	00000	Persuasion				_00000
D 1	00000	Streetwise				_00000
E!	00000	Subterfuge				_00000
T	0000		00000			_00000
0. 1.1	99000		00000			_00000
Animal Ken	00000		00000			_00000
(Feral Whispers)	0000		00000			_00000
			00000	·		_00000
+ + + + + + + + + + + + + + + + + + + +		+<		+		←
MERITS Allies (Criminals)		FLA	WS		HEALTH	
Contacts	0000					0000
(Drug Dealers, Gangs)						
E D (I				l I	VILLPOW	ER
	00000	DISCI	PLINES	••		000
	00000	Animalism				
	00000	Dominate	00000		VITAE	
	00000		00000			
	00000		00000			
	00000		00000	Vitae	per turn 1	
_			00000		-	
EQUIPMENT			00000		DOD POT	
	eping		00000	•0	00000	000
Cell phone, PDA for kee			00000			
track of dirt on others, h					HUMANIT	Y
track of dirt on others, h revolver (2L) with silence	cer, semi-		00000		HUMANIT	
track of dirt on others, h	cer, semi-			••		
track of dirt on others, h revolver (2L) with silence	cer, semi-	SIZE: _5		•• De	••••••	000 ENTS
track of dirt on others, h revolver (2L) with silence	cer, semi-	SPEED: Acting_	00000	●● De	••000	000 ENTS
track of dirt on others, h revolver (2L) with silence auto pistol in leg holster	(1L)	SPEED: Acting_ DEFENSE: 2	00000 5 _{Running} 9	●● De	••••••	000 ENTS
track of dirt on others, h revolver (2L) with silence	(1L)	SPEED: Acting_	00000 5 _{Running} 9	●● De	••••••	000 ENTS

TAYLOR PRATTE, SKILLFUL LAWYER

QUOTE: "That's the common interpretation. However, in 1834, under the Praxis of Prince Heinrich, it was ruled...."

VIRTUE: Prudence.	VICE: Greed.
You never make a statement or take an action	You're entitled to every
without considering all the possible ramifications	negotiate and wheedle or
thereof – once bitten, twice shy.	a penny less.

e entitled to every cent that you can iate and wheedle out of others, and not

Achieve Acknowledgement (and if pos-

sible, an official role as a legal counsel) from the Prince or Seneschal of the

BACKGROUND: Lawyers are often called bloodsucking fiends, but you didn't realize how apt the term was until you came up as the prosecutor in a case against the ghoul of a San Francisco Ventrue. Despite all the money, influence and supernatural power the Kindred stacked up to protect his thrall, your expertise swayed the jury and the defendant was given the full sentence allowed by law. He died mysteriously the first night of his sentence, and you were visited by his regnant, who claimed you as his own. You signed a contract for a set term of service, but not until you'd negotiated your own Embrace at the end of your indentured period, as well as a generous stipend and complete education in all matters Kindred. He kept his end of the bargain, and you kept yours. You recently earned your freedom and moved south to begin establishing your own sphere of influence in the Los Angeles area.

ROLEPLAYING HINTS: You're always listening, taking in information, and you'll allow others to rattle on until they've come to an obviously false conclusion in their conversation. Only then, when they've spun out enough verbal rope to hang themselves, do you step in and pull the cord tight, leaving them no room to escape. You dress impeccably in every situation, and never appear ruffled in either form or attitude.

domain.

GOALS:

- Debate the interpretation and ramifications of the Traditions with someone.
- Be hired on retainer to represent someone's cause.

CLAN: Ventrue	Cov		T: <u>Skillful Law</u>	OTERIE: None
VIRTUE: Prudence				UTERIE: INOIRC
VIRIUE: Trudence		Greed	_ PLAYER:	
>+ +			•	+ +<
		Attr	IBUTES	
INTELLIGENCE	000	STRENGTH	00000	PRESENCE
WITS	000	DEXTERITY	0000	MANIPULATION
Resolve •	000	Stamina	••000	Composure 0000
		Su		
Academics (Law)		Empathy	ILLS	
	00000	Expression		00000
Investigation		Intimidation		00000
(Cross-Examination)			aining)	00000
0 1	00000	Subterfuge		00000
D 1:.:	00000		00000	00000
Di	00000		00000	00000
P:	00000		00000	00000
т	00000		00000	00000
0 11	00000		00000	00000
**		E.	~	
MERITS Contacts (Lawyers)	00000		AWS	Health
Language				
(Latin, Italian, French)				WILLPOWER
	00000	DISCI	PLINES	••••000000
Status (Lancea Sanctum)		Auspex		
	00000	Dominate		VITAE
	00000	Majesty		
	00000		00000	
	00000		00000	Vitae per turn 1
			00000	
EQUIPMENT			00000	BLOOD POTENCY
Wire-rimmed glasses, c	ell		00000	000000000
1 DD 1 1 · C			00000	T Te very services of
phone, PDA, briefcase			00000	HUMANITY
phone, PDA, briefcase				
phone, PDA, briefcase				
phone, PDA, brietcase		S IZE:5		
phone, PDA, brietcase			5 Running 9	Derangements
phone, PDA, briefcase				

RAVEL, JADED VETERAN

QUOTE: "That's nothing. You should have seen what happened to my buddy Bobby Pitts. Now that was an evisceration."

VIRTUE: Fortitude.	VICE: Sloth.
No matter what the world throws at you now, you've seen worse.	Things will be what they are. No sense rushing to meet your destiny.

BACKGROUND: War is hell, and for you, a firefight during the Tet Offensive proved to be a special kind of damnation. You were wounded badly and crawled into a bombed ruin to die in peace. Something in the shadows had other plans, however. The next night you woke hungry but healthy, although you'll always bear the scars of the injuries you took before becoming Embraced. It took you years to return to the United States, surviving in some of the harshest terrain and most brutal fighting the world has ever seen. Comparatively, Los Angeles' toughest gangs are a bunch of preschoolers squabbling over crayons, and you never hesitate to let others know just exactly how much worse things really could be.

ROLEPLAYING HINTS: You're most comfortable in the faded greens you wore for so many years both before and after your Embrace. Combat boots, military cap and your ever-present jungle knife are standard for you, along with the stakes that are a recent addition to your gear. You have long since torn all the insignias and patches from your gear, however. The soldier you were died in that dark ruin.

GOALS:

≻

- No matter what happens, tell about a situation that you saw during the war that made this look like child's play.
- If combat breaks out, end it quickly and quietly.
- Find a coterie to belong to, or form your own. Things are safer when you've got someone watching your back.

CLAN: Nosferatu	Cov	enant: Carth	nian Co	OTERIE: None	
VIRTUE: Fortitude					
	_ 10				
		Аттр	IBUTES	•	
	000			D	
INTELLIGENCE				PRESENCE	•••••
W115 C C		DEXTERITY		MANIPULATION	
Resolve ••		STAMINA	••000	Composure	•••00
>++		Sк	ILLS ———	•	+-
Computer	00000	Persuasion			00000
Investigation	0000	Subterfuge			00000
Politics	00000		00000		00000
Brawl	0000		00000		00000
Firearms (Pistols)			00000		00000
Stealth	00000		00000		00000
	0000		00000		00000
	00000		00000		00000
Intimidation			00000		00000
(Body Language)	00000		00000		00000
→ 		+<		+	+≺
MERITS		FL	AWS	HEAL	TH
	00000			•••••	00000
	0000				
2 · 1 D (D 1)	0000			WILLPO	WED
0 · 1 D (0 1)	00000	Dreet			00000
	00000	Vigor	PLINES		
~ ~ ~ ~ `	00000	Nightmare			
Status (Nosieratu)	00000	Obfuscate	00000	VITA	E
(Carthian Movement)			00000		
W/ D 1			00000		1
weaponry Douge	00000		00000	Vitae per turn	1
				BLOOD PO	DTENCY
EOUIPMENT			00000		
Equipment Two heavy revolvers (2			00000		0000
EQUIPMENT Two heavy revolvers (2 sharpened wooden stake	L), two		00000	•00000	
Two heavy revolvers (2	L), two				
Two heavy revolvers (2	L), two		00000	•00000	NITY
Two heavy revolvers (2	L), two	Size: 5	00000		
Two heavy revolvers (2	L), two	SIZE: <u>5</u>	00000 00000 00000		
Two heavy revolvers (2	L), two		00000 00000 00000		NITY OOOOO EMENTS

	-MAY-CARE ACTOR	CLAN: Ventrue COVENANT: Lancea Sanctum COTERIE: Starlight					
UOTE: "I'll try anything once. Twice ju	ist to make sure."	VIRTUE: Charity VICE: Gluttony PLAYER:					
IRTUE: Charity.	VICE: Gluttony.	¥ ≻++				+	+ ·
· · · · · · · · · · · · · · · · · · ·	It's easy for you to drown yourself in the			Attr	IBUTES		
you possess with others.	"good things" in life, especially when they	INTELLIGENCE	••000	STRENGTH	••000	Presence	
	seem to come so easily to you.	WITS	00000	DEXTERITY	••000	MANIPULATION	0000
	· · · · · · · · · · · · · · · · · · ·	RESOLVE	0000			Composure	
CKCROUND: For a compire who has avist	ted for centuries, the intricacies of modern-			\$v	ills ———		
	sing. Your sire woke from decades of torpor	Computer		Persuasion		•	00000
	est imagination. He saw you in the role of a	Investigation	00000				00000
	essed with the idea that you, and you alone,	Medicine		Subterfuge			
	orld he'd woken into. Thus were you, hack	(Recreational Substa	ances				
	the right and noble clan of Lords. You were	Politics			000000		00000
	Dillard, who tempted you out to Los Angeles . So far you haven't seen much of it, but you	Athletics (Dance)			00000		
e high hopes.	. So fai you haven t seen inden of it, but you	Brawl	00000		00000		
		Drive					00000
		Empathy			00000		00000
		Expression (Acting	<u>g)</u>		00000		00000
TEPLATUNG TUNES. TOU DEDONT IN DISC	ving any role to the hilt. It was your acting	X Anno 1		E.		T T	
ls that earned you entrance into the Café Bo lusive nightclub ever." And while you may	ying any role to the hilt. It was your acting ohème, which you choose to see as the "most v never be seen on the big screen again, you ll get you what you want, from sophisticated	Merr Allies (Actors) Barfly	TS 00000 00000		AWS		
ls that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil	bhème, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated	Allies (Actors) Barfly Fame	00000		4WS		
ls that earned you entrance into the Café Bo lusive nightclub ever." And while you may oy taking on whatever role seems like it wil	bhème, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated	Allies (Actors) Barfly Fame (Character Actor				Willpo	OWER
Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth	bhème, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue)		Disci	PLINES	Willpo	
Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS:	bhème, which you choose to see as the "most o never be seen on the big screen again, you Il get you what you want, from sophisticated hing in between.	Allies (Actors) Barfly Fame (Character Actor	•••••••• ••••••••••••••••••••		PLINES		
Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS: Try some new delight, preferably to	 bhème, which you choose to see as the "most v never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue)	•••••••• ••••••••••••••••••••	D iscr Dominate	PLINES 		
Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS:	 beheme, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member of the domain and begin making ties 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue)	••••••• •••••••• •••••••• ••••••	D iscr Dominate	PLINES		
Is that earned you entrance into the Café Bo usive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS: Try some new delight, preferably to	 bhème, which you choose to see as the "most v never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue)	•••••••• ••••••••• ••••••••	D iscr Dominate	PLINES 		
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Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS: Try some new delight, preferably to	 beheme, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member of the domain and begin making ties 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue) Striking Looks	•••••••• •••••••• ••••••••	D iscr Dominate	PLINES 	WILLPO	
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ls that earned you entrance into the Café Bo lusive nightclub ever." And while you may oy taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS: Try some new delight, preferably to excess.	 beheme, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member of the domain and begin making ties 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue) Striking Looks	•••••••••••••••••••••••••••••••••	Disci Dominate	PLINES 	WILLPO	••••••••• •••••••• •••••••• •••••••• •••••••• •••••••• •••••••• ••••••• ••••••• ••••••• ••••••• ••••••• ••••••• ••••••• ••••••• ••••••• ••••••• ••••••• ••••••• •••••••
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Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS: Try some new delight, preferably to excess.	 beheme, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member of the domain and begin making ties 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue) Striking Looks EQUIPM Cell phone, borrow	•••••••••••••••••••••••••••••••••	Discr Dominate Resilience	PLINES 	WILLPO WILLPO VITA VITA Vitae per turn_ BLOOD PO OOOOOC HUMAN	
Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may by taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS: Try some new delight, preferably to excess.	 beheme, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member of the domain and begin making ties 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue) Striking Looks EQUIPM Cell phone, borrow	•••••••••••••••••••••••••••••••••	Discr Dominate Resilience	PLINES 	WILLPO WILLPO VITA VITA Vitae per turn_ BLOOD PO OOOOOC HUMAN	
Is that earned you entrance into the Café Bo lusive nightclub ever." And while you may oy taking on whatever role seems like it wil eaucrat to modern party animal and everyth GOALS: Try some new delight, preferably to	 beheme, which you choose to see as the "most never be seen on the big screen again, you ll get you what you want, from sophisticated ning in between. Become Acknowledged as a member of the domain and begin making ties 	Allies (Actors) Barfly Fame (Character Actor Status (Ventrue) Striking Looks EQUIPM Cell phone, borrow	•••••••••••••••••••••••••••••••••	Discri Dominate Resilience Size: 5 Speed: Acting. Defense: 2	PLINES 	WILLPO WILLPO VITA VITA Vitae per turn BLOOD PO OOOOOO HUMAN	

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RODRIGO, MEDIA MOGUL

QUOTE: "I like the way you think. Let's run with that. Only how about we make a couple of changes..."

VIRTUE: Temperance.

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The system works best when everything's in its place. You don't mind stepping back when someone else is clearly a better fit for the situation. VICE: Sloth. Hard work is for imbeciles; you're an

idea man.

BACKGROUND: You're always alert for a good idea and quick to bend it to its fullest potential and claim it as your own. You've got a lot of resources at your avail: wealth, power, a strong coterie. And you're an expert at using those tools to get even more, with a minimum of risk or work on your own part. The advent of Café Bohème (both the club and the coterie) rankles you; these newcomers are stealing a lot of your thunder. You'd love to show them up, but at the moment they're a bit too big. Still, you're nothing if not patient. Eventually they'll show the chinks in their armor, and you'll be there to take advantage of them.

ROLEPLAYING HINTS: You've got no tolerance for scumbags, whether that means pimps who beat up their girls or vampires who abuse their ghouls. Your years on the street have taught you that poverty is no sign of immorality, and wealth doesn't equal goodness. You dress in plain street clothes, and don't look down on those who are less fortunate than you. That doesn't mean, however, that you'll tolerate lying, cheating or backstabbing from someone just because they're down on their luck. If a person (or vampire) can't walk a straight path, then you've got no use for them.

GOALS:

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• Recruit a member of Café Bohème to Photoplay.

• Convince the Prince to encourage Café Bohème to be opened to other photographers.

NAME: Rodrigo CLAN: Nosferatu	Cours			den Gen	
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VIRTUE: Temperanc	e VICE:	Sloth	PLAYER:		
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			5 Running 9		
	8	SPEED: Acting_	5 Running 9		
Armor:	9	SPEED: Acting_ DEFENSE: _2_	5 Running 9		

MICKEY ROSS, NOBLE THUG

QUOTE: "See, now you went and made me mad. I hate that. Why couldn't you just play fair?"

VIRTUE: Justice.	VICE: Lust.
You have a strongly developed sense of right and wrong, and have no problem breaking a few heads to encourage others to see things the same way.	With a certain "animal magnetism" and Striking Looks, you rarely have trouble attracting all the right kinds of attention – and rarely say no to the temptations that attention brings with it.
>+	+ + + <

BACKGROUND: You were only Embraced a few years ago, and are still reveling in the new powers and possibilities vampirism brings with it. Always a bit of a night owl, you don't mind not being able to go out during the day – heck, you tended to sleep most of the day before your Embrace anyway. You joined your coterie because they offered you a place to belong (and constant access to the coolest club in town) while not asking for you to limit your options, which suits you just fine. You know the rest of them have bought into one covenant or another, but you haven't seen the need. Why hamper yourself into one political group? Nothing they are offering is anything you really need.

ROLEPLAYING HINTS: You're full of confidence, especially in the Café, but not a bully. You aren't afraid to throw your weight around, but only in situations where it's clearly the right thing to do. You're more than willing to champion an underdog if their cause is good, or to be a bully if that's what it takes to get someone to see the error of their ways. You tend to wear simple clothes that suit your athletic build without looking like you're trying too hard. You don't have to go out of your way to look good; it just comes with the territory.

GOALS:

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- Catch someone in a cheat or lie and bring it to light, even if it means getting into a fight to do so.
- Remain Unaligned while reaping as many benefits as possible from those who would recruit you into their covenant.

CLAN: Gangrel	Cov	ENANT:	Unalign	ned	COTERIE:	Café Bo	hème
VIRTUE: Justice	VICE	Lust		PLAYER:			
<u> </u>							
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WITS		DEXTEN			•	ULATION	••000
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Survival Intimidation	00000						
(Physical Threats)				0000 0000	-		00000
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SANCHEZ, RESENTFUL RETIRED COP

QUOTE: "Don't talk to me about sacrifice. You have no idea." VIRTUE: Hope. Y VICE: Envy.

Despite everything your Embrace has cost you, you still secretly hope to discover a silver lining. Others were given so much with their Embrace. You covet not only their gifts, but their normalcy.

BACKGROUND: Maybe you were never the best beat cop in the world, but you loved your life. Loved your job, your family and your friends. Then came the day when some creep in a trench coat jumped out of the shadows and took that all away from you. You spent your first night wracked in pain as your body fought against the "gift" he forced upon you. When the sunrise brought sweet, merciful oblivion, you thought perhaps it was a nightmare, some horrible dream you'd wake up and tell your spouse about.

The next night found you staring in the mirror, incredulous at the monster looking back at you. You'd grown almost two feet, and somehow doubled your weight in a single night. Your hands are too massive to work your old service revolver, and there's no way you would let your spouse see you like this. Better that the world thinks you disappeared than know the cruel reality of your existence.

ROLEPLAYING HINTS: Although it's been years, you still move as if you're afraid your huge size is going to break everything around you. You are constantly on the lookout for insults, and were it not for your ability to hide yourself with Obfuscate, you might never leave the shadows at all. You have managed to use your years of experience with the police force in your home town to build new ties to the officers here in L.A., although you only interact with them through phone or email – you wouldn't want to terrify them with your monstrous countenance. Your experience and dedication have earned you the Prince's ear, despite others who claim that she keeps you around just in case she needs to have someone tear a vampire's arm out of the socket and beat him with the bloody stump. That only happened once, and you did apologize afterward. They really shouldn't have called you "Lurch."

GOALS:

• Find ways to help your coterie and the Prince without drawing attention to yourself.

• Discover a way to undo the physical changes that your Embrace cursed you with.

NAME: Sanchez		CONCEP	T: <u>Resentful Re</u>	tired Cop GENDER: Either
CLAN: Nosferatu	Cov	ENANT: Invict	tus Co	oterie: L.A. Confidential
VIRTUE: Hope	VICE	Envy	PLAYER:	
>+ +			•	++<
		Attr	IBUTES	· · ·
INTELLIGENCE	000	STRENGTH		PRESENCE
	000	DEXTERITY	0000	MANIPULATION 00000
1110	000	STAMINA		Composure
RESOLVE				COMPOSORE
≻+ +		———— S к	ills —	+ + <
	00000	Persuasion		00000
Investigation	0000	Streetwise		00000
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Brawl (Fighting Dirty)	00000		00000	00000
	0000		00000	00000
	0000		00000	00000
Empathy			00000	00000
	0000		00000	00000
Intimidation			00000	00000
(Body Language)			00000	00000
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MERITS		FL	AWS	HEALTH
Allies (Police)	00000			
Brawling Dodge	00000			
Contacts				***
(Police, Criminals)	0000			WILLPOWER
Giant	00000		PLINES	
Status (City: L.A.)	0000	Obfuscate		
Status (Nosferatu)	00000	Vigor		VITAE
Status			00000	
(Carthian Movement)	00000		00000	
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-			00000	n n
EQUIPMENT			00000	BLOOD POTENCY
Cell phone with voice c			00000	•000000000
(your fingers are too big	tor the		00000	HUMANITY
buttons)			00000	
				•••••••000
		Size: 6		DERANGEMENTS
		SPEED: Acting.	5 Running 11	
Custom made		SPEED: Acting. DEFENSE: 2	5 Running 11	

SHINN, ZEN LEADER

QUOTE: "I understand your point. I simply fail to see the necessity to express it in such terms."

VIRTUE: Faith.	VICE: Sloth.
Every action brings about its own reaction. When right is done, profit cannot help but follow.	There is no need to is taking right acti forward.

TICE: Sloth. here is no need to stress and strain. When one

s taking right action, the path flows smoothly orward.

BACKGROUND: You were raised by Buddhist parents who taught you to look for the flow of the world and work with, rather than against it. You found this philosophy exceedingly effective in your lifetime, where you worked your way up from entry clerk to the judiciary by recognizing and working with the forces in the court system. After your Embrace and induction into the Invictus in the 1950s, you used these lessons to control and direct the court system in the Los Angeles area, first on a local, then state level. You see other's ambitions and desires clearly, and are capable of shifting them subtly to achieve your own goals. You've been the leader of the Invictus in the city for almost ten years now, taking your turn at Primus as you and your coterie mates have for almost five decades. You look forward to handing over the reins to one of your companions soon, but not until you are certain the city is stable enough that the change will not cause an upheaval of any sort. With Prince Danton's eccentric behavior of late and the appointment (and subsequently secretive behavior) of the new Harpy, Thomas, you fear that perhaps the time for you to step down will have to wait.

ROLEPLAYING HINTS: You're always looking for a way to turn a situation to a profit, either financial or otherwise (such as when you Embraced Powell and brought him into the covenant). That does not, however, mean that you ever allow yourself to be seen as eager. You work hard to maintain a dignified and calm demeanor at all times, reflecting—and assessing—others' attitudes.

- GOALS:
- Find a polite partner to allow you expand your influences into the city's underworld.
- Stabilize the city's politics so that you can hand over the reins of the covenant to one of your coterie-mates.

Notes: You Embraced Powell almost five years ago in a failed experiment at bringing the city's underworld into your influence. You two are mostly estranged. He's far too rude for your tastes.

NAME: Shinn			T: Zen Leader		ER: Eithe
CLAN: Ventrue	Cov	ENANT: Invic	tus Co	OTERIE: Inner Co	ouncil
VIRTUE: Faith	VICE	Sloth	PLAYER:		
>++-			•	+	+
		Аття	RIBUTES		
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	000	DEXTERITY	0000	MANIPULATION	
Resolve	000	STAMINA			
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Academics (Law)		Persuasion			_00000
Computer	.00000	Subterfuge			_00000
Investigation Politics			00000		00000
(Judicial System)			00000		0000
Athletics (Tai Chi)					
Drive					0000
Stealth					
Animal Ken	.00000		000000		
Empathy			00000		_0000
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(Judges, Lawyers)	0000				
Resources	00000				
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Status (Invictus)	00000	Animalism			
	00000	Auspex		VITAE	3
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ANTONIO/ANITA 7	Г HOMAS,	Gossip-Slinging	HARPY
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QUOTE: "Let me tell you what really happened."

VIRTUE: Faith.	Y VICE: Envy.
Your mama always told you that gossip was a sin. Now you know that not only was what she said true, but that it's your role in the universe as well.	You're young and inexperienced in a world that values age and power. It's not your fault, but you are still hampered by it – a fact you resent greatly.

BACKGROUND: You're a young up-and-comer in Los Angeles' Kindred society, Embraced three years ago by then-Sheriff Takashi in what you've come to suspect was part of his plans to overthrow the domain. Fortunately for you, you retained plausible deniability of his scheming, and when he "disappeared" not long thereafter, the Prince took you under her wing. Last year she made you Harpy, a move which surprised many members of the domain. You've been working hard behind the scenes to try to discover what exactly happened to your sire, while proving yourself worthy of the Prince's trust as her Harpy.

ROLEPLAYING HINTS: You're very young to Kindred society, and still prone to thinking like a human. Harpy duties come easily to you, and you miss few details. You see yourself as the social conscience of the city, a watchful eye to remind others of the consequences and responsibilities of their actions. Others see you as naïve, but you think of yourself as possessing a willingness to learn and an assertive nature that suits your office well.

GOALS:

- Discover your sire's fate, and (if something untoward happened to him) bring the perpetrator's actions to the light.
- Figure out why Torque has showed up in Los Angeles, and make sure you make a good impression on these obviously powerful covenant members.

NOTES: Devotions: Verdical Tongue

• Unearth any clandestine alliances in the domain and record them in your notebook to bring to the public's attention when the time is right.

NAME: Antonio/Anita Thomas CONCEPT: Gossip-slinging Harpy GENDER: Either COVENANT: Lancea Sanctum COTERIE: None CLAN: Ventrue VICE: Envy PLAYER: VIRTUE: Faith **ATTRIBUTES** INTELLIGENCE **●●000** STRENGTH **DOOD** PRESENCE **DEXTERITY** WITS **•••••** STAMINA **••••••** Composure RESOLVE Skills – ≻+ **Expression** Academics 0000 _00000 Computer 00000 Intimidation 00000 00000 Persuasion Investigation 00000 00000 Occult Socialize 00000 00000 (Gossip and Rumors) Politics (Status) 00000 00000 Athletics •••••• Subterfuge _00000 Drive 00000 00000 00000 Larcenv 00000 .00000 _00000 Stealth 00000 00000 00000 Empathy (Body Language) 00000 00000 MERITS FLAWS HEALTH Status (City: L.A.) 00000 •••••••00000 Status (Ventrue) 00000 Status (Lancea Sanctum) WILLPOWER Striking Looks 00000 DISCIPLINES 00000 Dominate 00000 .00000 Majesty 00000 00000 VITAE 00000 00000 .00000 00000 .00000 Vitae per turn 1 00000 00000 **BLOOD POTENCY** EQUIPMENT 00000 Notebook, expensive pen •000000000 00000 00000 HUMANITY 00000 **SIZE:** _5 DERANGEMENTS SPEED: Acting 5 Running 9 DEFENSE: 2 _____ INITIATIVE MOD: 5 Armor: ____

ALISTAIR TRENT, SELF-CONTROLLED PRISCUS

QUOTE: "We who are closest to the Beast must be the most vigilant not to succumb to its predation."

VIRTUE: Prudence.	VICE: 1
The temptation to give in to the Beast within is always present, and you are always vigilant	
against it.	

VICE: Envy.

Others do not understand your trials, and you often wish you did not have to either.

BACKGROUND: The time immediately after your Embrace is a bloody blur to you. You gave yourself over wholly to the Beast, and it was only through the guidance of those older and wiser than you that you were able to come back to some semblance of control. They taught you arcane secrets for wrestling your Beast into submission, and now you fulfill that role for others of your clan, constantly teaching them how best to keep the reins of their Beast. As Priscus of the Gangrel for Los Angeles, you are responsible for your entire clan in the area, but you are also the person to whom all new Savages are brought. It's a lot of responsibility to bear, but if you can prevent one new Gangrel from being lost to the Beast, it is worth it.

ROLEPLAYING HINTS: You are the voice of reason, the epitome of control and civility. Losing your temper is an invitation to the Beast to come out, and that is something you never want to have happen again. You pity those who cannot keep mastery over their baser drives, and will do whatever you can to help them. You suspect that one of your clan members has begun to lose control, due to a number of extremely grisly murders being reported in the news of late, and hope to find out who it is so you can help them learn control before someone takes more extreme measures to put an end to their killing.

GOALS:

• Avoid going into frenzy at all costs.

• Help others deal with their vampiric state from a position of control, especially whoever has been murdering gang members in town.

Name: Alistair Tr	rent	Concept: S	elf-controll	ed Priscus GENDER: Either
CLAN: Gangrel	Cov	ENANT: Ordo Dra	cul C	OTERIE: The Pack
VIRTUE: Prudence	VICE	E Envy P	LAYER:	
		Attribu	TEO	
	••••			
INTELLIGENCE				PRESENCE
Wits •	0000	DEXTERITY	0000	MANIPULATION
RESOLVE		STAMINA	•000	Composure
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nvestigation		Intimidation	00000	00000
Medicine	00000	Persuasion		00000
Politics (Kindred)		Subterfuge	_00000	00000
Athletics	_00000		_00000	00000
Brawl (Claws)	_00000		_00000	00000
larceny	_00000		_00000	00000
Stealth	_00000		_00000	00000
Survival	_00000		_00000	00000
Animal Ken (Cats)	_00000		_00000	00000
Empathy	_●●000		_00000	00000
		+<	+	→ → <i><</i>
MERITS		FLAWS		Health
Status (City: L.A.)				
Status (Gangrel)				
Status (Ordo Dracul)	_00000			
	_00000			WILLPOWER
	_00000	DISCIPLIN	VES	
	_00000	Animalism	_0000	
	_00000	Coils of the Dragon		VITAE
	_00000	(Chastise the Beas	<u>t)</u> 00000	
	_00000	Protean	_00000	
	_00000		_00000	Vitae per turn <u>1</u>
F			_00000	Droop Domestory
EQUIPMEN	T		_00000	BLOOD POTENCY
Cell phone			_00000	••00000000
			_00000	HUMANITY
			_00000	
		Size: <u>5</u>		DERANGEMENTS
		SPEED: Acting 5	Running_10	
		Defense: _1		
Armor:		INITIATIVE MOD:	6	

TURGENEV, SECRETIVE SCIENTIST

OUOTE: "It's not magic. That's ridiculous. It's just that we don't have the tools to understand it yet."

VIRTUE: Faith.	VICE: Gluttony.
	The world is full of information, and you have an eternity to discover it all. It will not be long enough.

BACKGROUND: You served as a ghoul to a member of the Ordo Dracul for the majority of the Cold War, and when your regnant fled Russia in the early 1990s, you were taken with as one of her prized possessions. Realizing her blood had grown so powerful that she could not fight off torpor much longer, she Embraced you and appointed you her protector for her sleep. You joined the covenant you'd served for more than a century, and continued the research you'd done for her, seeking a means of avoiding the Fog of Ages that plagues vampires during their long sleeps. You're fairly certain it has something to do with alpha waves and REM patterns during torpored sleep, but the key has thus far eluded you. You've come to visit Los Angeles at the invitation of Naldi, who has hinted that she may have some additional insight into your research.

ROLEPLAYING HINTS: You're often distracted by your own thoughts, coming out of deep ponderings to ask intense and probing questions about seemingly casual topics of conversation going on around you. While you've never been torpored yourself (and you're deathly afraid of the idea) you are fascinated by others' experiences with torpor and grill anyone who mentions torpor about their memories of the experience, hoping to glean the tidbit of information that will unlock the secrets you've been pursuing.

GOALS:

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- Figure out a way to eliminate the Fog of Ages.
- Discover if Naldi really has information that can aid you with your research.

 Interview others about their experiences with torpor.

NAME: Turgenev	CONCE	EPT: Secretive Sci	ientist Gender: Either
CLAN: Mekhet	COVENANT: Ord	lo Dracul C	OTERIE: None
VIRTUE: Faith	VICE: Gluttony	PLAYER:	
>+ +		•	++<
	Атт	RIBUTES	
INTELLIGENCE	STRENGTH		PRESENCE 00000
*****	DEXTERITY	•••000	MANIPULATION 00000
Resolve •••	000 Stamina	●●● 00	Composure
>++	S		A <
Academics (History)	Empathy	00000	00000
	OOOO Expression	00000	00000
Investigation	Intimidation	00000	00000
(Probing Questions)	Persuasion		00000
Medicine	0000 Subterfuge		00000
Occult (Fog of Ages)	•••••	00000	00000
Science 🛛 🔴	•••••	00000	00000
Larceny	0000	00000	00000
-	0000	00000	00000
Survival 🛛 🖉	0000	00000	00000
Status (Mekhet) Status (Ordo Dracul) O O O O O O	Obfuscate 00000	CIPLINES 	WILLPOWER WILLPOWER WICHAE VITAE WICHAE W
for audio interviews, lapt		00000	••••••••
computer with electronic	·	00000	HUMANITY
of more than a century o		00000	•••••00000
research on the Fog of A	SIZE:		DERANGEMENTS
Armor:			

VANWYCK, SNOOTY SOCIETY COLUMNIST

QUOTE: "That might be intriguing, if one had any interest in the goings-on of ... such individuals. However, one does not."

BACKGROUND: You were born in a more ci meant something. The years haven't change everyone else. You are still the sophisticated you're forced to deal with those who are less and regal poise you always have. You know a winner when you see one, and a as a Kindred who was going places. You three to cement your ties with the ambitious and e interests because they are one and the same w	ed you, although they seem to have changed d, elegant individual you always were, and i than civilized, you'll do so with all of the wi almost fifty years ago Rodrigo caught your eye w your lot in with his, even joining the Orde effective Haunt. Now you protect him and his with your own.
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	the upper achalons of human and Kindra
society, while others can wade through the m tions that those "down below" could never he company of those who are above lowbrow hur structure and status system of vampiric society nots" that way.	nuck. You hear the secrets and see the connec ope to. You're always a bit aloof, preferring the nor and crass behavior. You love the traditiona
GOALS: • Interact as little with uncouth individuals as possible.	• Determine the identity of, and then forge ties with, members of the domain with two or more Status dots in the City of Los Angeles.
Notes:	
10115.	

CLAN: Ventrue	Cov	ENANT: Ordo I	Dracul Co	oterie: Photoplay
VIRTUE: Fortitude	VICE	Pride	PLAYER:	
>+		+		+ + <
		Attri	BUTES	
INTELLIGENCE	000	STRENGTH	•0000	PRESENCE
Witts		DEXTERITY	•••00	MANIPULATION
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>		—————————————————————————————————————	IS	i
Computer	00000	Persuasion	00000	00000
r	00000	Socialize		00000
Politics	00000	Subterfuge		00000
Athletics (Dance)	0000		00000	00000
	00000		00000	00000
	00000		00000	00000
Empathy			00000	00000
	0000		00000	00000
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ntimidation	00000		00000	00000
→ <			→	→ → <i><</i>
MERITS		FLA	WS	HEALTH
	00000			
Contacts (Bureaucracy,				
Makers, Finance, Mov High Society)				WILLPOWER
		DISCIP	LINES	
		Dominate		
	00000		00000	¥7
	00000		00000	VITAE
	00000		00000	
	00000		00000	Vitae per turn <u>1</u>
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EQUIPMENT			00000	BLOOD POTENCY
Hand-tailored suit, cust			00000	•000000000
nade shoes, one-of-a-ki			00000	HUMANITY
wallet/purse, cell phone	2		00000	
		SIZE: <u>5</u>		Derangements
			- 0	
		SPEED: Acting DEFENSE:	C Running 9	

↔

QUOTE: "Everyone's got something to t	fear. What are you afraid of?"		/ICE: Lust		OTERIE: Sandmen
	· · · · · · · · · · · · · · · · · · ·	VIRTUE: Justice VICE: Lust PLAYER:			
· · · · · · · · · · · · · · · · · · ·	VICE: Lust.		Āmī	RIBUTES	• •
veryone has some sin to atone for. You are n agent of the universe's judgment.	You relish terrifying others with a sadistic glee.	T	O STRENGTH		
agent of the universe s judgment.			DEXTERITY		Manipulation
			O STAMINA		Composure
♦ • •	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	RESOLVE			COMPOSURE
	a self-righteous bully, delighting in exploiting the	► →		KILLS ———	+ +
	er, stronger and better. You accepted the Nosferatu		OO Intimidation		00000
	ling in the righteousness of your own ostracism by r of the Lancea Sanctum, but over the years you've	Investigation	(Creepy Three		00000
own less concerned with the covenant and m	nore with serving as the agent of fear, discovering	(Ferreting out Fears) Occult	OOPersuasionOOSubterfuge		
	encounter. This led to your being asked to leave	Politics $\bullet \bullet \bullet \bullet$			0000
	allen in with the Sandmen here in L.A., and with within the domain – a niche based on terror.	Athletics			0000
	main because you exemplify what is to be one	Brawl OO			0000
	your role as Priscus has more to do with your	Stealth OOO			0000
nnection to Ward, and you seek to prove y	yourself truly worthy of your title by terrorizing	Empathy			0000
our clan members into submission wheneve	er you can.	(Sensing Guilt)	••	00000	0000
igious garb – any clothing that will elicit f	atively but powerfully – business suits, uniforms, fear and respect from those around you. You're	MERITS Contacts (Church, Doctors,		LAWS	Health
ligious garb – any clothing that will elicit for ways impeccable in dress, word and deed, en way the layers of protection surrounding you	fear and respect from those around you. You're nunciating carefully as you cold-heartedly strip ur target and lay bare the secret depths of their	Contacts (Church, Doctors, Fraternal Orders, Police,		AWS	Health
ligious garb – any clothing that will elicit for ways impeccable in dress, word and deed, er way the layers of protection surrounding you oul. Their tears are sweeter than any commu	fear and respect from those around you. You're nunciating carefully as you cold-heartedly strip	Contacts (Church, Doctors, Fraternal Orders, Police, War Veterans)		AWS	•••••••00000
ligious garb – any clothing that will elicit for ways impeccable in dress, word and deed, er way the layers of protection surrounding you rul. Their tears are sweeter than any commu- ore pleasant than any choir.	fear and respect from those around you. You're nunciating carefully as you cold-heartedly strip ur target and lay bare the secret depths of their	Contacts (Church, Doctors, Fraternal Orders, Police,		AWS	••••••••••••••••••••••••••••••••••••••
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ligious garb – any clothing that will elicit fe ways impeccable in dress, word and deed, er way the layers of protection surrounding you ul. Their tears are sweeter than any commu ore pleasant than any choir. GOALS:	fear and respect from those around you. You're nunciating carefully as you cold-heartedly strip ur target and lay bare the secret depths of their	Contacts (Church, Doctors, Fraternal Orders, Police, War Veterans) Status (City: L.A.) Status (Nosferatu)	Disc Nightmare	21PLINES ●●●●0 00000	••••••••••••••••••••••••••••••••••••
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RAVEN WARD, TIMELESS HISTORIAN

QUOTE: "Nothing remains secret forever. Everything is eventually unveiled for those patient enough to truly dedicate themselves to the search."

VIRTUE: Fortitude. You can wait forever, if that's what it takes. VICE: Greed.

Knowledge is power, and you want it all.

BACKGROUND: You've been in Los Angeles since the 1920s, when you came to the city to pursue your academic studies, and were "recruited" into the Nosferatu. You have seen it boom from a farming and oil community to the media metropolis it is today. You've served the city as Master of Elysium for almost thirty years now, although the current Prince tends to prefer to throw her gatherings in places more lively than the two-centuries-old mission that serves as the official Elysium for the city. That suits you just fine, as it means you're rarely called upon to police that sacred ground. You've spent your spare time building the Sandmen, a coterie that has become synonymous with clandestine knowledge and blackmailworthy secrets.

ROLEPLAYING HINTS: You are a master of remaining unseen, and few in the domain can spot you when you want to remain hidden. You've used this ability to infiltrate private meetings, sneak into council sessions or just to get the lowdown on who's planning what. You tend to dress in antiquated clothes, sometimes far older than your own life-era, to lend a certain air of mystery to your demeanor. You sometimes pretend to not understand modern technology, although you're actually more than casually adept with a computer - it's a necessary tool for your research.

GOALS:

 \rightarrow

• Eavesdrop on any out-of-town Kindred, paying particular interest to any dirt or weaknesses they may reveal. • Judge Earl to determine if he might be a good candidate for the Sandmen.

NAME: Raven Ward CLAN: Nosferatu C			torian Gent oterie: Sandme	DER: <u>Either</u>
	/ICE: Greed			
VIRIOE: TOTHUGE		PLAYER:		
>+ +		•	•	
		RIBUTES		
INTELLIGENCE	O STRENGTH	••000	PRESENCE	••000
Wrts	DEATEMIT	•••00	MANIPULATION	••000
Resolve 000	O STAMINA	••000	Composure	•••00
>	S	KILLS ———	•	
Academics	Intimidation	●●000	•	00000
(Local History)	• Persuasion	00000		00000
Computer		00000		00000
Investigation	00	00000		00000
Occult Occult	00	00000		00000
Politics (Kindred)	00	00000		00000
Science O	00	00000		00000
Brawl 000	00	00000		00000
Larceny		00000		00000
Stealth (Eavesdropping)	00	00000		00000
↓ 		→	+	• ← ───
MERITS	Fi	.AWS	HEAL	ГН
Allies			•••••	00000
(Research Librarians)				
Contacts (Historians, Libraria			WILLPO	WFR
Professors, Scientists)	Droc	IPLINES		0000
	Obfuscata			
Status (City: L.A.)	00	00000	* 7	
Status (Nosferatu)		00000	VITA	E
Status (Ordo Dracul)		00000		
0000		00000	Vitae per turn	1
		00000	-	
EQUIPMENT		00000	BLOOD PC	TENCY
Old leather-bound books, anci		00000	•00000	0000
writing implements, Victorian	<u> </u>	00000	Human	ITV
era or earlier costuming		00000		
				0000
			D	
	SIZE: 5		DERANGE	MENTS
	SPEED: Acting		DERANGE	MENTS
	SPEED: Acting DEFENSE:	3	DERANGE	

REGAN WEBER, MOUTHY HERALD

QUOTE: "So, I said 'That's what she said last night....' And just then the Prince walked in."

VIRTUE: Hope.	VICE: Pride.
You're new to the night, and still firmly believe that it's a blessing rather than a curse.	You've been singled out for the Prince's at- tention. Others may think it's a joke, but you know it's no more than you deserve.

BACKGROUND: All your life, your mouth has gotten you into and out of trouble. It was what got you Embraced, when a member of the Carthian Movement rescued you from being steam-rolled by some over-enthusiastic loggers during a protest to protect a stretch of virgin woodland from deforestation. He taught you what you needed to know and indoctrinated you into the Carthian Movement before moving on again. You'd been in Los Angeles for a year or so when the last Herald was killed in the same mysterious attack that took the lives of Takashi the Sheriff and several other prominent domain officers. A few months later, the Prince walked in as you were spouting off about other covenants being outdated and no longer pertinent to the modern vampiric condition. She was amused, and announced you as the replacement for her missing Herald, claiming if you were going to run your mouth, you might as well be running it on her behalf. You've done your best to fulfill the role since then, with the help of Trent and the rest of the coterie who kind of adopted you as their pet project.

ROLEPLAYING HINTS: You're never shy about expressing your opinions or drawing attention to yourself. You're young, and your ideals are still mostly unaffected by the weight of becoming something other than human. Being made a part of the Prince's court has been challenging, especially since she's been behaving so strangely lately, but you are doing your best to serve her and do damage control on some of her more eccentric proclamations.



CLAN: Gangrel	Cov	ENANT: Carthiar	n Co	TERIE: The P	ack
VIRTUE: Hope			PLAYER:		
		ATTRIB	10000	•	
-	• • • • •			-	
INTELLIGENCE			••000		
WITS		DEXTERITY		MANIPULATION	
R ESOLVE	0000	STAMINA	•••00	Composure	••00
>+	•	Skili	.s ——	•	
Academics	_00000	Expression		·	000
Computer	_00000	(Rousing Speeche	<u>es)</u>		000
Investigation		Intimidation			000
Politics	_	Persuasion			000
(Environmentalism)	_●●●00	(Impassioned Deb	<u>ate)</u>		000
Athletics	_00000	Socialize	●00000		000
Drive	_00000	Streetwise	●00000		000
Stealth	_00000	Subterfuge			000
Survival	-00000		00000		000
Empathy	_●●000		00000		000
↓ 			→	+	+ <
Merits		FLAWS		HEA	LTH
Allies (Activists)	.00000			•••••	
Contacts (Activists, Env	ironmental				
Scientists, Lobbyists)				WILLP	OWER
Inspiring		Dreemrnate			
Status (City: L.A.) Status (Gangrel)		DISCIPLINES Majesty 00000			
Status	-00000	Resilience			
Status	_			VIT	AE
(Carthian Movement)			00000		
(Carthian Movement) Striking Looks			00000		
				Vitae per turn	
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	_ ●● 0000 _00000		00000 00000	Vitae per turn	1 OTENCY
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