

# Character Sheets

*For use with City in the Sand*

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MICHELLE/MICHA ADAMS, HOT SHOT PHOTOGRAPHER

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

VIRTUE: Hope.

Every individual and situation has a "good side" – the secret is just finding it.

VICE: Pride.

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:

- 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.

NAME: Micha/Michelle Adams CONCEPT: Hot Shot Photographer GENDER: Either  
CLAN: Gangrel COVENANT: Carthian COTERIE: Café Bohème  
VIRTUE: Hope VICE: Pride PLAYER:

ATTRIBUTES

INTELLIGENCE ●●●○○ STRENGTH ●●○○○ PRESENCE ●●●○○  
WITS ●●●○○ DEXTERITY ●●○○○ MANIPULATION ●●○○○  
RESOLVE ●●○○○ STAMINA ●●○○○ COMPOSURE ●●●○○

SKILLS

Academics	●○○○○	Expression	○○○○○
Computer	●○○○○	(Photo Exposes)	●●○○○
Crafts (Photography)	●●●○○	Socialize	●○○○○
Investigation	●●○○○	Subterfuge	●○○○○
Politics	●●○○○		○○○○○
Science	●○○○○		○○○○○
Athletics	●○○○○		○○○○○
Brawl	●○○○○		○○○○○
Stealth (Candid Shots)	●●○○○		○○○○○
Persuasion	●●○○○		○○○○○

MERITS

Fame (Exclusive Photographer) ●○○○○  
Fast Reflexes ●○○○○  
Haven  
(Shared: Café Bohème) ●○○○○  
Status (City: L.A.) ●○○○○  
Status (Gangrel) ●○○○○  
Status  
(Carthian Movement) ●○○○○  
Status (Movie Industry) ●○○○○

FLAWS

Animalism ●○○○○  
Auspex ●○○○○  
Protean ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

DISCIPLINES

EQUIPMENT

Cell phone (usually kept on vibrate so as not to attract attention and spoil a shot), camera with telephoto lens, laptop with photo manipulation/processing software

ARMOR:

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
□■■■■■■■■■■■■■■■■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 6

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

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VIRTUE: Faith.                      † VICE: Wrath.

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

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.

**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.

- 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.

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

INTELLIGENCE	●●○○○	STRENGTH	●○○○○	PRESENCE	●●○○○
WITS	●●○○○	DEXTERITY	●●○○○	MANIPULATION	●●○○○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●○○○

Academics		Drive	●●●●●	●●●●●
(Current Events)	●●●●●	Larceny	●●●●●	●●●●●
Computer	●●●●●	Survival	●●●●●	●●●●●
Crafts (Fashion)	●●●●●	Empathy	●●●●●	●●●●●
Investigation	●●●●●	Expression	●●●●●	●●●●●
Medicine (Recreational		Persuasion		●●●●●
Substances)	●●●●●	(Sweet Talk)	●●●●●	●●●●●
Politics	●●●●●	Socialize	●●●●●	●●●●●
Science	●●●●●	Streetwise	●●●●●	●●●●●
Athletics	●●●●●	Subterfuge	●●●●●	●●●●●

Barfly	●○○○○
Encyclopedic Knowledge	●●●●○
Status (Gangrel)	●○○○○
Status	

(Circle of the Crone)	●○○○○○	DISCIPLINES	
	○○○○○	Crúac	
	○○○○○	(Pangs of Proserpine)	●○○○○○
	○○○○○	Protean	●○○○○○
	○○○○○	Resilience	●○○○○○
	○○○○○		○○○○○

●●●●●●●○○○  
□□□□□□□□□□

●●●●○○○○○○

□□□□□□□□

Vitae per turn 1

●○○○○○○○○○○○○○○○○

●●●●●○○○○○

\_\_\_\_\_ **SIZE:** 5

**SPEED:** Acting 5 Running 9

DEFENSE: 3

INITIATIVE MOD: 5

**ARMOR:** \_\_\_\_\_



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

PAYTON BONPLAND, LOYAL PHILOSOPHER

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

VIRTUE: Prudence.

Upsetting the apple cart is just a waste of energy. Weighing all alternatives is the best way to come to a good solution.

VICE: Sloth.

Caution must be taken when implementing any plan – it's better to discuss things thoroughly before putting effort into changing anything.

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 bond 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 Bonpland CONCEPT: Loyal Philosopher GENDER: Either  
CLAN: Mekhet COVENANT: Carthian COTERIE: Prince's Coterie  
VIRTUE: Prudence VICE: Sloth PLAYER:

ATTRIBUTES

INTELLIGENCE	●●●○○	STRENGTH	●●○○○	PRESENCE	●●○○○
WITS	●●○○○	DEXTERITY	●●○○○	MANIPULATION	●●○○○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●○○○

SKILLS

Academics	●●○○○	Empathy	●○○○○	○○○○○
Computer	●○○○○	Expression (Debate)	●●○○○	○○○○○
Investigation		Persuasion	●●○○○	○○○○○
(Schmoozing)	●●○○○	Socialize	●●○○○	○○○○○
Politics	●○○○○	Subterfuge	●●○○○	○○○○○
Science	●○○○○		○○○○○	○○○○○
Drive	●○○○○		○○○○○	○○○○○
Larceny	●○○○○		○○○○○	○○○○○
Stealth			○○○○○	○○○○○
(Eavesdropping)	●●○○○		○○○○○	○○○○○

MERITS

Barfly	●○○○○
Resources	●●○○○
Status (City: L.A.)	●○○○○
Status (Mekhet)	●○○○○
Status	
(Carthian Movement)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

DISCIPLINES

Auspex	●●○○○
Obfuscate	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

EQUIPMENT

Cell phone, Shiny red convertible	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 5

ARMOR:

HEALTH

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

VITAE

□□□□□□□□□□
■■■■■■■■■■■■■■■■
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●
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HUMANITY

●●●●●●●●●●
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DERANGEMENTS

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.

**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).

**NAME:** Robert/Roberta Byrne **CONCEPT:** Charming Club Manager **GENDER:** Either  
**CLAN:** Daeva **COVENANT:** Invictus **COTERIE:** Café Bohème  
**VIRTUE:** Charity **VICE:** Greed **PLAYER:**

**ATTRIBUTES**

INTELLIGENCE	●●○○○	STRENGTH	●○○○○	PRESENCE	●●●○○
WITS	●●●○○	DEXTERITY	●●●○○	MANIPULATION	●●●●○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●○○○

**SKILLS**

Academics	●○○○○	Intimidation	●●○○○	○○○○○
Computer	●○○○○	Persuasion		○○○○○
Investigation	●●○○○	(Sweet Talking)	●●●○○	○○○○○
Politics (Boons)	●●●○○	Socialize	●●○○○	○○○○○
Athletics	●○○○○	Subterfuge	●●○○○	○○○○○
Brawl			○○○○○	○○○○○
(Submission Holds)	●○○○○		○○○○○	○○○○○
Larceny	●○○○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Empathy	●●○○○		○○○○○	○○○○○

**MERITS**

Barfly ●○○○○

Contacts (Media, Police, Show Biz) ●●●○○

Haven (Shared: Café Bohème) ●●○○○

Resources ●●○○○

Status (City: L.A.) ●●○○○

Status (Daeva) ●○○○○

Status (Invictus) ●○○○○

Striking Looks ●●○○○

**FLAWS**

**DISCIPLINES**

Majesty ●●○○○

○○○○○

○○○○○

○○○○○

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○○○○○

**EQUIPMENT**

**HEALTH**

●●●●●●●●●●

□□□□□□□□□□

**WILLPOWER**

●●●●●●●●●●

□□□□□□□□□□

**VITAE**

□□□□□□□□□□

■■■■■■■■■■■■■■■■

Vitae per turn 1

**BLOOD POTENCY**

●●●●●●●●●●

**HUMANITY**

●●●●●●●●●●

**DERANGEMENTS**

**SIZE:** 5

**SPEED:** Acting 5 Running 9

**DEFENSE:** 3

**INITIATIVE MOD:** 5

**ARMOR:**

# Alex Clark, Strong-Arm for God

QUOTE: “Maybe you need to be convinced of the truth, eh?”

## Virtue: Faith.

The path of destiny is difficult, but plain for those not too frightened to see it.

## Vice: Wrath.

It's so infuriating that others can't see the truth that is so clearly before them.

**BACKGROUND:** As a devout Catholic by birth, your world was devastated when you were cursed with vampirism. You railed at the injustice of having your life torn from you, and nearly had to be put down as a danger to yourself and others. You were quickly recruited into the Lancea Sanctum, however, by those who saw the opportunity to convert your confusion and anger into renewed devotion both to God and to your new covenant. You've struggled for years now to control the overwhelming rage within in you, but you know in your heart you'll never return to the bookish historian you were before your Embrace. You resent Ingram's cool calm and seemingly endless control – he obviously isn't filled with the same level of holy fire that you are, and yet his milquetoast platitudes earn more attention and respect from the Sanctified than your bull-in-a-china-shop outbursts.

**ROLEPLAYING HINTS:** You strive to put forth an air of calm, but just beneath the controlled exterior is a volcano of rage waiting to erupt. You honestly believe you were Embraced to convert the Damned to Longinus' teachings and to frighten those portions of humanity that are still capable of being worthy of God's love away from evil. Your life was sacrificed to fulfill these duties, so how dare anyone else balk at accepting their own roles?

## GOALS:

- Find a legitimate excuse to unfurl your anger (and Blood Scourge) at those who do not accept their role as part of the Damned.
- Make Ingram look bad without being obvious.

## NOTES:

NAME: Alex Clark CONCEPT: Strong-Arm for God GENDER: Either  
CLAN: Gangrel COVENANT: Lancea Sanctum COTERIE: Torque  
VIRTUE: Faith VICE: Wrath PLAYER:

## ATTRIBUTES

INTELLIGENCE ●●●○○ STRENGTH ●●●○○ PRESENCE ●●○○○  
WITS ●●●○○ DEXTERITY ●●●○○ MANIPULATION ●●○○○  
RESOLVE ●●○○○ STAMINA ●●●○○ COMPOSURE ●●○○○

## SKILLS

Academics (History)	●●●○○	Subterfuge	●○○○○	○○○○○
Investigation	●○○○○		○○○○○	○○○○○
Athletics	●●●○○		○○○○○	○○○○○
Brawl	●●●○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Weaponry (Scourge)	●●●○○		○○○○○	○○○○○
Empathy	●○○○○		○○○○○	○○○○○
Intimidation (Bullying)	●●●○○		○○○○○	○○○○○
Persuasion	●○○○○		○○○○○	○○○○○
Streetwise	●○○○○		○○○○○	○○○○○

## MERITS

Fast Reflexes ●●●○○  
Fighting Style: Kung Fu ●●●○○  
Fleet of Foot ●●●○○  
Language (Latin) ●●●○○  
Status (Lancea Sanctum) ●●●○○

○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

## EQUIPMENT

Prominently displayed crucifix,  
sacrificial knife

ARMOR:

## FLAWS

## DISCIPLINES

Protean ●●○○○  
Resilience ●●○○○  
Theban Sorcery  
(Blood Scourge) ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

SIZE: 5

SPEED: Acting 5 Running 12

DEFENSE: 3

INITIATIVE MOD: 7

## HEALTH

●●●●●●●●●●  
□□□□□□□□□□

## WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

## VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

## BLOOD POTENCY

●●●●●●●●●●

## HUMANITY

●●●●●●●●●●

## DERANGEMENTS

# AVERY CONWAY, NETWORKING NEONATE

QUOTE: "There is always an opening, somewhere."

## VIRTUE: Fortitude.

Persistence is the key to accomplishing any goal, and you're like a terrier after a rat when you have something you want in your sites.

## VICE: Gluttony.

Life is a banquet, and just because the menu has changed doesn't mean you intend to starve.

**BACKGROUND:** You've danced at the edge of your "big break" for years now, thwarted by one turn of fate or another – a business goes bankrupt, someone embezzles all the investor's funds, you get turned into a blood-sucking creature of the night. It's always something, but you never let it get you down.

You've spent time in most of the major cities of the United States, scheming and schmoozing your way into deals, knowing that the right opportunity to catapult you into fame and fortune is just around the corner. The bright lights of L.A. lured you to the city a few weeks ago and you've just managed to get an invitation to the Prince's court. The city is just full of connections waiting to happen, and tonight's your opportunity to shake hands and make deals.

**ROLEPLAYING HINTS:** Your most recent focus is the movie business. With everyone fretting about whatever today's problems are, you know they'll be turning to entertainment to distract them from their woes, and you're going to be in the middle of it. You have neither film-making experience nor finances to back a production, but you're an expert at bringing people together, and you know that somewhere in the city there is the right combination of people just waiting to be connected. You can profit from being that conduit. You're always dressed to the nines – business suit, clean-cut, manicured appearance, ready for business. After all, you never know when the next opportunity is going to knock, and you are always ready to answer the door.

## GOALS:

- Gain audience with the Prince, get officially Acknowledged within the city and levy that into introductions to the rich or powerful members of the domain.
- 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.

## NOTES:

NAME: Avery Conway CONCEPT: Networking Neonate GENDER: Either  
CLAN: Mekhet COVENANT: Ordo Dracul COTERIE: None  
VIRTUE: Fortitude VICE: Gluttony PLAYER: \_\_\_\_\_

## ATTRIBUTES

INTELLIGENCE	●●○○○	STRENGTH	●○○○○	PRESENCE	●●●○○
WITS	●●●○○	DEXTERITY	●●●○○	MANIPULATION	●●●○○
RESOLVE	●●●○○	STAMINA	●○○○○	COMPOSURE	●●○○○

## SKILLS

Academics	●○○○○	Expression	●○○○○	○○○○○
Computer	●○○○○	Intimidation	●○○○○	○○○○○
Investigation	●○○○○	Persuasion	●○○○○	○○○○○
Occult	●○○○○	(Making Deals)	●●○○○	○○○○○
Politics (Networking)	●○○○○	Socialize	●●○○○	○○○○○
Athletics	●○○○○	Subterfuge (Bluffing)	●○○○○	○○○○○
Drive	●○○○○		○○○○○	○○○○○
Larceny	●○○○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Empathy	●○○○○		○○○○○	○○○○○

## MERITS

Barfly	●○○○○
Fast Reflexes	●○○○○
Resources	●○○○○
Striking Looks	●○○○○
Status (Mekhet)	●○○○○
Status (Ordo Dracul)	●○○○○
	○○○○○
	○○○○○
	○○○○○

## EQUIPMENT

Cell phone with wireless  
earpiece, PDA/planner.

## FLAWS

## DISCIPLINES

Auspex	●○○○○
Celerity	●○○○○
Coils of the Dragon	●○○○○
(Chastise the Beast)	●○○○○
Obfuscate	●○○○○
	○○○○○
	○○○○○
	○○○○○

## HEALTH

●●●●●●●●●●  
□□□□□□□□□□

## WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

## VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

## BLOOD POTENCY

●●●●●●●●●●

## HUMANITY

●●●●●●●●●●

## DERANGEMENTS

SIZE: 5

SPEED: Acting 5 Running 9

DEFENSE: 3

ARMOR: \_\_\_\_\_ INITIATIVE MOD: 6



GINO/GINA CORRADO, UNYIELDING MAFIOSO

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

VIRTUE: Justice.

There's a right way and a wrong way to do things. You like it when things are done the right way.

VICE: Greed.

You've worked hard to build your business and your reputation, and you're always looking 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.)

GOALS:

- 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 players are, and sell your support to one side or the other for a hefty price.
- 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.

NOTES:

NAME: Gino/Gina Corrado CONCEPT: Unyielding Mafioso GENDER: Either  
CLAN: Gangrel COVENANT: Invictus COTERIE: None  
VIRTUE: Justice VICE: Greed PLAYER:

ATTRIBUTES

INTELLIGENCE	●●○○○	STRENGTH	●●○○○	PRESENCE	●●●○○
WITS	●●●○○	DEXTERITY	●●●○○	MANIPULATION	●●●○○
RESOLVE	●●○○○	STAMINA	●●●○○	COMPOSURE	●●●○○

SKILLS

Academics (Business)	●●○○○	Empathy	●●○○○	○○○○○
Investigation	●●○○○	Intimidation		○○○○○
Politics (Boons)	●●○○○	(Veiled Threats)	●●●○○	○○○○○
Brawl	●●○○○	Persuasion	●●○○○	○○○○○
Drive	●●○○○	Streetwise	●●○○○	○○○○○
Firearms (Pistols)	●●●○○	Subterfuge	●●○○○	○○○○○
Larceny	●●○○○		○○○○○	○○○○○
Stealth	●●○○○		○○○○○	○○○○○
Survival	●●○○○		○○○○○	○○○○○
Weaponry	●●○○○		○○○○○	○○○○○

MERITS

Allies (Mafia)	●●●○○
Language (Italian)	●●○○○
Resources	●●●○○
Status (City: L.A.)	●●○○○
Status (Gangrel)	●●○○○
Status (Invictus)	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

DISCIPLINES

Resilience	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

EQUIPMENT

Cell phone with wireless earpiece, leather wallet with \$20,000 in cash, two heavy revolvers (2L), three sharpened wooden stakes in sheaths (1L), car and driver waiting outside the Café Bohème.

ARMOR: Kevlar vest tailored into an immaculate suit (1/2)

HEALTH

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

VITAE

□□□□□□□□□□
■■■■■■■■■■■■■■■■
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●
------------

HUMANITY

●●●●●●●●●●
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DERANGEMENTS


SIZE: 5  
SPEED: Acting 5 Running 10  
DEFENSE: 3  
INITIATIVE MOD: 6

CRONIN, RECLUSIVE TINKERER

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

VIRTUE: Fortitude.

You've sought the answer for decades, and will continue until you accomplish your goal, no matter how long it takes.

VICE: Greed.

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:

NAME: Cronin CONCEPT: Reclusive Tinkerer GENDER: Either  
CLAN: Nosferatu COVENANT: Circle of the Crone COTERIE: Photoplay  
VIRTUE: Fortitude VICE: Greed PLAYER:

ATTRIBUTES

INTELLIGENCE	●●●○○	STRENGTH	●●○○○	PRESENCE	●●●○○
WITS	●●●○○	DEXTERITY	●●○○○	MANIPULATION	●●○○○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●○○○

SKILLS

Academics (History)	●●●○○	Intimidation (Invading	○○○○○
Computer	●○○○○	Personal Space)	○○○○○
Crafts	●●○○○	Persuasion	○○○○○
Investigation	●●○○○	Subterfuge	○○○○○
Occult	●○○○○		○○○○○
Science	●●○○○		○○○○○
Larceny	●○○○○		○○○○○
Stealth	●●○○○		○○○○○
Expression			○○○○○
(Photography)	●○○○○		○○○○○

MERITS

Allies (Photographers)	●○○○○
Contacts (Film Industry, Historians,	
Photographers)	●●●○○
Encyclopedic Knowledge	●●●○○
Status (City: L.A.)	●○○○○
Status (Nosferatu)	●○○○○
Status	
(Circle of the Crone)	●○○○○
	○○○○○
	○○○○○

FLAWS


DISCIPLINES

Auspex	●○○○○
Obfuscate	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

EQUIPMENT

A variety of historic and modern cameras and video recording devices, tool kit, hooded cloak

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 5

ARMOR:

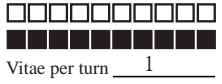
HEALTH



WILLPOWER



VITAE



BLOOD POTENCY



HUMANITY



DERANGEMENTS

AMELIA/EMILIO DANTON, ECCENTRIC PRINCE

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

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.

VICE: Pride.

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 naivet  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:

- 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)

NAME: Amelia/Emilio Danton CONCEPT: Eccentric Prince GENDER: Either  
CLAN: Mekhet COVENANT: Carthian COTERIE: Prince's Coterie  
VIRTUE: Charity VICE: Pride PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics Persuasion (Bribes)  
Computer Socialize  
Investigation Subterfuge  
Occult  
Politics (Kindred)  
Athletics  
Weaponry (Stakes)  
Empathy  
Expression  
Intimidation

MERITS

Fighting Finesse  
(Stakes)  
Status (City: L.A.)  
Status (Mekhet)  
Status  
(Carthian Movement)

FLAWS

DISCIPLINES

Auspex  
Majesty  
Obfuscate

EQUIPMENT

SIZE: 5  
SPEED: Acting 5 Running 10  
DEFENSE: 2  
INITIATIVE MOD: 5

HEALTH

Willpower  
VITAE  
Blood Potency  
Humanity  
Derangements

WILLPOWER

VITAE

BLOOD POTENCY

HUMANITY

DERANGEMENTS

Megalomania, Suspicion

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

<p><b>VIRTUE: Charity.</b></p> <p>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.</p>	<p><b>VICE: Lust.</b></p> <p>For you, there is only one goddess, one passion, one hunger – and her name is Faye.</p>
---	--

**BACKGROUND:** At the turn of the 20th century, you worked extensively with some of the world's most well-known 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.

**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.

INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

Academics	Persuasion	●●●●●	○○○○○
(Film History)	Socialize	●●●●●	○○○○○
Computer	Subterfuge	●●●●●	○○○○○
Investigation		○○○○○	○○○○○
Occult		○○○○○	○○○○○
Politics		○○○○○	○○○○○
Firearms (Pistol)		○○○○○	○○○○○
Stealth		○○○○○	○○○○○
Empathy		○○○○○	○○○○○
Expression (Film Making)		○○○○○	○○○○○

Allies (Film Historians)	●○○○○○
Contacts	
(Film Industry)	●○○○○○
Inspiring	●●●●●○
Status (City: L.A.)	●○○○○○
Status (Daeva)	●○○○○○
Status	
(Carthian Movement)	●○○○○○
	○○○○○○
	○○○○○○

[illegible]

●●●○○○○○○○○

□□□□□□□□□

Vitae per turn 1

●00000000000

●●●●●●○○○○

your previous work.

**SPEED:** Acting 5 Running 11

**DEFENSE:** 4

**ARMOR:**           

**INITIATIVE MOD:** 6



DORAN, ALOOF CLUB OWNER

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

VIRTUE: Prudence.

You've made a success out of carefully hedging your bets and proceeding with caution.

VICE: Sloth.

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 nightclub 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:

- 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.

NOTES:

NAME: Doran      CONCEPT: Aloof Club Owner      GENDER: Either  
CLAN: Ventrue      COVENANT: Carthian      COTERIE: Café Bohème (Leader)  
VIRTUE: Prudence      VICE: Sloth      PLAYER: \_\_\_\_\_

ATTRIBUTES

INTELLIGENCE ●●●●○ STRENGTH ●●○○○ PRESENCE ●●○○○  
WITS ●●●○○ DEXTERITY ●●○○○ MANIPULATION ●●○○○  
RESOLVE ●●○○○ STAMINA ●●○○○ COMPOSURE ●●○○○

SKILLS

Academics (Business)	●●○○○	Persuasion	●●○○○	○○○○○
Computer	●○○○○	Socialize	●○○○○	○○○○○
Investigation	●●○○○	Streetwise	●○○○○	○○○○○
Politics	●●○○○	Subterfuge	●●○○○	○○○○○
Drive	●○○○○		○○○○○	○○○○○
Firearms (Pistol)	●●○○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Expression	●○○○○		○○○○○	○○○○○
Intimidation			○○○○○	○○○○○
(Cold Stare)	●●○○○		○○○○○	○○○○○

MERITS

Common Sense ●○○○○  
Haven \_\_\_\_\_  
(Shared: Café Bohème) ●●○○○  
Herd ●○○○○  
Resources ●●○○○  
Status (City) ●○○○○  
Status (Ventrue) ●○○○○  
Status \_\_\_\_\_  
(Carthian Movement) ●●○○○  
○○○○○

EQUIPMENT

Cell phone with wireless  
earphone, semi-auto pistol (1L)  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

FLAWS

DISCIPLINES

Dominate ●●○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

ARMOR:

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 5

KENDALL/KENT EARL, SLICK POWERBROKER

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

VIRTUE: Temperance.

You got where you are through weighing the costs and potential profit of every situation.

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 fast-growing 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/Kent Earl    CONCEPT: Slick Powerbroker    GENDER: Either  
CLAN: Nosferatu    COVENANT: Circle of the Crone    COTERIE: Chiave  
VIRTUE: Temperance    VICE: Sloth    PLAYER:

ATTRIBUTES

INTELLIGENCE	●●●○○	STRENGTH	●●○○○	PRESENCE	●●●○○
WITS	●●○○○	DEXTERITY	●●○○○	MANIPULATION	●●●○○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●●○○

SKILLS

Academics	●○○○○	Persuasion	●○○○○	○○○○○
Computer	●○○○○	Subterfuge (Half-Truths)	●○○○○	○○○○○
Investigation	●○○○○		○○○○○	○○○○○
Politics (City Hall)	●○○○○		○○○○○	○○○○○
Drive	●○○○○		○○○○○	○○○○○
Larceny	●○○○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Empathy			○○○○○	○○○○○
(Detecting Lies)	●○○○○		○○○○○	○○○○○
Intimidation	●○○○○		○○○○○	○○○○○

MERITS

Allies (City Hall) ●○○○○  
Contacts  
(City Hall, Police) ●○○○○  
Resources ●○○○○  
Status (City: L.A.) ●○○○○  
Status (Nosferatu) ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

EQUIPMENT

Cell phone, laptop, business cards

FLAWS

DISCIPLINES

Auspex ●○○○○  
Nightmare ●○○○○  
  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 5

ARMOR:

JAMES/JAYNE EDESON, WARY MAGICIAN

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

VIRTUE: Temperance.

Think twice, act once, live to act another day.

VICE: Pride.

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

NAME: James/Jayne Edeson CONCEPT: Wary Magician GENDER: Either  
CLAN: Daeva COVENANT: Ordo Dracul COTERIE: Starlight  
VIRTUE: Temperance VICE: Pride PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics (History) Intimidation  
Computer Persuasion  
Investigation Subterfuge  
Occult  
(Artifacts and Relics)  
Politics  
Science  
Larceny (Legerdemain)  
Empathy  
Expression

MERITS

Danger Sense  
Language  
(Latin, Egyptian, French)  
Status (City: L.A.)  
Status (Daeva)

FLAWS

DISCIPLINES

Auspex  
Celerity  
Coils of the Dragon  
(Chastise the Beast)

EQUIPMENT

2 sharpened wooden stakes (1L),  
cell phone, clothing with hidden  
pockets  
Kevlar vest hidden  
under clothing (1/2)

HEALTH

Willpower  
Vitality

WILLPOWER

Willpower

VITAE

Vitae per turn

BLOOD POTENCY

Humanity

DERANGEMENTS





FENTON, SNARKY GOSSIP COLUMNIST

QUOTE: "Of course everything you tell me is in confidence. I won't tell a soul...."

VIRTUE: Temperance.

Every person and situation has some good and some bad in it, and you make sure both sides are known.

VICE: Envy.

There are those more attractive, intelligent or successful than you - and you hate them for it. What better way to ruin those who have things you covet than to make certain everyone knows their weaknesses as well?

BACKGROUND: You've been with Rodrigo since he was little more than a one-press publisher of newspapers, and while your earlier columns bore a different name, you have always performed the same service: keeping folks on their toes and letting the world know about the actions of the high-and-mighty through the things seen by the lower-class they tend to ignore. You've got ties to the people others ignore: the security guards, equipment movers, set-up crews and playthings of the rich and famous. They see movie stars, musicians, performers and the other "perfect people" at their weakest and worst - and they tell you everything.

ROLEPLAYING HINTS: You've got a barbed-wire tongue that would make any harpy proud. And while she denies it, the only reason you're not holding a position as the Prince's Harpy is a particularly scathing exposé you circulated in Kindred circles about her. You'd think someone in her position would have a little tougher skin. Because you're well aware that others eyes are always watching, you are fastidious about your own appearance, company and mannerisms, never leaving your guard down for others to exploit. You never resist the opportunity to get in a snide (but true) comment, but you detest it when others are able to land a similar volley your direction.

GOALS:

- Find out dirt on the domain's officers. Then share it where it would cause the most stir.
- Become the Prisci Harpy, with or without the Prince's blessing.

NOTES:

NAME: Fenton CONCEPT: Snarky Gossip Columnist GENDER: Either  
CLAN: Daeva COVENANT: Ordo Dracul COTERIE: Photoplay  
VIRTUE: Temperance VICE: Envy PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Computer Expression (Gossip)  
Investigation Persuasion  
Medicine Socialize  
(Recreational Drugs) Streetwise  
Politics Subterfuge  
Athletics (Dance)  
Drive  
Larceny  
Stealth  
Empathy

MERITS

Allies  
(Security Guards)  
Contacts (Groupies, Roadies,  
Security Guards)  
Status (City: L.A.)  
Status (Daeva)  
Status (Ordo Dracul)

FLAWS

DISCIPLINES

Coils of the Dragon  
(Coils of Banes: Conquer the  
Red Fear, Surmounting Daysleep)  
Majesty

EQUIPMENT

Cell phone/PDA, micro audio  
recorder shaped like a pen, mini  
video camera

HEALTH

Willpower  
Vitae per turn

WILLPOWER

Blood Potency  
Humanity

VITAE

Blood Potency  
Humanity

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 5

ARMOR:

JAIME FLINT, POWER-HUNGRY SENESCHAL

QUOTE: "As always, I am only doing what is in the best interest of our domain."

VIRTUE: Justice.

You honestly want to do what is right for the domain, no matter the cost.

VICE: Pride.

Others may be weighed down by petty squabbles and minor desires, but you are above all that – which is what makes you a great leader.

BACKGROUND: You were born into a rich family, brought up with an air of entitlement. You've always been very good at getting what you want—that must be proof that you deserve it, right? You came to L.A. more than fifty years ago, bored with smaller towns and less powerful politics. Within a few months of her taking the throne, you'd charmed Prince Danton into trusting you, and after her former seneschal met with an unfortunate accident a few years later, you were asked to replace him. That was more than five years ago, and you've served the domain faithfully ever since, sharing your wisdom and experience to help guide the city in the right direction. But lately, Prince Danton's been acting strangely. You know the time is coming when you'll have to do what's best for the city – even if that means you have to take the weight of rule on yourself.

ROLEPLAYING HINTS: You are levelheaded and cautious, gaining all the information possible to help make the right decision. However, once your mind is made up, you're not afraid to spring into action, putting all of your resources into play. You've gathered a coterie over the last year, preparing a firm footing in case Prince Danton continues on the path of irresponsibility. You've got a finger in every pie, and favors owed to you throughout the domain. When the time is right, you'll be ready.

GOALS:

- Gain boons from any of the city's Prisci or covenant leaders you do not already possess.
- Depose Prince Danton and take Praxis of L.A., preferably with the full support of the majority of the domain's powerful vampires.

NOTES: The following people owe you boons: Faye (Minor), Morris (Major)

NAME: Jaime Flint CONCEPT: Power-Hungry Seneschal GENDER: Either  
CLAN: Daeva COVENANT: Invictus COTERIE: Chiave  
VIRTUE: Justice VICE: Pride PLAYER:

ATTRIBUTES

INTELLIGENCE ●●○○○ STRENGTH ●●○○○ PRESENCE ●●○○○  
WITS ●●○○○ DEXTERITY ●●○○○ MANIPULATION ●●●●●  
RESOLVE ●●○○○ STAMINA ●●○○○ COMPOSURE ●●○○○

SKILLS

Academics ●●○○○ Expression ●○○○○ ○○○○○  
Investigation ●●○○○ Persuasion ●●○○○ ○○○○○  
Politics (Kindred) ●●○○○ Socialize ●○○○○ ○○○○○  
Athletics ●○○○○ Subterfuge (Subtle Lies) ●○○○○ ○○○○○  
Brawl ●○○○○ ○○○○○ ○○○○○  
Drive ●○○○○ ○○○○○ ○○○○○  
Stealth ●○○○○ ○○○○○ ○○○○○  
Empathy ●●○○○ ○○○○○ ○○○○○  
Intimidation ○○○○○ ○○○○○ ○○○○○  
(Political Pressure) ●○○○○ ○○○○○ ○○○○○

MERITS

Common Sense ●○○○○  
Herd ●○○○○  
Resources ●○○○○  
Status (City: L.A.) ●●○○○  
Status (Daeva) ●○○○○  
Status (Invictus) ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

FLAWS

DISCIPLINES

Auspex ●○○○○  
Dominate ●○○○○  
Majesty ●●○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

EQUIPMENT

Cell phone  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 4

ARMOR:

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
□■□■□■□■□■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

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 Franklin CONCEPT: Creepy Voudoun GENDER: Either  
CLAN: Mekhet COVENANT: Circle of the Crone COTERIE: Prince's Coterie  
VIRTUE: Faith VICE: Lust PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Investigation Subterfuge (Spiritual)  
Occult (Voodoo) Mumbo-Jumbo  
Politics  
Athletics  
Stealth  
Weaponry (Knife)  
Empathy  
Expression  
Intimidation  
Persuasion

MERITS

Allies (Cultists)  
Contacts  
(Alternative Religions)  
Language (French)  
Status (City: L.A.)  
Status (Daeva)  
Status  
(Circle of the Crone)

FLAWS

DISCIPLINES

Crúac (Pangs of  
Proserpine, Cheval)  
Majesty

EQUIPMENT

Sharp ceremonial blade (1L),  
various skulls and bones, cowrie  
shell set for divination

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

Sanguinary Animism

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 5

ARMOR:

RANDY/MIRANDA GARRETT, GRUFF BODYGUARD

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

VIRTUE: Fortitude.

You are loyal to a fault, when others give you the opportunity to be so.

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:

- 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.

NAME: Randy/Miranda Garrett CONCEPT: Gruff Bodyguard GENDER: Either  
CLAN: Nosferatu COVENANT: Unaligned COTERIE: Prince's Coterie  
VIRTUE: Fortitude VICE: Envy PLAYER:

ATTRIBUTES

INTELLIGENCE ●●●●● STRENGTH ●●●●● PRESENCE ●●●●●  
WITS ●●●●● DEXTERITY ●●●●● MANIPULATION ●●●●●  
RESOLVE ●●●●● STAMINA ●●●●● COMPOSURE ●●●●●

SKILLS

Academics (Art) ●●●●● Empathy ●●●●●  
Computer ●●●●● Subterfuge ●●●●●  
Investigation ●●●●●  
Politics ●●●●●  
Athletics ●●●●●  
Brawl ●●●●●  
Stealth ●●●●●  
Weaponry (Mace) ●●●●●  
Intimidation ●●●●●  
(Body Language) ●●●●●

MERITS

Brawling Dodge ●●●●●  
Fighting Style  
(Kung Fu) ●●●●●  
Status (City: L.A.) ●●●●●  
Status (Nosferatu) ●●●●●

FLAWS

DISCIPLINES

Nightmare ●●●●●  
Vigor ●●●●●

EQUIPMENT

Large metal mace (3B), two  
sharpened wooden stakes (1L)

ARMOR: Custom-made chainmail armor (2/1)

SIZE: 5  
SPEED: Acting 5 Running 11  
DEFENSE: 2  
INITIATIVE MOD: 5

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS



# GLENNON, WEASELY FACEMAN

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

## VIRTUE: Temperance.

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 he should join the coterie.
- Uncover the identity of your sire.

## NOTES:

**NAME:** Glennon **CONCEPT:** Weasely Faceman **GENDER:** Either  
**CLAN:** Nosferatu **COVENANT:** Circle of the Crone **COTERIE:** Sandmen  
**VIRTUE:** Temperance **VICE:** Greed **PLAYER:** \_\_\_\_\_

## ATTRIBUTES

INTELLIGENCE	●●●○○	STRENGTH	●○○○○	PRESENCE	●●○○○
WITS	●●○○○	DEXTERITY	●●○○○	MANIPULATION	●●●●○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●●○○

## SKILLS

Computer	●○○○○	○○○○○	○○○○○
Investigation	●○○○○	○○○○○	○○○○○
Occult	●○○○○	○○○○○	○○○○○
Larceny	●○○○○	○○○○○	○○○○○
Stealth	●○○○○	○○○○○	○○○○○
Empathy	●○○○○	○○○○○	○○○○○
Intimidation	●○○○○	○○○○○	○○○○○
Persuasion	●○○○○	○○○○○	○○○○○
Socialize	●○○○○	○○○○○	○○○○○
Subterfuge	●○○○○	○○○○○	○○○○○

## MERITS

Contacts (Criminals,  
Media, Movie Industry) ●○○○○  
Status (City: L.A.) ●○○○○  
Status (Nosferatu) ●○○○○  
Status  
(Circle of the Crone) ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

## EQUIPMENT

Razor-sharp ceremonial dagger  
(1L), semi-auto pistol (1L),  
sunglasses, cell phone, miniature  
microphone/recording device

## FLAWS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**DISCIPLINES**  
Crúac ●○○○○  
(Rigor Mortis, Cheval)  
Obfuscate ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

**SIZE:** 5  
**SPEED:** Acting 5 Running 9  
**DEFENSE:** 3  
**INITIATIVE MOD:** 6

## HEALTH

●●●●●●●●●●  
□□□□□□□□□□

## WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

## VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

## BLOOD POTENCY

●●●●●●●●●●

## HUMANITY

●●●●●●●●●●

## DERANGEMENTS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

PAT GORDON, STRAIGHT SHOOTING BEAT COP

QUOTE: "Do you think I'm an idiot? Don't pull that crap with me."

VIRTUE: Faith.

When people do the right thing and obey the laws, everything goes smoothly – even when those people are vampires.

VICE: Wrath.

Eternal life and unbelievable power, and some folks still have to be jerks. It's enough to make a saint lose his temper, and you're no saint.

BACKGROUND: You never made it past beat cop during your career, mostly because you refused to play the political ass-kissing games that lead to promotions in the force. You quit going to the day job after you were "killed" in the line of duty, but that doesn't mean you've stopped protecting your old neighborhood or the people who live there. If anything, you're more effective now than you were then, because your hands are no longer tied with bureaucratic red tape. Now you have the freedom to really step in and put the hurt on the bad guys, whether they're gang-bangers, pimps or child molesters.

You've avoided being recruited into a covenant because you see them as just more of the same political bullshit that you ran into in the department. Your coterie, on the other hand, seems to have the same "fighting the good fight" attitude you do, and so you've got no trouble with the idea of watching their back and you know that they have yours.

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:

- Call out anyone you catch lying and make them admit it and make amends.
- Avoid being recruited into a covenant.

NOTES: The following people owe you boons: Faye (Minor), Morris (Major)

NAME: Pat Gordon CONCEPT: Straight Shooting Beat Cop GENDER: Either  
CLAN: Gangrel COVENANT: Unaligned COTERIE: L.A. Confidential  
VIRTUE: Faith VICE: Wrath PLAYER:

ATTRIBUTES

INTELLIGENCE ●●●●● STRENGTH ●●●●● PRESENCE ●●●●●  
WITS ●●●●● DEXTERITY ●●●●● MANIPULATION ●●●●●  
RESOLVE ●●●●● STAMINA ●●●●● COMPOSURE ●●●●●

SKILLS

Computer ●●●●● Streetwise ●●●●●  
Investigation ●●●●● Subterfuge ●●●●●  
Politics ●●●●●  
Brawl (Fighting Dirty) ●●●●●  
Firearms (Pistol) ●●●●●  
Stealth ●●●●●  
Weaponry (Stake) ●●●●●  
Empathy ●●●●●  
Intimidation ●●●●●  
Persuasion ●●●●●

MERITS

Contacts (Immigrants, Police, Prostitutes) ●●●●●  
Danger Sense ●●●●●  
Status (City: L.A.) ●●●●●  
Status (Daeva) ●●●●●  
●●●●●  
●●●●●  
●●●●●  
●●●●●

EQUIPMENT

Cell phone, police scanner,  
semi-automatic pistol (2L), two  
hardened wooden stakes in shin  
sheath (1L)

FLAWS

DISCIPLINES

Celerity ●●●●●  
Vigor ●●●●●  
●●●●●  
●●●●●  
●●●●●  
●●●●●  
●●●●●  
●●●●●  
●●●●●  
●●●●●

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 12  
DEFENSE: 3  
INITIATIVE MOD: 6

ARMOR: Flak Jacket (2/3)

ROBIN HAMILTON, GRIEF-STRUCK COUNSELOR

QUOTE: "Just be careful, will you?"

VIRTUE: Prudence.

You've felt first-hand what happens when caution is not taken. It's not a situation you ever want to experience again.

VICE: Greed.

In your pain, you've drawn back to the familiar. Only in power is there protection, and you'll amass as much influence and wealth as possible to shield your chosen family from any threats.

BACKGROUND: When you caught Prince Danton's eye and she brought you into the night in the early 1980s, it didn't take you long to realize that her idealistic Carthian philosophies were not for you. You settled into the comfort and protection offered by the Inner Circle, but clung tight to the one thing from your former life that truly mattered to you – your lover. You wanted something real, something not related to this new and strange world of vampires and the supernatural. For years you lived a double life, splitting your time between your old life and your new one as a courtier and companion to the Prince.

When your lover's work took him to the Middle East in the late 80s, you two remained in touch, and you continued to keep his existence secret from the rest of your coterie, your private link to your former life. Then the Gulf War broke out. You tried to pull strings to get him home, but a mortar shell took his life before your influences could get him to safety. You were shaken to the core and voluntarily entered torpor, hoping the sleep would ease your pain. Your coterie doesn't know the nature of your tragedy; only that you requested not to be woken. However, when Prince Danton began acting strangely last year, they hoped your presence might stabilize her. It hasn't seemed to work so far.

ROLEPLAYING HINTS: You don't like to think about the past. You know that you were a part of the Los Angeles court for years before the tragedy struck. You also know that twined in that history are thoughts of him, and even after your grief-induced torpor you're not really ready to delve deeply into that pain yet. So you live each night in the moment, calmly offering advice and insight to the Prince and your coterie in whatever matters they bring to you. You do your best to be present, but at moments of calm your mind slips back to him and the loss becomes very real again.

GOALS:

- Discover what is causing Danton's eccentricity.
- Avoid talking about your past losses, especially about what tragedy sent you into torpor.

NOTES: You have a 1-point blood bond to Joy, obtained when she spent an evening fawning over you in the recent past. You're ashamed of your "unfaithfulness" to the memory of your love, and have mentioned it to no one.

NAME: Robin Hamilton    CONCEPT: Grief-Struck Counselor    GENDER: Either  
CLAN: Mekhet    COVENANT: Invictus    COTERIE: Inner Council  
VIRTUE: Prudence    VICE: Greed    PLAYER:

ATTRIBUTES

INTELLIGENCE    STRENGTH    PRESENCE  
WITS    DEXTERITY    MANIPULATION  
RESOLVE    STAMINA    COMPOSURE

SKILLS

Academics    Persuasion  
Computer    (Diplomacy)  
Occult    Socialize  
Politics (Diplomacy)    Subterfuge  
Athletics  
Brawl  
Stealth  
Empathy  
(Body Language)  
Intimidation

MERITS

Status (City: L.A.)  
Status (Mekhet)  
Status (Invictus)  
Striking Looks

FLAWS

DISCIPLINES

Auspex  
Dominate

EQUIPMENT

Cell phone, gold commitment ring, picture of deceased lover in wallet

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 6

ARMOR:

REESE HARRON, SHARP PIT BOSS

QUOTE: "Ask the boss."

VIRTUE: Fortitude.

You are patient, a quiet constant presence always on the lookout for Café Bohème (both the club and the coterie).

VICE: Pride.

Although you're not showy about it, you know that few are better than you when it comes to handling knives or reading others.

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 newly-Embraced skills couldn't get you out of. Fortunately for you, Byrne (Flint's clan- and covenant-mate) stepped in and took responsibility for your actions. You gave your rescuer a life boon then, and the Daeva's never called in that marker. You may have resented it once, but over the decades you've formed an unspoken but solid partnership, and you hope to continue working with and for Byrne, boon or no.

When Doran recruited Byrne to be the manager/face at Café Bohème, you were part of the deal. Wherever Byrne needs you to be, that's where you're found, whether that's playing bodyguard, making sure no one is lying to the boss or providing a swift slice to the throat of someone who's done the coterie or the club wrong. It's not that you're under Byrne's orders as much as you know it's in your best interests to do so.

ROLEPLAYING HINTS: Dark and sleek, you put forth an air of quiet confidence that few dare to test. When confronted, however, you're more than happy to prove exactly why you've got the reputation of being the deadly serpent of the Café Bohème. Your knives are never far from hand, and while you generally avoid killing, you are more than willing to hurt, scare or severely damage those who would endanger Byrne, Doran, the rest of the coterie or the wellbeing of the club.

GOALS:

- Protect Byrne at all costs, and Doran to a lesser degree.
- Find a way to pay Flint back for the trouble they caused you, all those years ago.

NOTES: You owe Byrne a Life boon.

NAME: Reese Harron CONCEPT: Sharp Pit Boss GENDER: Either  
CLAN: Mekhet COVENANT: Carthian COTERIE: Café Bohème  
VIRTUE: Fortitude VICE: Pride PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Investigation Weaponry (Knives)  
(Clash of Wills)  
Occult  
Athletics  
Brawl  
Drive  
Firearms  
Larceny  
Stealth  
Survival

MERITS

Fighting Finesse (Knives)  
Haven  
(Shared: Café Bohème)  
Quick Draw  
Status (City: L.A.)  
Status (Mekhet)  
Status (Ordo Dracul)

FLAWS

DISCIPLINES

Auspex  
Celerity  
Coils of the Beast

EQUIPMENT

4 sharp knives (2L), cell phone,  
PDA

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 10  
DEFENSE: 3  
INITIATIVE MOD: 4

ARMOR:

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.

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

VICE: Wrath.

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.

NAME: Drew Hyland    CONCEPT: Hot-Headed Hoarder    GENDER: Either  
CLAN: Nosferatu    COVENANT: Invictus    COTERIE: Inner Council  
VIRTUE: Prudence    VICE: Wrath    PLAYER:

ATTRIBUTES

INTELLIGENCE ●●○○○ STRENGTH ●●●○○ PRESENCE ●○○○○  
WITS ●●○○○ DEXTERITY ●●○○○ MANIPULATION ●●○○○  
RESOLVE ●●○○○ STAMINA ●●○○○ COMPOSURE ●●○○○

SKILLS

Academics	●○○○○	Socialize	●○○○○	○○○○○
Computer	●○○○○	Streetwise	●○○○○	○○○○○
Investigation	●○○○○	Subterfuge	●○○○○	○○○○○
Politics (Bribes)	●○○○○		○○○○○	○○○○○
Brawl (Dirty Tricks)	●○○○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Empathy			○○○○○	○○○○○
(Determining Desires)	●○○○○		○○○○○	○○○○○
Intimidation	●○○○○		○○○○○	○○○○○
Persuasion	●○○○○		○○○○○	○○○○○

MERITS

Allies ●○○○○  
(Planning & Zoning Commission)  
Contacts (Planning & Zoning, Building Contractors) ●○○○○  
Resources ●○○○○  
Status (City: L.A.) ●○○○○  
Status (Nosferatu) ●○○○○  
Status (Invictus) ●○○○○  
○○○○○  
○○○○○

FLAWS

DISCIPLINES

Nightmare ●●○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

EQUIPMENT

Cell phone, briefcase, zoning maps for the city  
○○○○○  
○○○○○  
○○○○○

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

Fixation

SIZE: 5  
SPEED: Acting 5 Running 10  
DEFENSE: 2  
INITIATIVE MOD: 5

ARMOR:



REX/RHEA INGRAM, SWEET TALKING CONVERTER

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

VIRTUE: Prudence.

You've learned your lesson: fleeting desires and temporary pleasures are just distractions. You've got your eye on the big picture now, and won't let anything distract you.

VICE: Pride.

All are called, but few are strong, wise and dedicated enough to rise to the challenge – you are destined to be a force of greatness within the Sanctified.

BACKGROUND: You came to Hollywood as a youngster, lured by the call of the big screen. When you didn't make it in the industry, you fell into the party scene, burning out years of your life in a drug-induced stupor. When you were "called to the night," you continued spending your nights in debauchery, making many friends (and just as many enemies) in the domain of L.A. After you came dangerously close to breaching the Masquerade, you were tried and sentenced to punishment at the hand of Takashi, the then-Sheriff of the city, a Sanctified of devout faith who brought you forcibly to see that you were wasting your existence as a predator with parties and worldly pursuits. You converted from the Carthians to the Sanctified, and have been faithfully fulfilling your role for God ever since.

ROLEPLAYING HINTS: You adorn yourself with subtle symbols of your faith, finding that they're less likely to offend those you hope to convert to the "right" way of thinking than more overt trappings. You burn brightly with your devotion, but you hope to use it to ignite that spark in others, rather than chase them away. You catch more flies with honey than with vinegar – the same rule applies with converts. Fire and brimstone have their place, but so does a soft word and a seemingly empathetic ear.

GOALS:

- Convert a vampire to the Lancea Sanctum – a convert from another covenant as you were is a particular achievement.
- Provide Argent with important information about what's really going on with the city's political hierarchy.

NOTES:

NAME: Rex/Rhea Ingram    CONCEPT: Sweet Talking Converter    GENDER: Either  
 CLAN: Daeva    COVENANT: Lancea Sanctum    COTERIE: Torque  
 VIRTUE: Prudence    VICE: Pride    PLAYER:

ATTRIBUTES

INTELLIGENCE ●●●●○ STRENGTH ●●●●○ PRESENCE ●●●●○  
 WITS ●●●●○ DEXTERITY ●●●●○ MANIPULATION ●●●●○  
 RESOLVE ●●●●○ STAMINA ●●●●○ COMPOSURE ●●●●○

SKILLS

Academics ●●●●○ Empathy ●●●●○  
 Computer ●●●●○ Expression (Preaching) ●●●●○  
 Investigation ●●●●○ Intimidation ●●●●○  
 Occult ●●●●○ Persuasion ●●●●○  
 Politics (Lancea Sanctum) ●●●●○ (Proselytizing) ●●●●○  
 Athletics ●●●●○ Socialize ●●●●○  
 Brawl ●●●●○ Subterfuge ●●●●○  
 Drive ●●●●○  
 Stealth ●●●●○

MERITS

Common Sense ●●●●○  
 Language (Italian, Latin) ●●●●○  
 Inspiring ●●●●○  
 Status (Lancea Sanctum) ●●●●○

FLAWS

DISCIPLINES

Majesty ●●●●○  
 Theban Sorcery ●●●●○  
 (Vitae Reliquary) ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○

EQUIPMENT

Cell phone, crucifix, Vitae  
 Reliquary in the form of a copy of the Testament of Longinus (contains 5 Vitae)

HEALTH

●●●●●●●●●●  
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
 □□□□□□□□□□

VITAE

□□□□□□□□□□  
 ■■■■■■■■■■■■  
 Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

SIZE: 5  
 SPEED: Acting 5 Running 9  
 DEFENSE: 2  
 INITIATIVE MOD: 5

ARMOR:

PAUL/PAULETTE IRIBE, ECCENTRIC FASHIONISTA

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

VIRTUE: Charity.

Style is a gift, and you live to share yours with the world. All you ask in return is recognition of your genius.

VICE: Pride.

Your vision is unique and unequalled. Others may create clothing, but you envision art.

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 about the beautiful French countryside,
- Parisian fashion, French art and culture.... It all exceeds the crudeness of American offerings.
- Find a financial backer for your next show. You'll need a huge bankroll to bring your vision into being.

NOTES: Devotions: Arcane Sight

NAME: Paul/Paulette Iribe    CONCEPT: Eccentric Fashionista    GENDER: Either  
CLAN: Daeva    COVENANT: Circle of the Crone    COTERIE: None  
VIRTUE: Charity    VICE: Pride    PLAYER:

ATTRIBUTES

INTELLIGENCE    STRENGTH    PRESENCE  
WITS    DEXTERITY    MANIPULATION  
RESOLVE    STAMINA    COMPOSURE

SKILLS

Academics    Empathy  
Computer    Persuasion  
Crafts (Clothing)    Socialize  
Investigation    (Finding Backers)  
Occult    Subterfuge  
Athletics  
Drive  
Larceny  
Expression  
(Fashion Design)

MERITS

Contacts  
(Fashion Industry)  
Fame (Fashion Designer)  
Language (French)  
Status (Daeva)  
Status  
(Circle of the Crone)

FLAWS

DISCIPLINES

Auspex  
Celerity  
Crúac (Rigor Mortis)

EQUIPMENT

Sketchbook, art pencils, cell phone, samples of ideas for next show

HEALTH

Willpower

VITAE

Blood Potency

HUMANITY

Derangements

Size: 5  
Speed: Acting 5 Running 10  
Defense: 2  
Initiative Mod: 5

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.

GOALS:

- Keep your recent murders a secret from others without actually lying about them.
- Protect your pack.

NOTES:

NAME: Ray/Rae Jordan    CONCEPT: Old Wolf    GENDER: Either  
CLAN: Gangrel    COVENANT: Carthian    COTERIE: The Pack  
VIRTUE: Justice    VICE: Wrath    PLAYER:

ATTRIBUTES

INTELLIGENCE ●●○○○ STRENGTH ●●●○○ PRESENCE ●●●○○  
WITS ●●○○○ DEXTERITY ●●●○○ MANIPULATION ●○○○○  
RESOLVE ●●○○○ STAMINA ●●●○○ COMPOSURE ●●●○○

SKILLS

Investigation ●●○○○ Intimidation (Snarl) ●●○○○  
Medicine ●○○○○ Subterfuge ●●○○○  
Politics ○○○○○  
(Group Dynamics) ●○○○○ ○○○○○  
Athletics ●●○○○ ○○○○○  
Brawl (Claws) ●●●○○ ○○○○○  
Larceny ●○○○○ ○○○○○  
Stealth ●●○○○ ○○○○○  
Survival ●●○○○ ○○○○○  
Empathy ●○○○○ ○○○○○

MERITS

Brawling Dodge ●○○○○  
Direction Sense ●○○○○  
Fast Reflexes ●●○○○  
Status (City: L.A.) ●○○○○  
Status (Gangrel) ●○○○○  
Status ○○○○○  
(Carthian Movement) ●○○○○

FLAWS

DISCIPLINES

Protean ●●○○○  
Resilience ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

EQUIPMENT

Heavy Leather  
Clothing (1/0)

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
■□■□■□■□■□  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

Depression, Irrationality,  
Delusional Obsession

SIZE: 5  
SPEED: Acting 5 Running 11  
DEFENSE: 2  
INITIATIVE MOD: 8

LEATRICE/LEVI JOY, LIFE OF THE PARTY

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

VIRTUE: Hope.

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)

NAME: Leatrice/Levi Joy CONCEPT: Life of the Party GENDER: Either  
CLAN: Daeva COVENANT: Circle of the Crone COTERIE: Chiave  
VIRTUE: Hope VICE: Lust PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Crafts Persuasion  
Investigation Socialize  
Medicine Subterfuge  
Occult (Vinculum)  
Politics  
Athletics (Dance)  
Brawl  
Stealth  
Empathy  
Expression (Acting)

MERITS

Contacts  
(Movie Industry)  
Fame (Movie Star)  
Herd  
Status (City: L.A.)  
Status (Daeva)  
Status  
(Circle of the Crone)  
Striking Looks

FLAWS

Celerity  
Crúac  
(Pangs of Proserpine)  
Majesty

EQUIPMENT

The coolest new cell phone,  
attention-getting accessories,  
sunglasses (nominally to hide  
behind, but really to attract  
extra attention.)

DISCIPLINES

Celerity  
Crúac  
(Pangs of Proserpine)  
Majesty

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 4

ARMOR:

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:

- Invest funds into a project which will provide either fiscal or political gains.
- Recruit Ventruue from any of the other covenants into the Invictus. It's really where they belong, isn't it?

NOTES:

NAME: Mr./Ms. Lewis CONCEPT: Calculating Financier GENDER: Either  
CLAN: Ventruue COVENANT: Invictus COTERIE: Inner Council  
VIRTUE: Justice VICE: Greed PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics (Banking)  
Computer  
Investigation  
Politics (Kindred)  
Weaponry (Sword)  
Empathy  
Intimidation  
Persuasion  
Subterfuge

MERITS

Fighting Finesse (Sword)  
Resources  
Status (City: L.A.)  
Status (Ventruue)  
Status (Invictus)

FLAWS

DISCIPLINES

Auspex  
Dominate  
Empathy  
Intimidation  
Persuasion  
Subterfuge

EQUIPMENT

Sword concealed in cane (3L),  
cell phone, platinum credit card  
(\$300,000 limit) and \$25,000  
cash

HEALTH

Willpower  
Vitae

WILLPOWER

Vitae per turn

VITAE

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 5

ARMOR:



QUOTE: "Don't give me this shit. Just tell me what happened."

**VIRTUE:** Justice.

VICE: Pride.

When you know you're in the right, you refuse to back down, no matter the cost.

**BACKGROUND:** You are a damned efficient homicide cop – too efficient for your own good. Your instinct and drive led you a bit too close to the truth, and you were given the choice to either accept the Embrace or become another number in your department’s casualty list. You decided you couldn’t do anyone any good dead, so you chose undead instead. Luckily you were able to cash in a few favors at the department and got transferred to the night shift, so you’re currently the only vampire actively on the payroll of the LAPD. It’s a position which gives you a lot of insight into the workings of the mortal world, but also gets you a lot of pressure to “fix” things. You’ve butted heads with the Seneschal on numerous occasions by refusing to interfere on his behalf. You will protect the Masquerade when it needs to be done, but that’s as far as you’ll go in terms of taking advantage of your role to protect stupid vampires who should know better than to make stupid mistakes.

**ROLEPLAYING HINTS:** You're good at what you do, and you know it. You don't abide by breaking the law, whether that's mundane legislation or Kindred tradition, unless it's for an obvious greater good. You're gruff and stubborn, and prone to suspicion when things just don't seem to add up right. Whether you're wearing your uniform or casual clothing, you carry yourself with an air of authority that is hard to miss.

## GOALS:

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• Resist interfering with the mortal world on behalf of vampires, other than in cases of potential Masquerade breach.</li> </ul> | <ul style="list-style-type: none"> <li>• Recruit law-minded individuals into your coterie.</li> </ul> |
|---|---|

**NOTES:**

**CLAN:** Mekhet      **COVENANT:** Invictus      **COTERIE:** L.A. Confidential

**VIRTUE:** Justice      **VICE:** Pride      **PLAYER:**

## ATTRIBUTES

INTELLIGENCE	●●○○○	STRENGTH	●●○○○	PRESENCE	●●○○○
WITS	●●○○○	DEXTERITY	●●○○○	MANIPULATION	●●○○○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●○○○

## SKILLS

Academics	●○○○○	Drive	●○○○○	○○○○○
Computer	●○○○○	Firearms (Pistol)	●●○○○	○○○○○
Investigation		Stealth	●○○○○	○○○○○
(Crime Scenes)	●●●●●	Survival	●○○○○	○○○○○
Medicine	●●○○○	Weaponry	●●○○○	○○○○○
Occult	●○○○○	Empathy	●○○○○	○○○○○
Politics	●○○○○	Intimidation	●●○○○	○○○○○
Science (Forensics)	●●○○○	Streetwise	●●○○○	○○○○○
Athletics	●○○○○		○○○○○	○○○○○
Brawl	●○○○○		○○○○○	○○○○○

## MERITS

Allies (Police)	●●●●●
Contacts (Police)	●●●●●
Quick Draw (Pistol)	●●●●●
Resources	●●●●●
Status (City: L.A.)	●●●●●
Status (Mekhet)	●●●●●
Status (Invictus)	●●●●●
	●●●●●
	●●●●●
	●●●●●

## FLAWS

[illegible]

## HEALTH

●●●●●●○○○○○  
□□□□□□□□□□

## WILLPOWER

●●●●●○○○  
□□□□□□□□

## VITAE

Vitae per turn 1

## BLOOD POTENCY

●○○○○○○○○○○

## HUMANITY

●●●●●●●○○○

## DERANGEMENTS

**SIZE:** 5

**SPEED:** Acting 5 Running 10

DEFENSE: 3

INITIATIVE MOD: 5

## EQUIPMENT

Police issue heavy revolver (2L),  
police identification, cell phone,  
police scanner, police baton (3B)

**ARMOR:** flak jacket (3/4)

ANDY/ANDREA MOORE, TALENTED ARTIST

QUOTE: "I just paint what I see."

VIRTUE: Charity.

You give freely to the world, expecting nothing in return but the freedom to continue creating.

VICE: Sloth.

You prefer to be left to your art, and have little interest in other activities.

BACKGROUND: Your parents always told you that your art would never change the world – boy, were they wrong. Your talent in recreating images of sunlit scenarios so true-to-life led to Naldi claiming you as her childe, and in the last 15 years your talent has spread beyond Kindred society. Your work has graced the pages of not only many of the most influential magazine covers in the world, but it hangs in many museums and private galleries. Your name is among the numbers of the most influential artists of the new century, spawning a movement some call "uber-realism" for its supreme attention to photorealistic detail.

ROLEPLAYING HINTS: You may be one of the most famous members of Los Angeles Kindred society, but no one would know it to look at you. You dress with the haphazard lack of attention that comes from looking out at the world, instead of at your own appearance. All you really want is the privacy to paint and interesting subjects to recreate. You joined Photoplay not long after your sire Embraced you (much to her dismay) in part because Rodrigo assured you he could and would act as a buffer between you and those who would bother you. You are currently in a dark phase in your art, although whether this led to your joining the Circle of the Crone or is a result of it is a matter of conjecture.

GOALS:

- Capture something truly grisly in a graphic form, finding beauty in the macabre.
- Convince someone to sit for your sketching.

NOTES: Devotions: Arcane Sight

NAME: Andy/Andrea Moore CONCEPT: Talented Artist GENDER: Either  
CLAN: Daeva COVENANT: Circle of the Crone COTERIE: Photoplay  
VIRTUE: Charity VICE: Sloth PLAYER:

ATTRIBUTES

INTELLIGENCE ●●○○○ STRENGTH ●○○○○ PRESENCE ●●○○○  
WITS ●●○○○ DEXTERITY ●●○○○ MANIPULATION ●●○○○  
RESOLVE ●●○○○ STAMINA ●○○○○ COMPOSURE ●●○○○

SKILLS

Computer	●○○○○	Expression	○○○○○
Crafts (Painting)	●●●○○	(Graphic Arts)	●●●○○
Investigation	●○○○○	Persuasion	●●○○○
Occult	●○○○○	Subterfuge	●●○○○
Athletics	●○○○○		○○○○○
Drive	●○○○○		○○○○○
Larceny	●○○○○		○○○○○
Stealth	●○○○○		○○○○○
Empathy			○○○○○
(Reading Emotions)	●●○○○		○○○○○

MERITS

Fame (Painter) ●●●○○  
Status (City: L.A.) ●○○○○  
Status (Mekhet) ●○○○○  
Status  
(Circle of the Crone) ●○○○○

FLAWS

DISCIPLINES

	●●○○○
Auspex	●●○○○
Celerity	●●○○○
Crúac (Rigor Mortis)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

EQUIPMENT

Sketchbook, art pencils,  
charcoals, portable oil paint set  
with brushes

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 7

ARMOR:

HEALTH

●●●●●●●●●●  
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

ROWAN MORRIS, REGAL PRIESTESS

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

VIRTUE: Faith.

You cannot help but believe, for you have tasted your goddess' blood upon your lips.

VICE: Pride.

After being personally chosen by the hand of the Morrigan, how could you do anything but succeed?

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:

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

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

NAME: Rowan Morris CONCEPT: Regal Priestess GENDER: F  
CLAN: Ventrue COVENANT: Circle of the Crone COTERIE: None  
VIRTUE: Faith VICE: Pride PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Investigation Subterfuge  
Medicine  
Occult (Female Deities)  
Larceny  
Stealth  
Animal Ken (Snakes)  
Empathy  
Expression  
Intimidation  
Persuasion

MERITS

Fast Reflexes  
Status (City: L.A.)  
Status (Ventrue)  
Status  
(Circle of the Crone)

FLAWS

DISCIPLINES

Animalism  
Crúac  
(Pangs of Proserpina, Rigor  
Mortis, Cheval, Hydra's Vitae)

EQUIPMENT

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 6

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

NIRA/NERO NALDI, DAEVA WANNA-BE

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

VIRTUE: Charity.

Denied your heart's desire, you can't help but assist others in achieving theirs. Unfortunately, you're often impetuous about going about it.

VICE: Envy.

Regardless of the blood in your veins, you know you are truly one of the Daeva at heart. It's unfair that others have what is denied to you – your nature, your soul, your destiny.

BACKGROUND: You were brought into the 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 everything you might need, but kept you from interacting with Kindred society at large. As a result, you did not learn anything about courts or covenants – even the existence of other clans – until after his death. Once alone, your exploration led you away from your home in New York City and across the country to the domain of Los Angeles. Along the way you discovered many of the truths your sire had hidden from you and had your first encounter with members of the Daeva clan. With them, you felt a kinship you'd never known could exist, and you have spent much of the last 40 years attempting to find a way to become one with those you feel should be your blood-kin.

ROLEPLAYING HINTS: You're a creature of your passions, having Embraced several times on little more than a whim. Many (including yourself) believe you'd have been better served to have been Embraced Daeva rather than Mekhet, and you're often mistaken for one of the Succubi. One of your greatest hopes is that some day a member of your covenant may discover a way to change the nature of a vampire's blood, allowing you to leave your Mekhet ties behind and Embrace the Daeva fully. Until then, you live each night to the fullest, surrounding yourself in beauty, glamour and a dark depravity that would make any Succubus proud.

GOALS:

- Discover an arcane means of changing your clan lineage.
- Discover another Kindred's darkest desires and set about fulfilling them.
- Protect your position as Kogaion (leader) of the local Ordo Dracul.

NOTES:

NAME: Nira/Nero Naldi CONCEPT: Daeva Wanna-Be GENDER: Either  
CLAN: Mekhet COVENANT: Ordo Dracul COTERIE: None  
VIRTUE: Charity VICE: Envy PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics Subterfuge  
Investigation  
(Arcane Research)  
Occult (Daeva)  
Politics  
Athletics  
Stealth  
Empathy  
Intimidation  
Persuasion (Seduction)

MERITS

Status (City: L.A.)  
Status (Mekhet)  
Status (Ordo Dracul)  
Striking Looks

FLAWS

DISCIPLINES

Auspex  
Coils of the Dragon  
(Conquer the Red Fear,  
Chastise the Beast)

EQUIPMENT

Elegant and attention-drawing clothing, a blood-red rose

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 11  
DEFENSE: 4  
INITIATIVE MOD: 6

ARMOR:

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:

- 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.

NOTES:

NAME: Navarre      CONCEPT: Peacemaker      GENDER: Either  
 CLAN: Ventrue      COVENANT: Carthian      COTERIE: None  
 VIRTUE: Faith      VICE: Sloth      PLAYER:

ATTRIBUTES

INTELLIGENCE ●●●●○ STRENGTH ●●●●○ PRESENCE ●●●●○  
 WITS ●●●●○ DEXTERITY ●●●●○ MANIPULATION ●●●●○  
 RESOLVE ●●●●○ STAMINA ●●●●● COMPOSURE ●●●●○

SKILLS

Academics ●●●●○ Intimidation ●●●●○  
 Investigation ●●●●○ Persuasion ●●●●○  
 Politics ●●●●○ (Negotiation) ●●●●○  
 Brawl ●●●●○  
 (Submission Holds) ●●●●○  
 Firearms ●●●●○  
 Stealth ●●●●○  
 Survival ●●●●○  
 Weaponry (Stakes) ●●●●○  
 Empathy ●●●●○

MERITS

Brawling Dodge ●●●●○  
 Contacts ●●●●○  
 (Police, Criminals) ●●●●○  
 Fast Reflexes ●●●●○  
 Status (City: L.A.) ●●●●○  
 Status (Ventrue) ●●●●○  
 Status ●●●●○  
 (Carthian Movement) ●●●●○

EQUIPMENT

Cell phone, sunglasses, two  
 sharpened stakes (1L)

FLAWS

DISCIPLINES

Resilience ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○  
 ●●●●○

HEALTH

●●●●●●●●●●○○  
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●○○  
 □□□□□□□□□□

VITAE

□□□□□□□□□□  
 ■■■■■■■■■■■■  
 Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●○○

HUMANITY

●●●●●●●●●●○○

DERANGEMENTS

SIZE: 5  
 SPEED: Acting 5 Running 12  
 DEFENSE: 2  
 INITIATIVE MOD: 7

ARMOR:



CHARLES/CHARLOTTE OGLE, GOTHIC DEVOTEE

QUOTE: "Beware what lurks in the shadows for you may not like what you find."

VIRTUE: Fortitude.

You chose your path long ago, a dark and decadent spiral which you will never abandon.

VICE: Lust.

The pleasures of the flesh may have changed, but you still drink just as deeply from that carnal draught.

BACKGROUND: You've been a resident of L.A. for almost 25 years, although many suspect you're far older. A knowledgeable creature from your mortal days, your research and occult knowledge is an asset to the Mekhet of the city, many of whom would never suspect their Priscus began his nights as a goth club-kid too young to legally enter Los Angeles' nightclub scene. Always good at bluffing your way through things, you use half-truths and others' preconceived notions about who and what you appear to be to wrap yourself in a protective illusion of age and experience that far exceed your reality. Despite your age, as the voice of the Mekhet you support your clan in the city with great efficiency, making sure that what they need, they get.

ROLEPLAYING HINTS: Typically dressed in dark colors and Victorian era clothing, you are self-assured, well-spoken and elegant. Your manners are impeccable, and people think you're reserved until they try to take advantage of a member of your clan in the city, at which time you have no difficulty unleashing your razor wit with stunning efficiency.

GOALS:

- Find out the intentions of Argent of Torque.
- Stay in the good graces of Prince Danton, and retain your position as Priscus of the Mekhet.

NOTES:

NAME: Charles/Charlotte Ogle CONCEPT: Gothic Devotee GENDER: Either  
CLAN: Mekhet COVENANT: Lancea Sanctum COTERIE: None  
VIRTUE: Fortitude VICE: Lust PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics Persuasion  
(Occult History) Investigation Subterfuge  
Occult  
(Ancient Religions) Stealth  
Weaponry (Knife) Empathy  
Expression Intimidation

MERITS

Contacts  
(Club Goers) Status (City: L.A.)  
Status (Mekhet) Status  
(Lancea Sanctum)

FLAWS

DISCIPLINES

Obfuscate Theban Sorcery  
(Vitae Reliquary, Curse of Babel)

EQUIPMENT

Testament of Longinus, rosary,  
MP3 player full of music, two  
sharpened wooden stakes (1L),  
sacrificial dagger (Vitae Reliquary  
holding 5 Vitae)

HEALTH

Willpower

VITAE

Blood Potency

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 11  
DEFENSE: 3  
INITIATIVE MOD: 4

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."

VIRTUE: Temperance.

Balance is an important part of life (or unlfe). You keep control of the Beast by balancing the mental/physical, the urban/wilderness and the physical/spiritual sides of your existence carefully.

VICE: Guttony.

The world is full of forgotten secrets just waiting to be discovered, lost stories untold for centuries. You have an eternity, but it will still not be long enough to hear them all.

BACKGROUND: Almost fifty years ago, you were Embraced after taking what should have been a lethal fall in a remote dig site in the Sahara desert. The exotic creature who brought you over to the night cautioned you that, should you ever stay more than a fortnight in the same place or return to Egypt, she would once again claim the life she'd saved. Everything else she told you was true, from the burning effect of the sun to the need for blood to continue on, so you have no reason to doubt her threat of taking your life was true as well. It's led you to a nomadic existence, but one you've found you enjoy. You joined The Pack some years ago, and they're all very accepting of your here-then-gone ways, and tolerant (if not understanding) of your academic lectures and occasionally obsessive interest in cultures of the past.

ROLEPLAYING HINTS: You're always up for exploration, dressed for any adventure and eminently curious. This enthusiasm led you to the Circle of the Crone, not out of any particular spiritual belief yourself, but out of a desire to gain access to unique and ancient cultural information (which explains why you've never progressed beyond the Choir). You are easily distracted by minute details, and sometimes have trouble seeing the big picture. You almost died once trying to decipher the inscription on a grave robber's sword as he attempted to use it to behead you.

GOALS:

- Examine something mysterious and ancient.
- Lecture someone on the significance of some seemingly unimportant historic or cultural detail.

NOTES:

NAME: Kasey Perry CONCEPT: Enthusiastic Archeologist GENDER: Either  
CLAN: Gangrel COVENANT: Circle of the Crone COTERIE: The Pack  
VIRTUE: Temperance VICE: Gluttony PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics Expression  
(Anthropology) Computer Persuasion  
Investigation Subterfuge  
Occult (Artifacts) Drive  
Stealth Survival (Desert)  
Animal Ken Empathy

MERITS

Direction Sense  
Eidetic Memory  
Encyclopedic Knowledge  
Language (Egyptian)  
Resources  
Status (City: L.A.)  
Status (Gangrel)

FLAWS

DISCIPLINES

Animalism  
Auspex  
Protean

EQUIPMENT

Backpack, khaki jacket with lots of pockets, GPS

HEALTH

Willpower

VITAE

Blood Potency

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 10  
DEFENSE: 2  
INITIATIVE MOD: 6

POWELL, RUTHLESS CRIME BOSS

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

VIRTUE: Fortitude. When you set your mind to something, you see the job through to the (usually gritty) end.

VICE: Wrath. Your temper lends a certain fire to your enthusiasm for getting the job done.

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:

- 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.

NOTES:

NAME: Powell CONCEPT: Ruthless Crime Boss GENDER: Either

CLAN: Ventrue COVENANT: Invictus COTERIE: Chiave

VIRTUE: Fortitude VICE: Wrath PLAYER:

ATTRIBUTES

INTELLIGENCE ●●●●○ STRENGTH ●●●●○ PRESENCE ●●●●○

WITS ●●●●○ DEXTERITY ●●●●○ MANIPULATION ●●●●○

RESOLVE ●●●●○ STAMINA ●●●●○ COMPOSURE ●●●●○

SKILLS

Computer ●●●●○ Expression ●●●●○

Investigation Intimidation (Threats) ●●●●○

(Dirty Secrets) ●●●●○ Persuasion ●●●●○

Athletics ●●●●○ Streetwise ●●●●○

Brawl ●●●●○ Subterfuge ●●●●○

Firearms ●●●●○

Larceny ●●●●○

Stealth ●●●●○

Animal Ken

(Feral Whispers) ●●●●○

MERITS

Allies (Criminals) ●●●●○

Contacts

(Drug Dealers, Gangs) ●●●●○

Fast Reflexes ●●●●○

Status (City: L.A.) ●●●●○

FLAWS

DISCIPLINES

Animalism ●●●●○

Dominate ●●●●○

EQUIPMENT

Cell phone, PDA for keeping track of dirt on others, heavy revolver (2L) with silencer, semi-auto pistol in leg holster (1L)

HEALTH

●●●●●●●●●●

□□□□□□□□□□

WILLPOWER

●●●●●●●●●●

□□□□□□□□□□

VITAE

□□□□□□□□□□

■■■■■■■■■■

Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

Phobia: Enclosed Spaces

SIZE: 5

SPEED: Acting 5 Running 9

DEFENSE: 2

INITIATIVE MOD: 6

ARMOR: Kevlar Vest (1/2)

TAYLOR PRATTE, SKILLFUL LAWYER

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

VIRTUE: Prudence.

You never make a statement or take an action without considering all the possible ramifications thereof – once bitten, twice shy.

VICE: Greed.

You're entitled to every cent that you can negotiate and wheedle out of others, and not a penny less.

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.

GOALS:

- Debate the interpretation and ramifications of the Traditions with someone.
- Achieve Acknowledgement (and if possible, an official role as a legal counsel) from the Prince or Seneschal of the domain.

NOTES:

NAME: Taylor Pratte    CONCEPT: Skillful Lawyer    GENDER: Either  
CLAN: Ventrue    COVENANT: Lancea Sanctum    COTERIE: None  
VIRTUE: Prudence    VICE: Greed    PLAYER:

ATTRIBUTES

INTELLIGENCE    STRENGTH    PRESENCE  
WITS    DEXTERITY    MANIPULATION  
RESOLVE    STAMINA    COMPOSURE

SKILLS

Academics (Law)    Empathy  
Computer    Expression  
Investigation    Intimidation  
(Cross-Examination)    Persuasion (Bargaining)  
Occult    Subterfuge  
Politics  
Drive  
Firearms  
Larceny  
Stealth

MERITS

Contacts (Lawyers)  
Eidetic Memory  
Language  
(Latin, Italian, French)  
Status (Ventrue)  
Status (Lancea Sanctum)

FLAWS

DISCIPLINES

Auspex  
Dominate  
Majesty

EQUIPMENT

Wire-rimmed glasses, cell phone, PDA, briefcase

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 3  
INITIATIVE MOD: 5

ARMOR:

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.

No matter what the world throws at you now, you've seen worse.

Vice: Sloth.

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.

NOTES:

NAME: Ravel CONCEPT: Jaded Veteran GENDER: Either  
CLAN: Nosferatu COVENANT: Carthian COTERIE: None  
VIRTUE: Fortitude VICE: Sloth PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Computer Persuasion  
Investigation Subterfuge  
Politics  
Brawl  
Firearms (Pistols)  
Stealth  
Survival  
Weaponry (Stakes)  
Intimidation  
(Body Language)

MERITS

Brawling Dodge  
Danger Sense  
Fast Reflexes  
Quick Draw (Pistols)  
Quick Draw (Stakes)  
Status (City: L.A.)  
Status (Nosferatu)  
Status  
(Carthian Movement)  
Weaponry Dodge

FLAWS

DISCIPLINES

Vigor  
Nightmare  
Obfuscate

EQUIPMENT

Two heavy revolvers (2L), two sharpened wooden stakes (1L)

HEALTH

Willpower

WILLPOWER

Vitae

VITAE

Blood Potency

BLOOD POTENCY

HUMANITY

Derangements

DERANGEMENTS

Size: 5  
Speed: Acting 5 Running 12  
Defense: 2  
Initiative Mod: 8

Armor: Flak Jacket (2/3)



HALEY ROBERTS, DEVIL-MAY-CARE ACTOR

QUOTE: "I'll try anything once. Twice just to make sure."

VIRTUE: Charity.

Your life is "easy come, easy go," and you share all you possess with others.

VICE: Gluttony.

It's easy for you to drown yourself in the "good things" in life, especially when they seem to come so easily to you.

BACKGROUND: For a vampire who has existed for centuries, the intricacies of modern-day movies and television can be a bit confusing. Your sire woke from decades of torpor to a world that had changed beyond his wildest imagination. He saw you in the role of a suave, sophisticated aristocrat and became obsessed with the idea that you, and you alone, could help him transition into this strange world he'd woken into. Thus were you, hack actor and high-school dropout, Embraced into the right and noble clan of Lords. You were contacted a while back by a former colleague, Dillard, who tempted you out to Los Angeles with stories of insane parties and unending fun. So far you haven't seen much of it, but you have high hopes.

ROLEPLAYING HINTS: You delight in playing any role to the hilt. It was your acting skills that earned you entrance into the Café Bohème, which you choose to see as the "most exclusive nightclub ever." And while you may never be seen on the big screen again, you enjoy taking on whatever role seems like it will get you what you want, from sophisticated bureaucrat to modern party animal and everything in between.

GOALS:

- Try some new delight, preferably to excess.
- Become Acknowledged as a member of the domain and begin making ties within the city's pretty people.

NOTES:

NAME: Haley Roberts    CONCEPT: Devil-May-Care Actor    GENDER: Either  
CLAN: Ventrue    COVENANT: Lancea Sanctum    COTERIE: Starlight  
VIRTUE: Charity    VICE: Gluttony    PLAYER:

ATTRIBUTES

INTELLIGENCE    STRENGTH    PRESENCE  
WITS    DEXTERITY    MANIPULATION  
RESOLVE    STAMINA    COMPOSURE

SKILLS

Computer    Persuasion  
Investigation    Socialize  
Medicine    Subterfuge  
(Recreational Substances)  
Politics  
Athletics (Dance)  
Brawl  
Drive  
Empathy  
Expression (Acting)

MERITS

Allies (Actors)  
Barfly  
Fame  
(Character Actor)  
Status (Ventrue)  
Striking Looks

FLAWS

DISCIPLINES

Dominate  
Resilience

EQUIPMENT

Cell phone, borrowed credit cards, flask of Vitae-laced vodka

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 6

ARMOR:

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.

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 ghoul. 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:

- Recruit a member of Café Bohème to Photoplay.
- Convince the Prince to encourage Café Bohème to be opened to other photographers.

NOTES:

NAME: Rodrigo CONCEPT: Media Mogul GENDER: Either  
CLAN: Nosferatu COVENANT: Ordo Dracul COTERIE: Photoplay  
VIRTUE: Temperance VICE: Sloth PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics (Business) Intimidation  
Computer Persuasion  
Investigation (Blackmail)  
Occult Subterfuge  
Politics (Kindred)  
Drive  
Larceny  
Stealth  
Empathy  
Expression

MERITS

Contacts (Business)  
Resources  
Status (City: L.A.)  
Status (Nosferatu)  
Status (Ordo Dracul)

FLAWS

DISCIPLINES

Coils of the Dragon  
(Coil of the Beast: Chastise the Beast, Lure the Beast)  
Obfuscate

EQUIPMENT

Cell phone, platinum credit card

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 9  
DEFENSE: 2  
INITIATIVE MOD: 5

ARMOR:

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.

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.

Vice: Lust.

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 you 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:

- 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.

NOTES:

NAME: Mickey Ross    CONCEPT: Noble Thug    GENDER: Either  
CLAN: Gangrel    COVENANT: Unaligned    COTERIE: Café Bohème  
VIRTUE: Justice    VICE: Lust    PLAYER:

ATTRIBUTES

INTELLIGENCE	●●○○○	STRENGTH	●●●●○	PRESENCE	●●○○○
WITS	●●●●○	DEXTERITY	●●●●○	MANIPULATION	●●○○○
RESOLVE	●●○○○	STAMINA	●●●●○	COMPOSURE	●●○○○

SKILLS

Computer	●○○○○	Animal Ken	●○○○○	○○○○○
Investigation	●●●○○	Persuasion	●○○○○	○○○○○
Athletics	●○○○○	Streetwise	●○○○○	○○○○○
Brawl (Claws)	●●●○○	Subterfuge	●○○○○	○○○○○
Drive	●●○○○		○○○○○	○○○○○
Larceny	●○○○○		○○○○○	○○○○○
Stealth (Shadowing)	●●○○○		○○○○○	○○○○○
Survival	●○○○○		○○○○○	○○○○○
Intimidation			○○○○○	○○○○○
(Physical Threats)	●●●○○		○○○○○	○○○○○

MERITS

Danger Sense	●●○○○
Haven	
(Shared: Café Bohème)	●○○○○
Status (City: L.A.)	●○○○○
Status (Gangrel)	●○○○○
Striking Looks	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS


DISCIPLINES

Protean	●●○○○
Resilience	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

EQUIPMENT

Cell phone with headset,	
sunglasses	

SIZE: 5  
SPEED: Acting 5 Running 12  
DEFENSE: 3  
INITIATIVE MOD: 5

ARMOR:

HEALTH

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

VITAE

□□□□□□□□□□
■■■■■■■■■■■■■■■■
Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●
------------

HUMANITY

●●●●●●●●●●
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DERANGEMENTS


SANCHEZ, RESENTFUL RETIRED COP

QUOTE: "Don't talk to me about sacrifice. You have no idea."

VIRTUE: Hope.

Despite everything your Embrace has cost you, you still secretly hope to discover a silver lining.

VICE: Envy.

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.

NOTES:

NAME: Sanchez CONCEPT: Resentful Retired Cop GENDER: Either  
CLAN: Nosferatu COVENANT: Invictus COTERIE: L.A. Confidential  
VIRTUE: Hope VICE: Envy PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics Persuasion  
Investigation Streetwise  
Politics Subterfuge  
Brawl (Fighting Dirty)  
Larceny  
Stealth  
Empathy  
(Body Language)  
Intimidation  
(Body Language)

MERITS

Allies (Police)  
Brawling Dodge  
Contacts  
(Police, Criminals)  
Giant  
Status (City: L.A.)  
Status (Nosferatu)  
Status  
(Carthian Movement)

FLAWS

DISCIPLINES

Obfuscate  
Vigor

EQUIPMENT

Cell phone with voice command  
(your fingers are too big for the buttons)

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 6  
SPEED: Acting 5 Running 11  
DEFENSE: 2  
INITIATIVE MOD: 5

ARMOR: Custom made reinforced jacket (1/0)

SHINN, ZEN LEADER

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

VIRTUE: Faith.

Every action brings about its own reaction. When right is done, profit cannot help but follow.

VICE: Sloth.

There is no need to stress and strain. When one is taking right action, the path flows smoothly forward.

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 CONCEPT: Zen Leader GENDER: Either  
CLAN: Ventrue COVENANT: Invictus COTERIE: Inner Council  
VIRTUE: Faith VICE: Sloth PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics (Law) Persuasion  
Computer Subterfuge  
Investigation  
Politics  
(Judicial System)  
Athletics (Tai Chi)  
Drive  
Stealth  
Animal Ken  
Empathy

MERITS

Contacts  
(Judges, Lawyers)  
Resources  
Status (City: L.A.)  
Status (Ventrue)  
Status (Invictus)

FLAWS

DISCIPLINES

Animalism  
Auspex  
Dominate

EQUIPMENT

Cell phone, address book with  
personal contact information for  
major judiciaries in the L.A. area

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
SPEED: Acting 5 Running 8  
DEFENSE: 2  
INITIATIVE MOD: 5

ARMOR:



ANTONIO/ANITA THOMAS, GOSSIP-SLINGING HARPY

QUOTE: "Let me tell you what really happened."

VIRTUE: Faith.

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.

VICE: Envy.

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.
- 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.

NOTES: Devotions: Verdical Tongue

NAME: Antonio/Anita Thomas CONCEPT: Gossip-slinging Harpy GENDER: Either  
CLAN: Ventruue COVENANT: Lancea Sanctum COTERIE: None  
VIRTUE: Faith VICE: Envy PLAYER:

ATTRIBUTES

INTELLIGENCE STRENGTH PRESENCE  
WITS DEXTERITY MANIPULATION  
RESOLVE STAMINA COMPOSURE

SKILLS

Academics Expression  
Computer Intimidation  
Investigation Persuasion  
Occult Socialize  
Politics (Status) (Gossip and Rumors)  
Athletics Subterfuge  
Drive  
Larceny  
Stealth  
Empathy (Body Language)

MERITS

Status (City: L.A.)  
Status (Ventruue)  
Status (Lancea Sanctum)  
Striking Looks

FLAWS

DISCIPLINES

Dominare  
Majesty

EQUIPMENT

Notebook, expensive pen

HEALTH

WILLPOWER

VITAE

Vitae per turn 1

BLOOD POTENCY

HUMANITY

DERANGEMENTS

SIZE: 5  
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.**

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.

**NOTES:**

**NAME:** Alistair Trent **CONCEPT:** Self-controlled Priscus **GENDER:** Either  
**CLAN:** Gangrel **COVENANT:** Ordo Dracul **COTERIE:** The Pack  
**VIRTUE:** Prudence **VICE:** Envy **PLAYER:**

**ATTRIBUTES**

<b>INTELLIGENCE</b>	●●○○○	<b>STRENGTH</b>	●●●○○	<b>PRESENCE</b>	●●●○○
<b>WITS</b>	●○○○○	<b>DEXTERITY</b>	●●○○○	<b>MANIPULATION</b>	●●○○○
<b>RESOLVE</b>	●●●○○	<b>STAMINA</b>	●●○○○	<b>COMPOSURE</b>	●●●○○

**SKILLS**

Investigation	●○○○○	Intimidation	●●○○○	○○○○○
Medicine	●○○○○	Persuasion	●●○○○	○○○○○
Politics (Kindred)	●●○○○	Subterfuge	●●○○○	○○○○○
Athletics	●○○○○		○○○○○	○○○○○
Brawl (Claws)	●●○○○		○○○○○	○○○○○
Larceny	●○○○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Survival	●○○○○		○○○○○	○○○○○
Animal Ken (Cats)	●○○○○		○○○○○	○○○○○
Empathy	●●○○○		○○○○○	○○○○○

**MERITS**

Status (City: L.A.) ●○○○○  
Status (Gangrel) ●○○○○  
Status (Ordo Dracul) ●○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

**FLAWS**

**DISCIPLINES**

Animalism ●●○○○  
Coils of the Dragon  
(Chastise the Beast) ●○○○○  
Protean ●●○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

**EQUIPMENT**

Cell phone

**HEALTH**

●●●●●●●●●●  
□□□□□□□□□□

**WILLPOWER**

●●●●●●●●●●  
□□□□□□□□□□

**VITAE**

□□□□□□□□□□  
□■□■□■□■□■  
Vitae per turn 1

**BLOOD POTENCY**

●●●●●●●●●●

**HUMANITY**

●●●●●●●●●●

**DERANGEMENTS**

**SIZE:** 5  
**SPEED:** Acting 5 Running 10  
**DEFENSE:** 1  
**INITIATIVE MOD:** 6

**ARMOR:**

# TURGENEV, SECRETIVE SCIENTIST

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

## VIRTUE: Faith.

Everything is explainable. There are no mysteries, just yet-unanswered questions.

## 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:

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

## NOTES:

**NAME:** Turgenev **CONCEPT:** Secretive Scientist **GENDER:** Either  
**CLAN:** Mekhet **COVENANT:** Ordo Dracul **COTERIE:** None  
**VIRTUE:** Faith **VICE:** Gluttony **PLAYER:**

## ATTRIBUTES

INTELLIGENCE	●●●●●	STRENGTH	●●○○○	PRESENCE	●○○○○
WITS	●●●○○	DEXTERITY	●●○○○	MANIPULATION	●○○○○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●●●○

## SKILLS

Academics (History)	●●●○○	Empathy	●○○○○	○○○○○
Computer	●○○○○	Expression	●○○○○	○○○○○
Investigation		Intimidation	●○○○○	○○○○○
(Probing Questions)	●●●○○	Persuasion	●○○○○	○○○○○
Medicine	●○○○○	Subterfuge	●●●○○	○○○○○
Occult (Fog of Ages)	●●●○○		○○○○○	○○○○○
Science	●●●○○		○○○○○	○○○○○
Larceny	●○○○○		○○○○○	○○○○○
Stealth	●○○○○		○○○○○	○○○○○
Survival	●●○○○		○○○○○	○○○○○

## MERITS

Contacts (Professors)	●○○○○
Eidetic Memory	●○○○○
Resources	●○○○○
Status (Mekhet)	●○○○○
Status (Ordo Dracul)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

## FLAWS


## DISCIPLINES

Obfuscate	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
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	○○○○○
	○○○○○
	○○○○○
	○○○○○

## EQUIPMENT

Notebook, pen, mini recorder  
for audio interviews, laptop  
computer with electronic files  
of more than a century of  
research on the Fog of Ages

**SIZE:** 5

**SPEED:** Acting 5 Running 9

**DEFENSE:** 2

**ARMOR:** **INITIATIVE MOD:** 6

## HEALTH

●●●●●●●●●●  
□□□□□□□□□□

## WILLPOWER

●●●●●●●●●●  
□□□□□□□□□□

## VITAE

□□□□□□□□□□  
■■■■■■■■■■■■■■■■  
Vitae per turn 1

## BLOOD POTENCY

●●●●●●●●●●

## HUMANITY

●●●●●●●●●●

## DERANGEMENTS

## VANWYCK, SNOOTY SOCIETY COLUMNIST

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

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<p><b>VIRTUE: Fortitude.</b></p> <p>You tolerate all manner of unpleasantness from the lessers you are surrounded with. Your patience is nigh unlimited.</p>	<p><b>VICE: Pride.</b></p> <p>There are those who are doomed to scramble amongst the mud and filth, and those who were meant for greater things. You are, of course, the latter.</p>
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**BACKGROUND:** You were born in a more civilized time, when breeding and bearing truly meant something. The years haven’t changed you, although they seem to have changed everyone else. You are still the sophisticated, elegant individual you always were, and if you’re forced to deal with those who are less than civilized, you’ll do so with all of the wit and regal poise you always have.

You know a winner when you see one, and almost fifty years ago Rodrigo caught your eye as a Kindred who was going places. You threw your lot in with his, even joining the Order to cement your ties with the ambitious and effective Haunt. Now you protect him and his interests because they are one and the same with your own.

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**ROLEPLAYING HINTS:** You move through the upper echelons of human and Kindred society, while others can wade through the muck. You hear the secrets and see the connections that those “down below” could never hope to. You’re always a bit aloof, preferring the company of those who are above lowbrow humor and crass behavior. You love the traditional structure and status system of vampiric society – it’s so easy to tell the “haves” from the “have-nots” that way.

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<p><b>GOALS:</b></p> <ul style="list-style-type: none"> <li>• Interact as little with uncouth individuals as possible.</li> </ul>	<ul style="list-style-type: none"> <li>• 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.</li> </ul>
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**NOTES:**

**QUOTE:** “Everyone’s got something to fear. What are you afraid of?”

Everyone has some sin to atone for. You are an agent of the universe's judgment.

You relish terrifying others with a sadistic glee.

You believe you lead the Nosferatu of the domain because you exemplify what is to be one of the Haunts. You suspect, however, that your role as Priscus has more to do with your connection to Ward, and you seek to prove yourself truly worthy of your title by terrorizing your clan members into submission whenever you can.

## GOALS:

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• Find justification for tormenting someone in the domain, preferably “for the greater good.”</li> </ul> | <ul style="list-style-type: none"> <li>• Discover secret shames or fears on at least three members of the city, especially if they are of your clan.</li> </ul> |
|---|---|

**NOTES:**

**VIRTUE:** Justice      **VICE:** Lust      **PLAYER:**

INTELLIGENCE	●●○○○	STRENGTH	●●○○○	PRESENCE	●●○○○
WITS	●●○○○	DEXTERITY	●●○○○	MANIPULATION	●●○○○
RESOLVE	●●○○○	STAMINA	●●○○○	COMPOSURE	●●○○○

Academics	●●●●●	Intimidation	●●●●●
Investigation		(Creepy Threats)	●●●●●
(Ferretting out Fears)	●●●●●	Persuasion	●●●●●
Occult	●●●●●	Subterfuge	●●●●●
Politics	●●●●●		●●●●●
Athletics	●●●●●		●●●●●
Brawl	●●●●●		●●●●●
Stealth	●●●●●		●●●●●
Empathy			●●●●●
(Sensing Guilt)	●●●●●		●●●●●

Contacts (Church, Doctors,	
Fraternal Orders, Police,	
War Veterans)	●●●●●
Status (City: L.A.)	●○○○○
Status (Nosferatu)	●●●○○
Status (Lancea Sanctum)	●○○○○

**DISCIPLINES**

Nightmare ●●●●●

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Vitae per turn 1

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## Obsessive Compulsion

Military/religious regalia,  
disturbing things to pull out  
of your pockets (finger bones,  
huge insects, dead snakes)

**SPEED:** Acting 5 Running 10

DEFENSE: 2

INITIATIVE MOD: 4

ARMOR: \_\_\_\_\_ INITIATIVE MOD: 4



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 blackmail-worthy 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:
- 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.

NOTES:

NAME: Raven Ward    CONCEPT: Timeless Historian    GENDER: Either

CLAN: Nosferatu    COVENANT: Ordo Dracul    COTERIE: Sandmen

VIRTUE: Fortitude    VICE: Greed    PLAYER:

ATTRIBUTES

INTELLIGENCE	●●●●○	STRENGTH	●●●●○	PRESENCE	●●●●○
WITS	●●●●○	DEXTERITY	●●●●○	MANIPULATION	●●●●○
RESOLVE	●●●●○	STAMINA	●●●●○	COMPOSURE	●●●●○

SKILLS

Academics		Intimidation	●●○○○	○○○○○
(Local History)	●●○○○	Persuasion	●○○○○	○○○○○
Computer	●○○○○	Subterfuge	●○○○○	○○○○○
Investigation	●●○○○		○○○○○	○○○○○
Occult	●●○○○		○○○○○	○○○○○
Politics (Kindred)	●●○○○		○○○○○	○○○○○
Science	●●○○○		○○○○○	○○○○○
Brawl	●○○○○		○○○○○	○○○○○
Larceny	●●○○○		○○○○○	○○○○○
Stealth (Eavesdropping)	●●○○○		○○○○○	○○○○○

MERITS

Allies

(Research Librarians) ●○○○○

Contacts (Historians, Librarians, Professors, Scientists) ●●○○○

Eidetic Memory ●●○○○

Resources ●○○○○

Status (City: L.A.) ●●○○○

Status (Nosferatu) ●○○○○

Status (Ordo Dracul) ●○○○○

○○○○○

FLAWS

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DISCIPLINES

Obfuscate ●●○○○

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EQUIPMENT

Old leather-bound books, ancient writing implements, Victorian-era or earlier costuming

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HEALTH

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WILLPOWER

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VITAE

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Vitae per turn 1

BLOOD POTENCY

●●●●●●●●●●

HUMANITY

●●●●●●●●●●

DERANGEMENTS

○○○○○

SIZE: 5

SPEED: Acting 5 Running 10

DEFENSE: 3

INITIATIVE MOD: 6

ARMOR: ○○○○○

**QUOTE:** “So, I said ‘That’s what she said last night....’ And just then the Prince walked in.”

51