

C L A N B O O K :

TORREADOR



A Sourcebook for **VAMPIRE: The Masquerade™**



And under this carnival disguise, the heart of an old youngster who is still waiting to give his all. But how to be recognized under this mask? This is what they call a fine career.

—Jean Anouilh, *The Waltz of the Toreadors*

Music, lights, beauty and blood! Plunge into it.
Grasp it with those clutching, cloying hands. Hold
it against your dead bosom. Raise it to lifeless lips
and kiss it with a mouth that knows nothing but
obscene lies. This is the vibrancy you cannot feel.
This is the raging excitement you have forgotten.
This is the seductive siren's call you lack. This is
inspiration. This is *life*.

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Michelle "Happy Hat" **Prahler**, for throwing such a topical party.

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Steve "M. Bison" **Wieck**, for living the honorable code of the Streetfighter.

Jim "Key Chain" **Townsend**, for getting one that reveals such a truth — NOT!

Aileen "Nightmare Before Toreador" **Miles**, for listening to the soundtrack non-stop while laying out this book

Word from the White Wolf Game Studio

We have two new pigeons... er... persons... er... people here at White Wolf. Ian Lemke and Mike Tinney of Night Owl Productions have decided to nest in our library, cranking out releases for Mind's Eye Theatre and running live-action games at conventions and anywhere hunters won't find them. When we got them to write bios for us, Mike said he enjoys long, quiet walks in a DMZ and Ian likes badger wrestling. Right.



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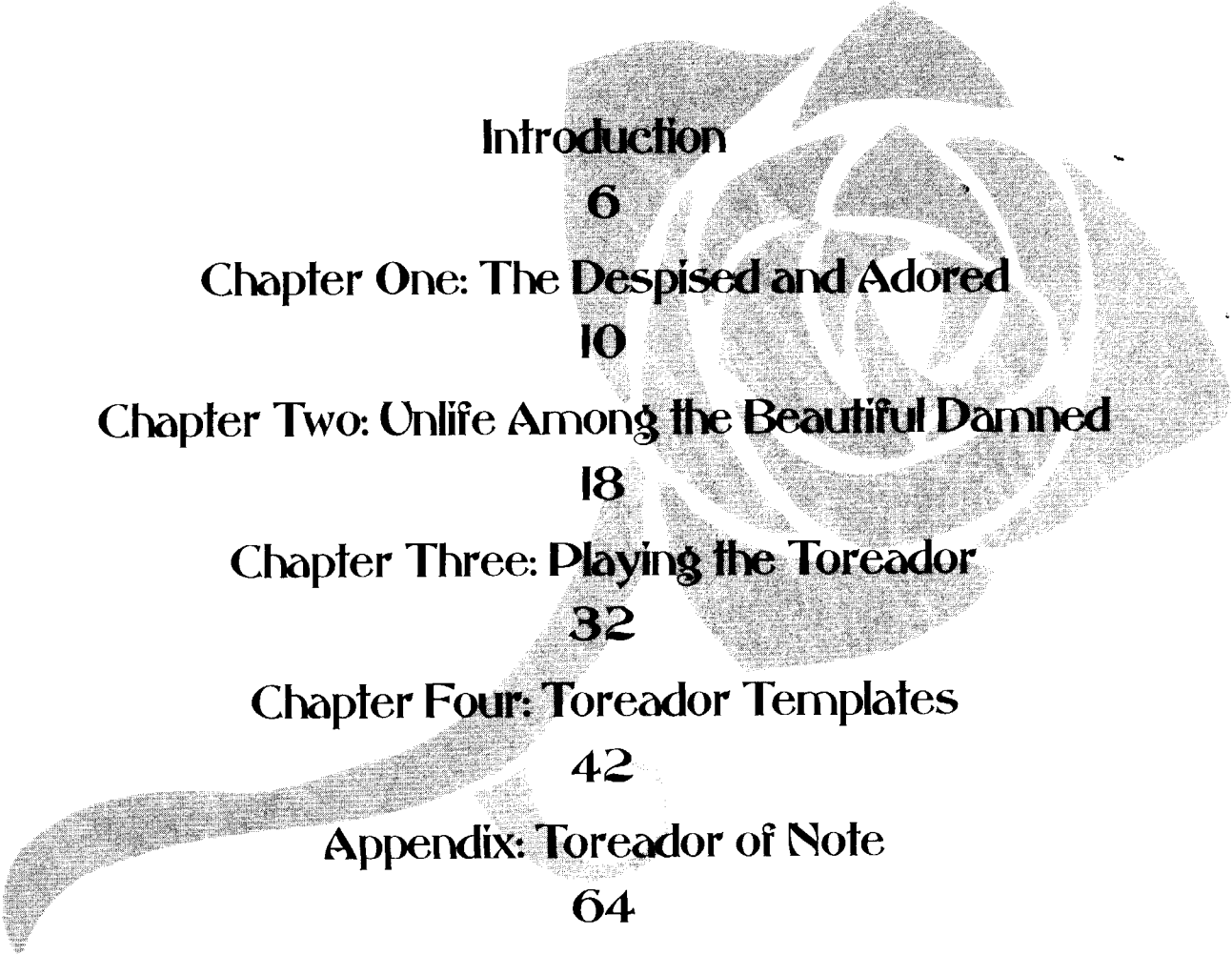
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Due to the mature themes presented within, reader discretion is advised.



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Introduction

Clarissa was not happy. She had no choice but to leave. There just wasn't time to see her stepdaughter's performance as one of Santa's reindeer. Her husband would understand as much as any human could. Explaining it to Mandy, her stepdaughter, would prove to be a little more difficult, however. Clarissa walked out of the auditorium to her convertible BMW.

She was already running late, and Annabelle would not be pleased. It was expected that undead guests would be fashionably late, but Clarissa was still a neonate, and the deadline for fashionably late ended over an hour ago.

Clarissa put the pedal to the floor and ignored all the red lights she could. Her straight, black hair whipped behind her in the cold Chicago air, but she did not notice. While she had dressed more for the school play than for a Guild party, her white blouse and gray skirt hugged her shapely body which, coupled with her gorgeous dark blue eyes and perfect smile, would make up for the outfit's lack of flair.

The party was being held at one of Annabelle's many extravagant mansions. Clarissa knew the location of three of them, but there were certainly more. Each home had a huge hall that served as her gallery for displaying the works of her favored artists: Max Ernst, Juan Miró, Salvador Dali, Alexander Rodchenko, Francis Picabia, Gianlorenzo Bernini, Caravaggio, Rubens and others. The ghoul servants who cared for the mansions were all attractive, and none of them appeared to be over 25.

As many as 40 Kindred would show up at the more prominent socials, all dressed in the finest of fashions and accompanied by their ghoul consorts. The refined Damned who gathered for

them always provided witty and provocative conversation. If only the mortals in the nearby houses could have known what savagery was seething beneath the coats and evening gowns of these honored and mannerly guests.

Clarissa handed the keys to one of Annabelle's valets and entered the mansion. One of Darian's ghouls immediately greeted her and took her coat. Clarissa studied his features as he hung her coat on the huge mahogany hat stand in the front sitting room, but she could not place where she had seen him before. Darian inevitably made ghouls of artists with limited talent, and Clarissa took pride in the fact that she never knew them.

Clarissa quickly made her way through the front parlor. The room was filled with important Cainites in antique Queen Anne chairs discussing current Kindred events. Clarissa hurried to the next room, only taking time to note that Annabelle had the good grace not to place couches in the room. These noted undead would not have the displeasure of sitting beside one another.

She spotted Annabelle talking with the beautiful raven-haired neonate, Portia, and her handsome and narcissistic lover, Bret Stryker. Bret once belonged to Annabelle, and Clarissa was struck by how flagrantly he and Portia flaunted their relationship before Annabelle.

Annabelle turned as Clarissa approached. "Darling! It is so good to see you," Annabelle said with feigned delight. "I'm glad you made it, even though we've already toasted Darian's success in New York. I'm sure you'll love his work. It's quite unusual for him... a radical departure from his last showing."



Clarissa said little to Annabelle. Annabelle had a way of twisting what Clarissa said, making her feel ignorant and rude. Annabelle knew about Clarissa's former rivalry with Darian, and Clarissa did not want Annabelle to remind her of it in a room filled with her peers.

The pair entered a long hallway filled with various sculptures. Despite Clarissa's dislike for Darian, his works were incredible. She had long considered him a poseur, no matter what the other Toreador claimed, but this challenged even her conviction. As she moved around the works, she joined in a number of discussions concerning various pieces.

"The texture in this is just amazing. It conveys to me that Darian had a real vision when he created this. I can see the energy of his libido springing forth from all angles," one critic proclaimed.

"The juxtaposition of those figures is outstanding. The interval and rhythm are such that he evades direct symbolism," another announced.

Such lofty praise usually meant nothing, but in these works, she could see the critics were right. She examined one of the larger bronze works, *Acclamation of the Pariah*, which showed a pitiful figure tormented by something looming outside the work. She could feel the force's presence as much as the character in the work could. And then it hit her.

Her mind shut down all outside functions. She let herself be drawn into the work. She followed every line, every contour and each pattern that emerged. The work took on new meanings, deeper meanings. Her subconscious was being altered by it, scarred by it. The work was powerful because the emotions it conveyed were real.

Clarissa saw what lay outside the work itself, what frightened the figure in it so much. It was fear of the self, fear of utter failure, hopelessness, meaninglessness—it was the Truth. The work had not let her senses go so easily. The revelations were not over, and the mechanisms in her mind refused to shut down. Then she saw what was never meant to be seen, and she knew the most horrible secret buried within the work—Darian had nothing to do with its creation. It could only be the work of her missing sire, Emily.

Clarissa left the party early. She knew she had to reveal Darian as a fraud. She had long sought to do so, and now she would destroy him. Her three ghouls, Peter, Jacob and Bill, would aid her by spying on Darian. Her Jacob was once a police detective. Besides, Darian's flamboyance would make it an easy task.

The next night, as her ghouls scoured the city for clues, Clarissa sat in her big lazy recliner, gazing at Emily's ring. It seemed as though she found it an eternity ago. She had picked it up from the dewy grass of the cemetery, where Michael Paine accidentally dropped it as he ran away. Another Kindred was running from the site after his clandestine meeting with Michael—the Sheriff, Balthazar.

The only reason Clarissa withdrew from her performance work was to hone her vampiric powers until she could use them against Michael and the Sheriff. She had hopes of capturing Michael Paine and torturing him for information about Emily. Now he was gone, destroyed by Lupines in their attempt to take the city. Ewell, as Sheriff referred to himself after Lodin's demise, was still too dangerous. He had gained the primogen's support after helping to restore order to the city.

As her thoughts drifted, her gaze was locked on the intricate detail of the ring. Before she could react, she found herself fixated upon its design. She fell into the fascination, taking pleasure in what other vampires considered her clan's weakness.

Suddenly, a shock ran down her spine as a new image took form—an image of the ghoul who accompanied Paine and Ewell in the graveyard. "My God," she screamed aloud. He had taken her coat at the party. He was Darian's ghoul—she had overheard Darian tell him to return to his haven to check his phone messages.

Questions boiled in her brain. What was the connection between Darian and Ewell? Could they be connected to the Sabbath? Darian was going to New York, and the Sabbath still controlled that area. The ring's spell over her finally faded, and she awoke from the nightmare to find herself still in her easy chair, crying bloody tears.

By the next night, her ghoul Peter had discovered Darian's huge phone bill. Most of the calls went to two Manhattan numbers. One number checked out as the gallery, but the other was untraceable. Clarissa's only choice was to follow Darian to New York. Bill and Peter could go on ahead, while Jacob would travel with her. Then, imagining that she could hear her dead heart beating, Clarissa called Annabelle and arranged a meeting near the Fine Arts Theatre early the next night.

Upon awakening the following sundown, Clarissa adorned herself with a beautiful black silk dress, clipped her hair to about half its normal length and put on a perfume her sire had used to drive Annabelle mad with passion. Then she did something she had never done before. She put on Emily's ruby ring.

The coffeehouse where they were to meet emptied shortly after Clarissa arrived. The mortals had merely been there biding their time before a play. Clarissa waited for Annabelle until 9:30. She was about to leave when she saw the Toreador leader come through the door.

Annabelle had tied her hair back in a ponytail. She wore jeans and a flannel shirt. Her look did not fit her image, but she still stood out as the most beautiful being in the room. Clarissa lost herself in Annabelle and remained quietly entranced as the angel walked over and sat down across from her.

"I love you, Clarissa," Annabelle said. The words struck her like a blow, and they returned Clarissa to her senses with an explosion.



"What?" Clarissa exclaimed.

"I said, 'What can I do for you, Clarissa?'" Annabelle said, smiling.

Disconcerted, Clarissa wondered what Annabelle had really said, and then shook her head. "I need a favor."

"Really." Annabelle shifted moods, suddenly becoming very serious.

"I need permission to go to New York City for an indefinite time. I need you to make a call to your friends there," Clarissa declared.

Annabelle looked into Clarissa's eyes. She seemed about to refuse, but then her eyes glanced down to Clarissa's hand, and she caught herself. "Do you know what you're asking of me?"

Clarissa found her throat too dry to answer, and nodded instead.

"And what do you offer in return?" Annabelle asked

"Another drink is all I have to give," Clarissa whispered.

"This would be your second. You would only need one more," Annabelle said without emotion.

"I know."

Annabelle's only response was a smile. She ordered the waiter to bring her an empty cup. Once the mortal left, Annabelle drew her wrist quickly across her mouth, and Clarissa caught only the barest hint of a fang before Annabelle allowed her vitæ to spill into the cup. Then Annabelle licked her own wrist until the dark red line across it was gone. Without speaking a word, she pushed the cup across the table, and Clarissa drank.

"I will make the call as soon as I leave here. When you get to New York, you will be under the protection of a Sabbat member known as Shawnda Dorrit. I will have no power over her or her underlings, and I take no responsibility for their actions," Annabelle said. "Now, having taken care of business, tell me what you think of Son's new friend ..."

The next night, Peter picked her up, along with Jacob, at LaGuardia Airport. He took the two of them to the penthouse he had rented for them near Central Park. Until the night of Darian's show, Clarissa only left the hotel to feed, but her ghouls managed to check out the gallery. By the time of the opening, Clarissa had made her plans, and she watched the gallery party from across the street, hiding in the apartment of a young man she effortlessly seduced.

For hours she sat there, watching Darian through the huge windows of the gallery as he mingled with his guests. At 4 a.m., when the gallery closed, Darian left with another man, most

likely Kindred, although Clarissa could not tell. If the stranger was Kindred, he was most likely Sabbat. She had to follow, reminding herself to thank her mad friend Ian for teaching her how to fade into the night.

When the pair walked under a streetlight, Clarissa got her first good look at the stranger. He seemed to be a man in his 50s, with short gray-black hair and a well-trimmed moustache and beard. He wore an expensive black suit, carried a tan trench coat under one arm, and held a walking cane in the other hand. His aura was a pale light blue and was filled with the black tendrils of a Diabolist.

When the two sat on a bench on the outskirts of Central Park, Clarissa drew as close to them as she possibly could. She focused her thoughts and remained very still, tuning into their conversation from a distance where most humans would have been unable to tell that a conversation was taking place.

"... as I promised. I haven't betrayed you. Besides, I want it even more than you do. Just do as I say and everything will work out fine," the stranger said in a deep, gravelly voice.

"I will do as I have promised. But I need the rest of Emily's work now," Darian said.

"You will have it when I say so. Not before. You still have work to do," the stranger replied harshly.

Clarissa heard Darian stand and rub his hands together — an action he usually took when he was exceptionally nervous. "My Blood Cult is growing stronger night after night," he explained. "Everything is going according to plan. You have no right to say I have not proven myself. I will destroy them."

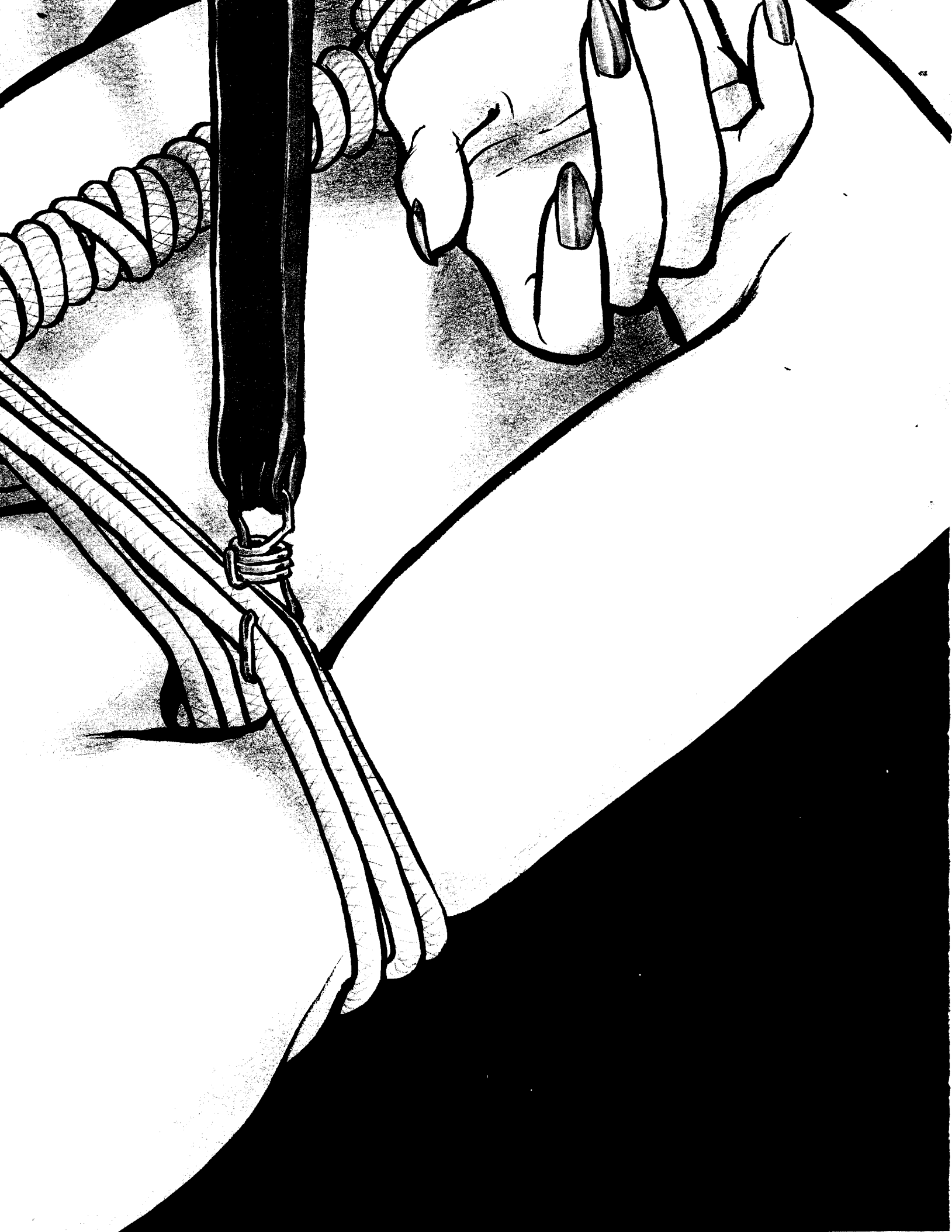
"You will wait until I give you the go ahead. I want to see what happens with Balthazar first. If we are lucky, the primogen will make him prince. Then we can remove anyone who poses a threat to us. Within a year, Chicago will fall," the stranger said.

"And I will rule the city and serve you faithfully," Darian proclaimed.

"Darian, you are just like Emily. You must be careful. You know there is only so much I can do for you. I have to go. I suggest you remain in New York for a while. We must meet again."

The stranger turned, and Clarissa saw him walk off into the park. Darian watched him go before returning to the streets and hailing a cab. Clarissa was shaken by what she had heard, and she quickly returned to her penthouse.

She called her husband and told him she would be away — probably for a long, long time.



Chapter One: The Despised and Adored

What happens when the intoxication of success has evaporated?
— Bauhaus, "Silent Hedges"

Effete poseurs, naive dreamers, hedonists, lovers, creators of beauty, sardonic critics, murderous seducers and devout visionaries— the Toreador are all these things and more. The Toreador, despite their vampiric nature, are more like us than any other Kindred, for they still possess the energy and vision they had in life.

Though they intermix with the kine more than other Kindred, they hide behind the Masquerade they have created, keeping their secrets safe. As we get a glimpse of them, do not fix your gaze for too long. They are masters at perfecting appearances. We can only see a brief vision of what they truly are.

A Brief History of the Toreador

Don't mock the faith . . . to hell with the truth! As the history of the world proves, the truth has no bearing upon anything. It's irrelevant and immaterial . . . The lie of a pipe dream is what gives life to the whole misbegotten mad lot of us, drunk or sober.

— Eugene O'Neill, *The Iceman Cometh*

The Hellenistic Period

Toreador spread across the ancient world, playing prominent roles in Crete, Mesopotamia and other lands, but Ancient Greece hosted the first concentration of the clan. Here they brought about the establishment of civilization as they perceived it should be.

The Kindred were as gods to the kine, and some Toreador claim they inspired Homer and others in creating the tales that became Greek mythology. Even after the age of heroes, vampires continued to play an important role in Greece, and the Toreador were a major factor in Athens. Even faeries and mages joined the Kindred there. For a while, it appeared as if Arikel was trying to establish a third city, one far greater than the first two.

The Lasombra and Ventrue who controlled Sparta had no desire to see Athens overtake their city in political influence. Thus, the Peloponnesian Wars were fought. The war left the Toreador in power, but any chance of turning Athens into a great city had passed. Within a few generations, the Ventrue and Brujah of Macedonia invaded Greece. They cast the Toreador from power, Arikel's messengers disappeared, and the clan was no longer united.

The Punic Wars

After the decline of Greece, Toreador spread out across the Mediterranean and into Persia. A number of Toreador went to the city of Carthage, joining the Brujah to continue their pursuit of the arts. Over time, Carthage drew not just Brujah and Toreador, but Kindred of all bloodlines. Together, they began a united quest for Golconda.

At the same time, Rome, controlled by the Ventrue and Malkavians, was becoming a major power. The Ventrue wanted control over Carthage, and this led to the Punic Wars. At first it appeared as though Carthage would triumph, but the wars were long and bloody. Eventually, most Kindred realized both sides were near equals. Rumor has it that a Toreador traitor provided the Ventrue with the information they needed to



A Frightening Legacy

My dearest Geneveve: I have come across the most darling little story, and thought you would appreciate it. All my love, Rafe C.

One night, shortly after Caine became ruler of the first City, he sat alone in his palace. While the people of the city worshipped the first Immortal, crafted sculptures and sang songs in his honor, loneliness set in, for even with their love, Caine was the only one of his kind. He left the city for the desert, where he encountered a tribe of nomads.

Among the nomads was a youth of such great beauty that Caine was struck dumb. Caine took the youth back to Enoch, watched the child grow and, when the child became an adult, made his beloved the first Born. Later, two others were also Embraced, but they are not important to our story.

The first Born, who remains nameless (though not forgotten), became the prince of the first City. The new prince served Caine zealously, bringing him gifts of incense and gold, though such things did not hold value for He Who Was Cursed. Caine sought only forgiveness, but he knew now that the city he had created for good had become decadent under the rule of his first Born.

It came to pass that Caine's two other childer made childer of their own. Caine was furious, for he knew their misplaced love of him would be blasphemous to the father of his father. After the Deluge came and the first City was destroyed, Caine wandered the deserts once more. Misery tore at his heart, for he knew what he had created should never have been.

The first Born, who had not created progeny, came before his father and begged for his return. His pleas fell on deaf ears, and Caine slipped into the night. The first Born returned and joined his brother and sister, and their own progeny, in creating the Second City.

The loss of the father and the destruction of the first City hardened the first Born. The survivors worked to build the Second City, but the first Born sat at the center, alone in a sea of servants, worshippers, soldiers and merchants. It was not long before the first Born felt as the father had felt and finally made his own progeny to ease the loneliness. These twins, a brother and a sister, were named Malkav and Arikel.

Arikel was a sculptor— an odd profession for a woman in those times, yet her work silenced those who would have spoken against her. She was Embraced because her wondrous creations spoke to the heart of the first Born, the one who had sired both her and her brother. The first Born was kind to her, providing her with everything she would ever need to continue her work throughout eternity. However, the first Born demanded she not produce any progeny of her own.

The young immortal pursued her art for decades, but eventually she grew weary. While she loved the company of mortals, and immersed herself in it, she found it somehow lacking. Eventually, the urge overtook her and she Embraced one she did not wish to see grow old. Her passion had overwhelmed her, and she knew she would be punished.

Seeking any way to avoid this fate, she convinced Brujah, another of the Third Generation, to slay his sire, whom he hated very much. The war between the ages erupted. She gathered those of her generation, and together they banded together to destroy their parents.

Legend has it, however, that the first Born, sire of the sire of the Toreador, survived. Escaping into the desert, the first Born followed the setting sun as his father had done and was never heard from again. Some suggest that Arikel could not bring herself to slay her sire, while others say she merely did not get the chance.

Thus, for those who would believe old legends like this one, it might be said the Toreador is the eldest of clans, for its line is unbroken. Caine still exists. The first Born still exists. Arikel still exists. And her progeny have continued to multiply.



defeat the Carthaginians, though the Toreador say this is typical Brujah whining.

Whatever the case, the Ventrue and their mortal legionnaires protected the Toreador who came to Rome after the sack of Carthage. Toreador like to brag that it was the Toreador art, architecture, theater and love of beauty that made Roman civilization great.

By the time the Roman Empire fell, many of its Toreador had moved to Byzantium, where they believed they were safe. Some claim that if the Toreador had never left, the Western half of the Empire would never have fallen. Others say a traitorous Toreador provided the Brujah, Tzimisce, Giovanni, Lasombra and Gangrel with the information and aid they needed to destroy Rome. Many elder Ventrue believe this, and they secretly harbor a grudge against the Toreador they will, one night, repay.

Byzantium

The Toreador benefited greatly from the decline of the Ventrue in Rome. They established themselves in Byzantium, secretly controlling much of what happened there. While

there were grave conflicts with various groups of mages, as seen through the Iconoclast Controversy, the Toreador claimed a great deal of power.

Haughty and proud, the Toreador of Byzantium managed to offend almost all the other groups of Kindred, but no one could equal their incredible talents at intrigue and subterfuge. Indeed, some Cainite scholars say this period shaped the Jyhad into what it is today, and “Byzantine” became a lasting word for intrigue and complexity. Under Toreador direction, Byzantium had its Golden Age.

Between the 10th and 12th centuries, however, the Brujah became more powerful in the city and, under the direction of many ancient Kindred, became the Toreador’s equals. Toreador claim, with some justification, that this period led to Byzantium’s eventual collapse, for Brujah-controlled noble families battled the families controlled by the Toreador, and outside enemies began to cast covetous glances at the empire.

Other Toreador, unwilling to share their city, banded together to cast out the Brujah, but their battles greatly weakened the empire. Other clans and enemies of Byzantium took advantage of their weakness, and attackers from east and west





beset the empire. Though they succeeded in reducing Brujah influence in Byzantium, by the 15th century, other forces combined to destroy what the Toreador had created. Thus, the Byzantine Toreador were chased back to Italy, where they helped start the Renaissance.

The Middle Ages

While some believe the time between the fall of Rome and the beginnings of the Italian Renaissance was a “Dark Age”, it was not so. When Rome fell, many Toreador headed south and east to more civilized cultures, leaving Europe to their less sophisticated kin. African civilizations flourished during this time, and Islamic culture reached its peak during the 9th century. Toreador influenced many Islamic writers, musicians and architects.

During the ninth century, Europe also became more appealing. With the rise of the Carolingian Dynasty, the arts began to grow there once again. A few Toreador, such as Callisti y Castillo, actually returned to Europe during this period and established political footholds. Unfortunately, the Giovanni and Ventrue had great control over the Church, and the Brujah and Lasombra wielded much of the secular power. Despite this, the Toreador became entrenched in Europe.

During the Late Middle Ages, the Toreador set to work on the creation of new art. Looking back to the work they produced with their sires in Greece and Rome, and remembering their own efforts in Byzantium, they began laying the groundwork for the Italian Renaissance. New interests in Humanism, literacy and education spread across the continent and eventually led to the Renaissance.

The Renaissance

A general Renaissance swept Western Europe at the end of the Middle Ages, but nothing could compare with what took place in Italy. In a bold attempt to claim power, the Toreador took advantage of the growing curiosity and eagerness of the kine, and, through their efforts, both the clan and the Renaissance thrived.

Those living during the time clearly recognized it as a new and better age. Through their unique methods and allegiances, the Toreador assumed control over much of Italy. However, the process was not a simple one. Just as the Toreador intrigued against the other clans, their own interpersonal rivalries complicated their efforts.

The Renaissance involved far more than art, education and literature; it was a new age for both Kindred and kine. Though there had been a gradual rebuilding of civilization after the fall of Rome, the Toreador were back in full force. Through its efforts, humanity changed forever to suit the vision of the Toreador.

Some would claim the Toreador’s efforts were not without cost, for they were the catalyst for the greatest changes among the European Kindred, leading to the Reformation, the Roman Inquisition, the Age of Reason and more.





The Napoleonic Era

Though the kine were actually responsible for the French Revolution, the Brujah, Sabbat and Setites milked it for what it was worth. They chased many Toreador from France, though rumor has it that anarch Toreador greatly contributed to this. The Toreador who had not fled with the nobility managed to use their influence among the squabbling Brujah. The release of Napoleon Bonaparte from prison was one result. After Napoleon emerged victorious over the masses and saved the Directory government, the Brujah and Toreador worked together to affect his appointment as a general.

The Brujah had hesitantly agreed to this collaboration. It proved to be their undoing. Napoleon was a strongly independent kine who crushed the plans of the Brujah, though he unknowingly aided the French Toreador by acquiring and bringing to Paris many of the greatest works of art in European history.

The Modern Age

Other clans complain that since the onset of the Industrial Age, the Toreador have become a stagnant clan. They hold a great deal of power, but they seldom use it. Its members have once again turned to their pursuits of pleasure and the arts. Some say the Gothic-Punk world is entering a new Dark Age. Only time will tell whether or not the Toreador will be able to lead the world into a new Renaissance.

Around the World

While this clanbook looks at the Toreador in general, it is worth noting some important interests of the Toreador in various parts of the world.

North America

The Toreador of North America are second only to the Ventrue in power within the Camarilla, and they have achieved this success without suffering the distrust the Ventrue have. The Tremere are not too happy with the situation, and they have turned many Toreador into enemies by quietly and gradually siphoning away power and authority for themselves. Perhaps this quiet aggression will force the Toreador to take some united action. Despite the Tremere's magical potency and solidarity, a united effort from the Toreador would be a terrible threat to the Warlocks.

Despite the fact that the Toreador and Nosferatu seem like natural opponents, the Toreador manage to keep their troubles with them to a minimum. Some Brujah and Ventrue claim there is something sinister going on between the two clans, possibly an alliance, a secret network or something even more dangerous. Toreador who hear this rumor smile smugly, though if someone were to repeat it to a Nosferatu, the Sewer Rat would probably look at her as if she were mad.

Beauty and the Beast

There is a myth most fitting for the most beautiful and the most hideous of the Kindred. While wandering through the gardens of the city, Arikel the beautiful met Nosferatu, another Kindred a little older than herself. As Nosferatu was the most beautiful being Arikel had ever seen, the two fell hopelessly in love. They began resting in crypts together, feeding from one another from sunset to sunrise. Within a short time, each was Blood Bound to the other.

Their affair went on for decades, but Arikel noticed that Nosferatu's renowned vanity was more than a keen interest. It was an obsession—an obsession to hide his greatest flaw. Nosferatu's face bore a blemish, a small mark placed upon him by Caine himself. Even blood could not heal the scar. Arikel began to worry for her lover and decided that if she could not help him rid himself of the mark, she would help him accept it.

One night, shortly after they had risen from their tomb, Arikel mentioned to Nosferatu that he should not let such a little scratch bother him. She told him that she could accept his beauty, even though it was flawed. Nosferatu fell into a rage unquenched by the blood of a dozen young mortals. Arikel tried to stop his frenzy, but could not. Nosferatu skulked out of the city, ashamed of his actions, and fell into a deep depression—not because of the crimes he had committed, but because he was not the most beautiful creature in the world anymore. His secret was out.

Nosferatu mutilated his own face. If he could not be the most beautiful, he would be the most horrific. Because of his Blood Bond with Arikel, Nosferatu could not bring himself to slay her, for he loved her so. Still, he tormented her and her progeny for a long time. Arikel took no action against him, and her pity only drove Nosferatu to further extremes in his insecurity, which he expressed through evil and mayhem.

Supposedly, Arikel met with Nosferatu one final time in Rome during the second century. They came to an agreement and broke their mutual regnant over one another in some mysterious and unknown way. They parted without good-byes or forgiveness. Although they were no longer bound by the blood to one another, some claim that they still secretly harbored deep love for one another.

Perhaps this tale is a lie. Perhaps not.

In Mexico, the Toreador are the most powerful of the Camarilla Kindred, controlling Vera Cruz and other areas. A long time ago, the Camarilla of Texas used Vera Cruz as a gateway into Mexico in their fight against the Sabbat. However, in the last hundred years, the Camarilla Kindred of Texas have become involved in problems of their own, and the Kindred of Vera Cruz are sitting ducks. Despite this, the Sabbat seems to believe the facade of strength shown by the Camarilla in Vera Cruz.



Central and South America

The Toreador have the most influential clan in South America. They make up the greatest percentage of Kindred and boast a number of the continent's princes. However, there are almost no Toreador in Central America, as the conflicts there are not to their liking. Most Toreador of South America are filthy rich, possessing huge estates and enormous herds composed of locals of great beauty.

Europe

The Toreador of Great Britain play almost no role in the current turmoil besieging the Camarilla. While the Tremere and Ventrué struggle to destroy one another and claim the mantle of leadership, it appears that the Toreador are true neutrals, interested only in survival. However, this may not be the case. Some claim the Toreador are in league with certain powerful and ancient Gangrel, though this is merely a rumor.

For the Toreador, France is the center of their world, and Paris lies at the very heart of it. In France, the Toreador outnumber and overpower any other clan by at least three to

one. The country is the sole bastion of their continued solidarity. In Paris, Toreador elders may be found sharing the night with one another, free to roam the halls of the greatest Elysium in the world.

There are few Toreador in Germany. While many of the country's Ventrué leaders welcome them, others make them distinctly unwelcome. Even in Berlin, the height of German culture, Toreador often find themselves to be the target of violent opposition.

Toreador are numerous in Barcelona, Spain. They take no side in the war between the Tremere and the mages, but they make every effort to use the situation to their own personal advantage. Toreador still visit Spain regularly despite the dangerous situation there.

In Italy, several cities belong to the Toreador, including Naples, Milan, Genoa, Pisa, Verona and, most importantly, Florence. Milan also has a sizeable number of Lasombra, who protect the city. Despite the fact that other clans go to extremes to protect their own areas, the Toreador travel freely throughout all of Italy. Italy is often the first place Toreador visit when they begin their world travels.



Eastern Europe

There are very few Toreador in any part of Eastern Europe. The Oradea League of the "Old Clan" Tzimisce, the Inconnu and the Russian threat tend to make this region of the world off-limits to Toreador travellers. Things are really bad in Russia, one of the few places Toreador used to risk visiting. Not even the most powerful clan members are willing to risk a conflict with whatever is controlling the country.

Africa

Many Toreador have become enraptured by the natural beauty found throughout many parts of the continent, and the clan used to play a prominent role in the northern part of the continent. However, few make their permanent havens here any more. Those who do are among the most adventurous of the clan. Some clan members in the southern part of the continent are said to possess strange powers and are allegedly in league with Lupines who protect the nature preserves.

Middle East and Near East

Many Toreador are attracted to the art, architecture, history and culture of these regions. Despite warnings by the Assamites, Followers of Set and others, they continue to travel these lands seeking out some of the greatest and most exotic pleasures in the world. A few Toreador Ancients maintain permanent havens in Yemen, Iraq, Jordan, Syria, Egypt and Turkey. Many of these Toreador maintain personal cults to deal with any threats to their security.





Chapter Two: Unlife Among the Beautiful Damned

“Living” for Your Work

The Devil whispered behind the leaves, “It’s pretty, but is it Art?”

—Rudyard Kipling, *The Conundrum of the Workshops*

The Toreador exist in a world of darkness, a world where exploitation and unpredictable violence reign supreme. Turning their hearts and minds away from the ugliness they must endure, they give themselves entirely to their vision of perfection. The pursuit of beauty is their noble vocation. As they follow this pursuit, the Masquerade requires them to draw upon what is held deep within their hearts. They must imitate humans to survive. However, although they love humans and live like humans, they will never *be* human again.

Nonetheless, their unlifestyle is dear to them, and to keep it, they would give up everything other Kindred hold dear, including political strength, ungodly wealth and personal power. Toreador see such things as mere trappings of the mortal world. Many Kindred pursued these things when they were alive, and many pursue them even more fervently now. The Toreador, however, look directly to the source of these trappings by examining the mortal world. They quest for something mortals hope these trappings provide— the “Good Life”. By pursuing this quest, they have found a way to cope with the Beast that not many have found.

Playing the Mortal

Her heart is racing ... you can't keep up

The night is bleeding like a cut

Between the horses of love and lust

We are trampled underfoot

— U2, “So Cruel”

The Toreador love of humanity is a tainted affair. Mortals act as family members, wards and lovers, yet they are also prey.

Most Toreador consider a comfortable place in the world of mortals as important as any other part of their unlives. Indeed, they consider mortals far more trustworthy, beautiful, unpredictable, vibrant, sane and energetic than other Kindred. Because of this, the Toreador have become the most adept of the clans at interacting with humans, moving freely in their world as no other Kindred can.

It is not uncommon for Toreador to go to great lengths to set up mortal identities, complete with friends, lovers, pets, a nice home and a “day job” that prevents them from seeing anyone until dark. Some Toreador spend an entire lifetime with a particular group of people entirely devoted to them. Others discard their chosen mortal cohorts as soon as they grow tiresome.

Seldom do they Embrace these mortals, though many make them into ghoul lovers. These immortal lovers rarely serve as bodyguards. Toreador rely on expendable servants for such tasks— animal or human ghouls for whom they have no real attachment.

The bonds some Toreador share with their mortals are so strong that they might actually make them their spouses. A Toreador might simply live with a mortal spouse forever, making him into a ghoul, or until the spouse grows old and dies. A few actually Embrace their spouses so they can share in the same pleasures (and curses) for the rest of their unlives.

Toreador rarely, if ever, feed from their mortal friends. Many believe doing so devalues the victims, so they avoid it except when absolutely necessary. In addition, Toreador usually will not feed in the sight of their mortal friends, even those who know they are vampires. They fear the impressions it might leave on them.

Younger Kindred find themselves existing for the nightlife, sharing whatever new experiences they can find with their mortal friends. Many Toreador have attachments to the rapidly growing Blood Doll subculture, but few actually use them



as a herd, fearing they might carry diseases or endanger the Masquerade.

Toreador love humans so much that they spend many years perfecting the art of “living”, allowing them to interact with mortals on almost every level. Eating and drinking is a major problem, but most Toreador develop skill at Carousing and Masquerade (see **The Vampire Players Guide**), allowing them to get by. Some Toreador have even learned how to become flush and warm through the expenditure of blood points (using a secondary Talent called Body Control).

The Artiste

There are no teachers, saints, prophets, good people, but the artists.

— Virginia Woolf

What does it mean to be an Artiste? The word is a double-edged sword. Invented by the Poseurs in retaliation to their own name, Artiste is a derogatory term. It implies that the Toreador is naive, otherworldly, effete, egotistical, obsessive, fickle, weak and quite possibly insane. Conversely, it also means the Toreador possesses dedication, unnatural talent and an eye for beauty.

While Toreador Artistes speak of themselves as artists, the derogatory term issued by the Poseurs has clung to them. Now, all Toreador with unique and original vision, and the talent to express it, are considered Artistes. Some Artistes have magnanimously accepted the name as a sign of distinction and Poseur jealousy, while most others still see it as a stigma.

Each Artiste has a own unique vision; that is the key. Toreador Poseurs are some of the most skillful in their chosen areas of artistic expression, but they are merely clones of the real artists. They bring nothing original, nothing *new* to their work. It is the Artiste who can look upon the world and see something new even after centuries of existence.

Many Artistes pursue perfection— not necessarily in form, but rather in the feelings their works convey. Their vision allows them to quest for the truths of existence, and their insight guides them in appreciating the beauty in all things. This internal process is reflected externally in their art. In fact, many Artistes pour so much of their souls into their work that a work of art can take on supernatural qualities. A masterpiece can actually contain a part of the Artiste.

A Toreador writer can spark ideas never before realized; a Toreador musician might play a tune which overwhelms the listener with emotion; a Toreador sculptor may instill in his work a semblance of life. From this vision, and the dedication to that vision, magic flows.

Toreador Artistes can achieve prestige by throwing parties and gaining patronage, but the edge they have over the Poseurs is the prestige gained from their own work. Their clan is not one with a stable hierarchy. Greatness achieved today may be gone tomorrow. No Artiste can rest on the laurels of past accomplishments. Because of this, the efforts of the Toreador





Artistes never end. As is necessary in real art, there are new ideas, new modes of expression and opportunities for radical breakthroughs.

Toreador "Art"

I don't want life to imitate art. I want life to be art.

— Carrie Fisher

While most Toreador are interested in traditional forms of art, many have much broader definitions. There are Toreador Artistes involved in most fields of human endeavor requiring creativity and talent. While this includes theater, ballet, classical music, opera, sculpting and painting, it is not limited to these areas. Photography, architecture, modern dance, modern music, performance art, martial arts, body building, philosophy, film, television, illustration, poetry and writing have all attracted Artistes.

In almost every area, two or three Toreador stand out, but many who are equally skilled remain behind the scenes, training mortals and their own progeny. These Toreador are considered the "teachers", and their students form their "schools." However, there are no actual schools. In most cases, the teacher simply acts as mentor and patron to those with the proper talent and vision. Only the most paranoid Toreador teachers Blood Bond their students, fearing it might stifle their creativity.

Students of a school commonly share a bond with one another through a particular style or area of focus. In fact, rivalries often develop among pupils seeking to be the best. Once a student has learned all she can, the teacher turns her loose to pursue her craft in her own way.

Toreador also try to develop mortal artists. While most Artistes let talented mortals work without their influence, all clan members seek out new talent. Some of the most talented musicians, singers, movie stars, directors, comedians, modern artists, novelists and dancers were Toreador pets. Their abilities to shape the mortal world make the entire clan more influential.

While the use of mortals is common, a few rare Toreador Artistes never let mortals view their work and never use mortals as pawns. These elitists are considered Artistes equal in every other respect, and their desire to reach only an extremely limited audience is often considered noble. However, they seldom achieve the popularity or greatness of their influential colleagues.

The Poseur

Oh we're so pretty, we're so pretty vacant.

— Sex Pistols, "Pretty Vacant"

It is remarkable how many "beautiful people" are in a clan which prides itself on its artistic nature. According to older Artistes, too many mortals were chosen for the Embrace based solely on their looks. Some Toreador have not buried their old sex drives, and perhaps some were Embraced as acts of rebel-



lion. Whatever the case, the Poseurs are now great in number and power.

Poseurs set the standards of social grace in Camarilla society. They hold parties, often inviting prominent mortals, especially those who serve as pets. They also serve as patrons to all sorts of artists and performers. Poseurs gain prestige through these methods, and set trends in both the mortal and immortal communities. While Artistes also influence society through their work, the real impact is never felt until many years or decades (or possibly even centuries) have passed.

Poseurs are not necessarily arrogant buffoons. They serve a vital role to the clan in providing cohesiveness and serving as links to the highly independent Artistes. They also serve as critics, ensuring that masterful Artistes are rewarded. The inadequate artists are properly chastised and sent back to their havens to try again.

While most Poseurs accept their roles with good humor, many wish to be Artistes themselves. Indeed, even those who do accept their roles as Poseurs cannot stand the word itself. It is a derogatory term invented by the Artistes to offend those whom they deem unworthy of consideration as real Toreador. Despite the fact that many Poseurs are experts at their craft, they lack the vision required for greatness. Because of this, they will never become true masters.

Some younger Poseurs become very embittered with the way things are within their clan and instead turn to the anarchs for acceptance. Once these Toreador abandon their clan's cast system, they stand very little chance of ever being accepted back into the fold. When a Toreador chooses to become a social outcast, he must accept that fate for the rest of his unlife.

Degeneracy at its Finest

It's all right letting yourself go, as long as you can get yourself back.

— Mick Jagger

Aside from the typical Artistes and Poseurs, there are the burnouts. These Toreador once had vision, and may still have it, though it is clouded by self-doubt, insanity, the Beast, depression or worse. To the burnouts, the world will never again hold the luster it once held, the moon will never shine as bright as long ago, and the smile on a beautiful face will never again hide the realities of pain and death.

Most burnouts are older Kindred. Many horrid events have tarnished their shield of idealism. These Toreador tend to be among the wealthiest members of the clan, and they usually have some of the most beautiful ghouls. They no longer pretend to be human and instead concentrate their rime on the undead world, allowing them to increase their power and influence.

They dabble in vampire politics as a diversion from other interests, and unfortunately, they tend to lead most Guilds. Because of this, they provoke younger Kindred to great feats of treachery for the sake of art (in addition to the near-mandatory

treachery for personal gain and glorification). If the young did not do so, true Toreador art would vanish.

Toreador Guilds

Death and sorrow will be the companions of our journey; hardship our garment; constancy and valor our only shield. We must be united, we must be undaunted, we must be inflexible.

— Winston Churchill, Report to House of Commons

With rare exceptions, all Toreador belong to a political and professional body known as the Guild. The Guild serves as the primary political tool for the clan. It also provides a hazy picture of hierarchy among the Toreador within the city.

The Guilds seldom meet, but when they do, all Toreador put aside their differences between one another to serve the good of the clan. Disrupting such solemn occasions with personal arguments assures that no one invites the offender to clan socials, and continued disturbances can lead to expulsion from the Guild.

Most Guilds are moderate to conservative in their political positions, despite their members' liberal lifestyles. Toreador enjoy their protected status within the Camarilla and do not wish to jeopardize it. However, they must weigh this comfort against the growing influence of the Ventruue and Tremere. To maintain the balance of power, Toreador Guilds will take drastic action.

Despite all this talk about the solidarity of the Toreador through their Guilds, it should be noted that Guilds seldom meet. As a matter of fact, there are many Guilds which have never even met. Others only meet to deal with questions of art and expression, and never deal with politics.

The Guilds hold meetings in secret, well-guarded locations, and only Guild members may attend. The Toreador settle most questions in one night of polite discussion. However, in particularly divisive issues, meetings lasting a week or more are not uncommon.

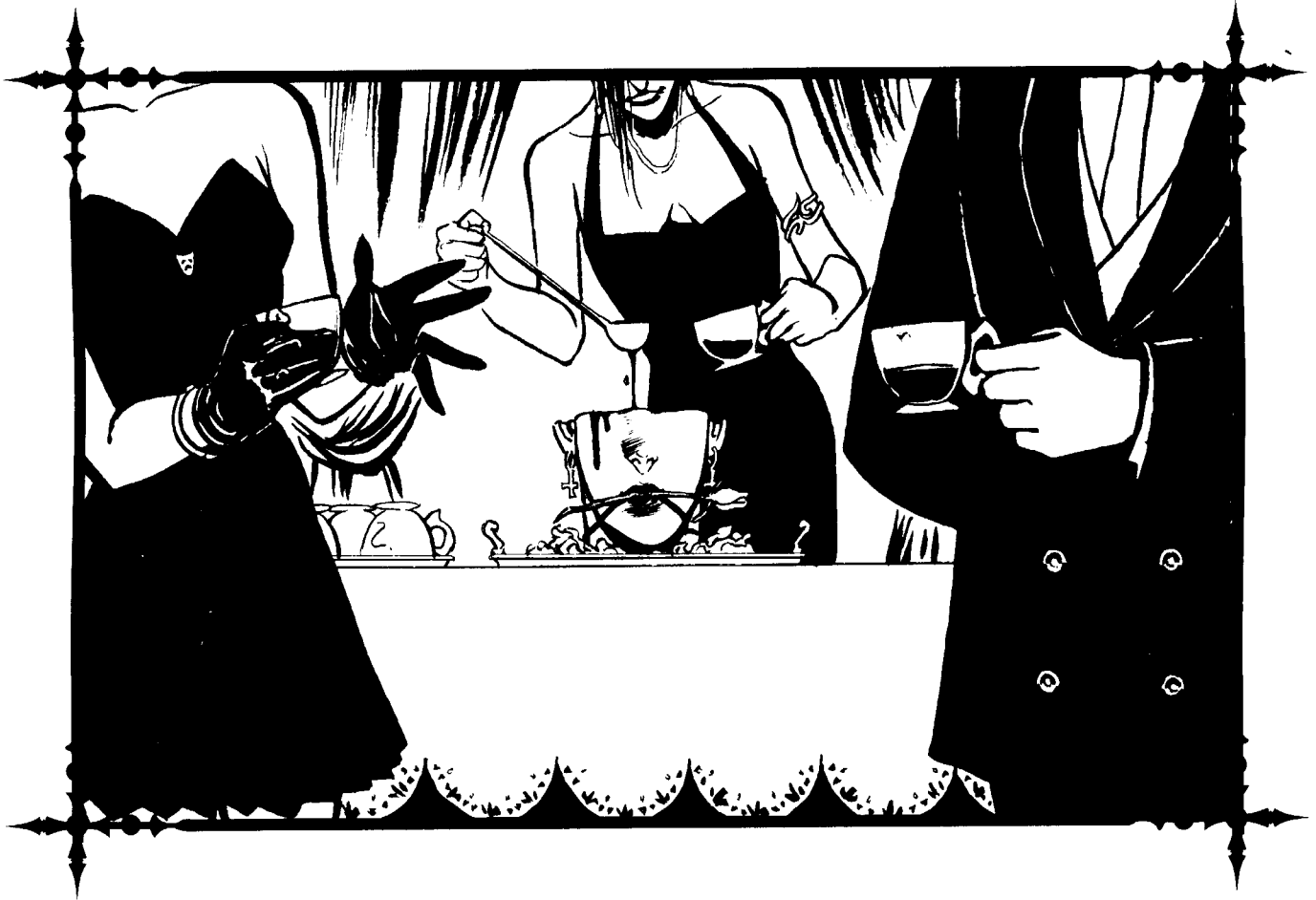
It's a Dead Man's Party

Won't you come and dance with the beautiful dead?

— Killing Joke, "The Beautiful Dead"

For the Toreador, there is a killing field where battles are won or lost. Some think of it as a court of honor where the highest praise is given and the greatest condemnation is meted. Some see it as a symposium where brilliant ideas are expounded by the keenest of intellects. Others use it as a sanctuary where one can act freely. Regardless of personal interpretations, it is, for everyone involved, a laboratory where one is poked, prodded and tested. To most Kindred, it is simply referred to as the Toreador social.

In fact, if you ask any vampire what is most characteristic about the Toreador, they will tell you about their marvelous parties. Invitation to a party hosted by a Toreador elder is indeed a great honor for someone outside the clan.



The art of invitation is one of the clearest ways of viewing clan hierarchy. Those with the highest prestige receive their invitations first, while those with little or no prestige are seldom, if ever, considered as guests. Hosts rarely gain prestige by selecting the appropriate guests, but they do lose it through inappropriate selections. Those who invite bitter enemies to the same function also risk losing prestige.

Crashing a Toreador party is the height of gaudiness, and party crashers dig their own social graves. Not only do the Toreador blacklist them from future events, but anyone else who wants Toreador support must do the same. Any Toreador who crashes an event will lose prestige based on how they crash the party, their behavior, their company, the type of party and who held it.

In many ways, Toreador socials are works of art unto themselves. The more outlandish and stylish the social, as expressed in location, theme, attire, servants and ambiance, the more prestige the host receives. However, good tastes must be balanced into the equation to get the most out of the experience.

Only Kindred attend most of these parties. On rare occasions, well-chosen kine, usually pets or the untalented nouveau

riche, may attend. The latter serve as an inside joke among the Kindred, while the former provide new and interesting conversation, helping to offset the carefully spoken “conversations” of the Damned.

Few socials are purely social affairs. Most hosts have an ulterior motive. The reason may or may not be obvious, and could be something as benign as an opportunity to introduce a new ghoul lover, or a motive as devious as the chance use innuendo to rip apart the prince’s latest schemes. Whatever the case, a social event, on the surface, can gain a Toreador prestige, but it is the party’s underlying purpose and its success which often garners the greatest reward for the host.

Many Kindred use Toreador gatherings to form alliances, check on the recipients of boons, and stay up to date on events in the mortal world. In addition, parties are generally considered “safe” events in that violence rarely, if ever, occurs. Too many Kindred attend for a troublemaker to start a fight and survive. Also, parties open solely to Kindred allow for open blood drinking without fear of breaching the Masquerade.



Harm without Violence (or “The Tongue is Sharper than the Stake and Twice as Deadly”)

*Satire should, like a polished razor keen,
Wound with a touch that's scarcely felt or seen.*

— Lady Mary Wortley Montagu

Every Toreador would be well-advised to master wit, intrigue and language. These are the greatest weapons a Toreador possesses, and they are especially important to the Poseur who has no special talent to fall back upon. With these weapons, a Toreador can (figuratively) stake an adversary to the ground or shield herself through biting sarcasm and sly insinuation.

Toreador incapable of witty repartee seldom go far, simply because the clan will not accept those who are not socially aggressive. Getting one's point across without being blunt is the key to success. The more subtle one is, the more respect one gains. Such is the language of refined bullying.

In fact, many Toreador gain and lose respect simply through conversation. Those who sense weakness move in on it and dig at it with sharp tongues. Those defending themselves learn to turn a poorly chosen phrase upon its wielder. The objective is to make an opponent lash out. Among the Toreador, this is a powerful game. It allows those with good Self-Control, Manipulation, Wits and daring to advance more rapidly.

Because of this “game”, many social gatherings become very tense occasions. Everyone present harbors some secret scheme and searches out weaknesses in rivals while staying on the defense against all others. As with any other sort of warfare, the key to success is knowing when to attack and when to retreat.

Artistes must endure some of the greatest hardships at parties, since their work is usually the topic of conversation. If an Artiste is unprepared for terrible criticism, her self-confidence and determination may be shattered. The key is knowing how to play the critics. Even when they shower an Artiste with glowing praise, the best thing the Artiste can do is give little or no credit to the critics. This will make responses to later criticisms much more credible. Many Artistes are not brave enough to be critics themselves, since doing so would open up their work for attack by those who have been criticized.

Poseurs are often subject to the tastes of their fellow clan members as well. However, the critics seldom take the efforts of Poseurs as seriously as those of the Artistes. Usually, a Poseur's efforts as a host and a patron are opened for criticism, although it is considered poor taste to criticize a party while in attendance. Subtle Toreador can cast their opinions around the room without speaking a word.

Aside from criticism, most Toreador consider rumor-mongering of utmost importance. Every Toreador social features the gossiping and the trading of little lies for valuable informa-

Art's Defilers

The Toreador have never understood the attacks on the arts which have occurred throughout history. Even in more enlightened times, groups of mortals gather together to stop those with artistic vision and talent. These attacks rarely involve physical conflict and often concentrate on the artists' credibility and funding.

Artistes have long sought to uncover the root of this problem, and most have blamed it on Poseurs hoping to destroy the Artistes' base of support. A name has recently emerged in connection with this threat — the Seventh Generation. Nobody knows whether this is a group of powerful Poseur Ancillae or something worse, though rumors have begun to stress the latter possibility.

tion. Gossip has ruined many Kindred, especially when the Toreador spreading the rumors is not a known enemy. Toreador who practice this art make it appear that such rumors originate from some source other than themselves. While a vampire can fight enemies with claw and fang, rumors are far more insidious and impossible to combat effectively.

On the other hand, Kindred cajoled or taunted into a violent outburst provide a source of amusement to other vampires. No one will let a vampire get out of control, but even so, most will use the loss of temper as an opportunity to embarrass the Kindred. Should it really become necessary, other guests will subdue their rowdy fellow in an unkind manner, usually with a stake through the heart (adding injury to insult). Because of this, most Toreador do not take sarcasm and hurtful remarks too seriously.

Impressing Others

Give me a minute to talk away my face, and I can seduce the Queen of France.

— Voltaire

Toreador have a certain protocol which any vampire who hopes for at least a modicum of acceptance must follow. This section merely details some of the best ways to gain and lose prestige. To a lesser degree, this also applies to Status, since the Toreador set the social standards for the Camarilla. Toreador protocol sometimes clashes with Status, however, so these are not hard-and-fast rules.

Behavior at social functions is extremely important. Making the simplest wrong move could set a character back years in prestige. Because of this, those who attend Toreador parties know how to swim with the sharks without being eaten. Of course, this means they have to join the rest of the pack in eating the scared and wounded.

Generally, the most embarrassing and stupid thing one could do at a Toreador social is physically assault someone. This is very tacky, and the attacker will be escorted out, never



to be invited to another social again. Even those who are eventually invited back must suffer being the butt of jokes for years to come.

The next worst thing a Kindred can do is bring someone who was not invited. This is rude to the host and especially insulting if the uninvited guest is disliked by the host or is not Kindred. The character will likely get plenty of stares and some rude comments. The host's servants may escort the vampire and his guest out into the street where they can have their own little party.

It is considered bad manners to act rudely to the host, and to a lesser degree, to the guests. However, all Toreador (except the one on the receiving end) appreciate quick wit and sarcasm. Guests should never excessively drink alcohol-tainted or drug-tainted blood either before or during the party, since such vitæ reduces inhibitions and makes the wit dull and vulgar.

Characters can also put on parties of their own — if they have the guts. Remember, nothing is as simple as it seems in the world of the Toreador. A party is more than a simple gathering of vampires for a good time. It is a demonstration by the host of her understanding of everything it means to be part of a community of vampires.

It requires good taste, knowledge of the latest trends, sizable sums of cash, a suitable location, good organization ability, incredible social graces and acknowledgment by all other Toreador within the Guild. If a young Toreador sends out invitations only to find most of them politely declined, or (worse yet) ignored, it is a sign she is not considered a respected member of the clan.

Of course, Toreador may gain admiration through other methods. Art is certainly the greatest means possible. Art, by definition, includes all areas of human interest relying on vision, originality, talent and dedication. By presenting a work, whether it is a performance of some sort or an art showing, a Toreador who is good at her craft gains respect. The best work is original, regardless of its medium, design, effect or intent. For Poseurs, knowledge of the arts and the ability to critique with an eloquent but caustic style is helpful.

Also, patronage of mortals is a good source of prestige, especially if the Toreador can claim the mortal as a pet, or has her own school. Because Kindred patrons have limited control over these humans, they may gain from the mortal's successes without taking full responsibility for the mortals' blunders.

In dealing with mortals, Toreador consider the regular use of vampiric powers on friends and students a mistake. The best control is enforced through manipulation, thus avoiding the loss of creativity often found in mortals subject to Dominate and Presence. Those who do subjugate their mortals through Disciplines find it harder to gain respect.

Finally, boons may prove a valuable source for increasing one's social standing. Toreador have an advantage in this area because of their mortal ties. Since they often have Influence, Fame, Contacts, Resources and other backgrounds, they can





get things done other vampires can't. Additionally, since events of great importance to the undead often occur at Toreador socials, these invitations can be very valuable.

The Importance of Art

*It is the glory and good of Art,
That Art remains the one way possible
Of speaking truth, to mouths like mine, at least.*

— Robert Browning, *The Ring and the Book*

Since the importance of image and the snares of the critics have been discussed, it is time to look at the importance of art. Most Toreador were selected for one of three reasons: because they were beautiful, because they had a talent to create things of beauty, or because they could appreciate beauty more than the average person. Because of this, there are very few Toreador who did not appreciate art as mortals, or learned to appreciate it after the Embrace. While art is not necessarily beautiful, the fact that it conveys emotion is.

Most Toreador own works of art or personal art galleries. The size, quality and choices making up one's collection reflects wealth, prestige and personality. Even Poseurs or those who engage in some artistic pursuit other than classical forms of art still own galleries, because it helps define one's self and present that image (even though it may be a false one) to those who visit.

Toreador often share their private galleries with one another, since they are rarely located near their havens. Toreador often use these galleries for very private parties, and usually keep their private galleries in locations as secure as their havens. Still, most Toreador keep one or two of their favorite pieces in their haven.

Buying and selling art is a major Toreador concern. Owning works by the masters only heightens one's reputation. Many Toreador pay exorbitant amounts or valuable boons for hard-to-find works. It is rumored that only about one-third of the greatest works of the masters are in museums or known galleries. The vast majority are in the possession of Toreador. For instance, the Toreador Prince of Santiago, Chile has in his collection a forty-foot statue by Michelangelo depicting Ulysses (despite the fact that the artist preferred sculpting Christian figures).

While it is important to own art, it is equally important to note that stealing from Elysium marks a Toreador, or any other Kindred, for destruction. All Toreador seek the death of those who steal from these sacred places. Despite this terrible warning, it is done. It is said that one of the greatest art thieves is a Toreador elder who paints undetectable forgeries of the great works and steals the originals.

For an Artiste, and for some Poseurs, creating art is very important. Through their work, many Kindred learn to understand their inner feelings and visualize their constant internal struggle between Man and Beast. In some cases, creating art can actually restore Humanity to a Toreador. It is as if by





creating works of art, the Beast is somehow whipped back down for a time, allowing the Man to rise to the surface again.

The Importance of Travel

If you want to know a man, travel with him.

— English proverb

Most Kindred prefer establishing themselves in a set location and working towards increasing their respect, security and influence. While these are important goals for Toreador, few stay put in one city year in and year out. Unlike other vampires, most Toreador travel abroad.

Toreador know they can see only so much of the world from the windows of their havens. To get the most out of undeath, they must visit all the beautiful and exotic places in the world. Doing so teaches them about their world, humanity and themselves. By travelling the world, they better appreciate and utilize their own power and place in Kindred and mortal society. The Toreador love of art is another big reason for their constant travels. By visiting Elysiums of all major cities, they enjoy the art, architecture and other works of civilization.

Some claim that by travelling, they are able to stay “alive” in some respects. It prevents them from growing stagnant and falling into boring routines for eternity, unlike many other Kindred. Through travel, Toreador form greater connections and relationships to vampires outside the microcosm of their home city, giving the clan an edge. It also allows them to stay in constant communication with one another.

Because most of their time in other cities is spent in the Elysium, they are generally safe from harm. A traveller will seldom take a large entourage, and usually leaves his progeny or a number of trusted ghouls in charge of his property while away.

Because New York and other important cities are controlled by non-Camarilla sects or clans, or even by Lupines and other beings, elder Toreador have made solemn pacts with these enemies to assure the safety of clan members visiting cultural centers. Some pacts are tenuous at best, and in some instances, there are no deals at all. Through this method, however, Camarilla Toreador travel freely where others of the Camarilla may never go. Clan members have travelled safely through New York City, Toronto, Montreal, Detroit, Philadelphia, parts of Japan, Mexico, Asia, Africa and the Middle East. Many other Kindred of the Camarilla point to these pacts as another sign of Toreador treachery.

The Source of Power

It is of great consequence to disguise your inclination, and to play the hypocrite well.

— Niccolo Machiavelli, *The Prince*

Let it not be said that all Toreador are complete hedonists. Most know what it takes to survive. Beauty, wits, talent and

mortal friends alone do not make a Toreador, and even the greatest of Poseurs knows it takes more than clever repartee and stunning good looks to get by in the world. In fact, many develop keen interests in temporal power. Ancillae and elders alike increase their influence through their understanding of and relations with mortals. While Toreador dislike flexing their muscles, most can. When the need arises, they can surprise both the Ventrue and the anarchs.

Unlike the Ventrue, who latch onto whatever mortal is in power, the Toreador groom their own and assist in their climb to power. Because of this, Toreador rely almost completely on elected officials, while the Ventrue control appointees. This gives the Ventrue more staying power and the opportunity to create a more stable power base, though Toreador often control the bureaucracies of local and national arts councils.

Few Ventrue attempt to override the influence of the Toreador, who are among their primary supporters. Rather than challenge them, Ventrue attempt to work against more immediate threats to their position. In addition to political officials, Toreador control many community interest groups, especially those with an interest in the arts.

Generally, Toreador lack control over mass media, which is primarily in the hands of the Ventrue, mages and other forces. However, the clan would love to gain a hold over television so that they could revolutionize it and put it to artistic and cerebral uses.

Some Toreador own their own businesses, giving them financial security and supporting their outrageous lifestyles. Most possess chic and trendy retail stores, the majority of which sell clothing or jewelry. One of the more popular ways to support one's self is by owning a nightclub. In addition to providing an income, it also provides access to mortals and a good location for parties.

Many Toreador keep a sizable number of attractive ghouls to serve and protect them. Few clan members enjoy engaging in fisticuffs, preferring their ghouls do their dirty work for them. However, valued ghoul friends and lovers are almost never used as bodyguards.

Toreador are skilled at intrigue and gathering information. Most elders know this and consider the Toreador to be a clan of traitors. Why else would they hold all those parties and invite Kindred they do not like unless they were up to something? While not on par with the Nosferatu, they are the equals of the Tremere when it comes to information.

Toreador, unlike the Nosferatu, almost never let on that they are fully aware of all that is going on and rarely trade valued information to those outside their clan. Also, Toreador seem less organized and threatening than the Tremere. Whatever the case, the Toreador enjoy being considered “degenerates.” They prefer to be underestimated, because it provides them with a valuable edge on their enemies.



The Source of Beauty

But if you could just see the beauty

These things I can never describe.

— Joy Division, “Isolation”

What causes a Toreador to find rapture in the oddest things? What makes their entire minds and bodies lock up so they cannot see, feel or do anything but experience one thing? Not even a Toreador can answer these questions, but there are legends.

Many Toreador believe the Embrace brings out the Man in them rather than the Beast, allowing them to experience a far greater range of positive emotions. Others believe it is similar in effect to the altered perceptions experienced by Malkavians. Whether this is true remains unanswered, and possibly unanswerable. However, many Toreador claim their libidos are far stronger than they were when they were alive, and most attest that unlife increases their creativity.

Whatever the cause, little details, minor nuances and insight into mundane things often entrance Toreador, possibly proving them to be more closely related to the Malkavians than either group wishes to believe. When a Toreador takes notice of something that strikes him as amazing or beautiful, a process in his brain sets into motion.

It is as if an entire program has been built into their brains granting them a new sense of perception; one which recognizes and analyzes anything extraordinary. It focuses mostly on beautiful things. However, as a Toreador’s Humanity decreases, the process slowly broadens in focus to include more negative things. Thus, the higher the Humanity, the less chance of suffering the weakness.

The mental program is not under the Toreador’s control. It may take only a few seconds of entrancement, or it can take hours. Legend has it that some Toreador have become entranced for weeks at a time over particularly interesting sensations, and some joke that Arikel is not in torpor, but has sat entranced in front of a mirror for 2,000 years. Most Toreador do not see this fascination as a detriment, for they believe it provides them with the insight needed to create new art. Many even attempt to reach such states of fascination for sheer pleasure.

While the entrancement is in effect, it is as if the Toreador is in a daydream. They are often unable to snap out of it without a degree of outside effort. If the process is halted midway, the Toreador often becomes irritable.

The fascination may be triggered by works of art, talented performances or beautiful music. It seems Toreador are as easily entranced with everyday things as they are with “artistic” things. Therefore, it is possible for a Toreador to walk through

an entire museum without triggering the process, only to walk out into the street and become fascinated by a cigarette butt lying by the curb.

Mortal Love

If I could stay ... then the night would give you up

Stay, and the day would keep its trust

Stay, and the night would be enough.

— U2, “Stay”

Because most Toreador do not lose the inner light within themselves, they still see mortals as creatures of beauty. While dual lives among Kindred and kine are common among the Toreador, some go far beyond this — some fall in love.

In most cases, intimate relationships with mortals are disastrous, but for a brief moment, the Toreador experiences love, something most Kindred have forgotten. Through love, Humanity is restored, insanity cured and zest for unlife renewed. It is, perhaps, the possibility of love that makes the Toreador so special. Love is a powerful force, superior in many ways to all the dark powers of the Sabbat, the respect of the Ventrue, the intrigues of the Tremere and the secrets of the Nosferatu. It is a force of good that nurtures and heals.

Despite all the wonderful things that can come out of such relationships, they are generally discouraged. Fortunately, few Kindred actually take action in such cases. Unfortunately, mortal mates are usually the first victims of attacks on Toreador.

Love Among the Damned

Love is the distance between reality and pain.

— Robin Hitchcock, “One Long Pair of Eyes” (Spoken Word Version)

Sometimes the Toreador obsession with beauty leads to romance with another Kindred. Flings with other Toreador or even members of other clans (or even other supernatural creatures) are not uncommon. These romances usually last only a short time, but some legendary ones have lasted for centuries.

It seems that Toreador love company far more than other Kindred do, and they are among the few capable of developing real relationships with others of their own kind. Because of this, many Kindred see Toreador as either impressively brave or incredibly naive. It also makes more than a few jealous.

In the long run, there are only fleeting comforts gained through such relationships, but pain and problems resulting from breakups can haunt them for a long time. Still, many of these heartbroken Toreador do not give up. Instead of wallowing in self-pity (like most Kindred), they seek out new lovers.



The Forever Tragic Tale

Love will save you from the black night and the lightning and the ghost

And love will save you from your misery, then tie you to the bloody post

And love will save you from the hands that pull you down beneath the sea

Love may save all you people, but it will never save me.

— Swans, "Love Will Save You"

Loss of Humanity is terrible for any vampire, but for Toreador it is particularly pitiable. Because the clan maintains such close relations with mortals, using humans solely for food is a terrible thought. However, in many cases, this will happen.

As centuries pass, many Toreador grow cold-hearted. They begin pursuing base pleasures. The first sign something is wrong is when a Toreador begins feeding off her mortal students, friends and lovers. Most Toreador are loathe to do this. At this point, most consider the Toreador in question to be a burnout.

After existing in this burned-out state for some time, most lose interest in maintaining any sort of connection with humans. Instead, they see mortals only as cattle. The beautiful cattle are transformed into ghouls or Blood Bond members of their herds. Finally, loss of beauty and loss of vision is inevitable. The Toreador weakness begins to function only on that which is evil and vile, which may explain why many Sabbat Toreador *antitribu* show a particularly strange bent in their art.

The Darker Side of the Clan

...when you have extinguished his soul in this world and placed him where the ray of hope is blown out as in the darkness of the damned, are you quite sure that the demon you have roused will not turn and rend you?

— Abraham Lincoln, speech at Edwardsville, Illinois

While the Toreador have many wonderful aspects, the clan has a dark side as well. Even though one of its most prominent aspects is a general love and respect for humanity, there is an element within the clan which thrives on exploiting kine.

Made up mostly of burnouts, the exploiters are those who have learned to draw power, wealth and influence from the pleasures humans demand. Many of the Toreador involved in exploitation form gangs unto themselves, while others gather mortals around themselves and create ghoul servants.

These Toreador operate in child pornography, prostitution, slavery, gambling, black marketeering and cultism. With their great experience in mortal dealings with humans, they have no problem establishing themselves in any of these fields.





Within the pornography industry, there are many sleazy clan members who Blood Bond young innocents and can force them into doing anything, no matter how degrading or perverse. An interesting side note is that some Toreador who have perfected the art of Masquerade and who possess Thaumaturgical means of simulating human functions have been porn stars themselves. They love the notoriety and consider their work counterculture art, or anti-art.

Pimping is a common practice among Toreador. Some will readily put young men and women to work as prostitutes, providing themselves with a nice income. They usually Blood Bond their "employees" by giving them their blood in a cup. Most do not drink prostitute blood, however, for fear of diseases.

Though some Toreador sold African slaves centuries ago, other Toreador were in the slave business long before that, and some still practice it today. While there is a big market for white women and children among the rich in the Third World, business has opened up so much that persons of any race, color or background can be sold into slavery. Some believe the Toreador who control the slave markets are in league with Assamites and Followers of Set.

Gambling has been around almost as long as the human race. Life is a gamble, and gambling games are just the condensation of risk into a form of entertainment. While Las Vegas may seem the worst thing a Toreador could experience, others have said it represents the ultimate Poseur rejection of the Artistes. Controlling casinos all over the world, often vying with Ventruue and Setites, the Toreador have found a way to get rich without any real effort.

There are many types of black markets, but the illegal trade of stolen artworks, ancient artifacts and other items of rare beauty are the most appealing. Often those involved in slavery also work in this line. Those who claim there is an art mafia formed of Toreador elders would link them to this group, but so far nothing has been proven. If such a secret organization does exist, Toreador black marketeers most likely serve as pawns.

The most vicious and power-hungry Toreador are those who have their own cults. They are referred to as Blood Cults, because the cultists give their masters sustenance and power. Blood Cults can be very dangerous to even the most powerful of kindred. Cult masters establish hidden temples and gather followers ranging from homeless people, to mercenaries, to



politicians, to CEOs, to the family next door. Most Blood Cults are versatile and powerful, yet small enough to act with precision. While cults vary in purpose and practice, the sharing of blood, the creation of great numbers of ghouls and even progeny, blood orgies and occult rituals are commonplace.

Rivalries

Winning isn't everything, it's the only thing.

— Attributed to Vince Lombardi

Some Toreador develop rivalries with others of the clan. In most cases, some past conflict touched off the rivalry, and each Toreador tries to outdo the other. In some cases, the rivalry is a game which neither party takes too seriously, making it more for show and protecting themselves from loss of respect. In these cases, the rivalry often serves as a prod to make sure each always works to the best of her ability.

Serious rivalries often last for centuries. In fact, some have become so serious that one rival ends up destroying the other. In most cases, whenever one Toreador does something to gain positive attention, the rival will do something to gain even more. Occasionally, rivals do everything they can to draw negative attention to each other through the use of rumors, intrigue and setups.

Toreador who admit defeat and move on to other areas of interest usually lose some respect, but if they do so with incredibly good grace and make their retreat seem less serious, they might get away almost unscathed. Utterly shaming a rival is generally frowned upon, since there is no need to do so, and doing it is seen as a sign of insecurity or megalomania. Of course, the victor still goes to great lengths to subtly ensure that everyone hears about what happened.





Chapter Three: Playing the Toreador

How does it feel to be one of the beautiful people?

— Paul McCartney, “Baby You’re a Rich Man”

Too many players view the Toreador as effete artists, rock stars, models and hapless poets. Toreador can be the most interesting or the most derivative characters in **Vampire**, depending upon how they are played. If the distinctive strengths, weaknesses and interests of the clan are played up, the game takes on another dimension by adding moral conflict. Toreador attempt to deal with their human identities, conspire at Toreador socials, struggle for power, strive to create masterpieces, protect their human loves from enemies and rival one another for critical acclaim and prestige.

Creating Art (and Less-than-Art)

This became a credo of mine: attempt the impossible in order to improve your work.

— Bette Davis

Due to the limitations of game mechanics, it is hard to convey the subjectivity of art. In spite of this, the following system provides for the creation of art. The system gives the Storyteller a fairly accurate interpretation of the quality of a work, which she can then relate through the criticism and praise of supporting characters. As with all systems, this method is optional. Storytellers who do not like it should not feel obligated to use it.

First off, there is a new Trait which all Toreador, and only Toreador, should have—Creativity. The Storyteller will know the character’s rating, but she does not have to tell the player.

This makes knowing if a character’s art is good enough to make her an Artiste harder. Creativity is used whenever a character is developing a concept for an art project, no matter what the art form.

A character’s creativity is left to chance. To determine the Creativity score, roll one die and subtract three. If the score comes up zero or less, then the effective score is zero. Whenever a character wishes to create a work of art, be it a dance, a new martial arts move, a painting, a piece of prose or anything else, she must make an Intelligence + Creativity roll to develop the concept.

The Storyteller has the option of keeping these die rolls secret. The player describes what his character is attempting to create, and the difficulty for each roll is based on the complexity of the work. Compare the number of successes to the following chart to determine the originality of the work:

Botch	The concept is so simple you are amazed no one has thought of it before. You are truly brilliant. (Of course, everyone else will see you for the fool you are.)
0 successes	Think again. The idea is stupid.
1-2 successes	It’s derivative, but a few people might not notice.
3-4 successes	New concept, but nothing outstanding. Maybe that’s why nobody’s used it yet.
5 successes	Really neat idea. People will notice.
6 successes	Everybody will wonder where you get your ideas. Very interesting.
7+ successes	If you pull this off, it will be a true master piece.



Once you know how good the idea is, move on to the production of the work itself. You do not have to tell the player how good the idea is, but you can throw out some hints, especially if the character (or the player) is experienced in her field. If the player wants to proceed, then move on to the production stage.

Producing art or staging a performance requires a Dexterity, Charisma, Manipulation, Intelligence or Wits (Storyteller's Choice) + Expression roll against a difficulty equal to the complexity of the work. Complexity can be arbitrarily set by the Storyteller based on the description of the work or by some random method, such as adding three to half the result of a die roll. After rolling against the complexity of the project, the number of successes gained should be compared to the following chart:

Botch	While you think it is a masterpiece, everybody else laughs at it— and you.
0 successes	Better start over. This work sucks.
1-2 successes	It's okay, but only a few people will really notice it and like it.
3-4 successes	It's a quality work, but nothing extraordinary.
5 successes	It's better than average.
6 successes	It is an outstanding piece.
7+ successes	If the work was based on a brilliant idea, it is a masterpiece.



You will notice that Creativity and the actual creation of the work have little to do with one another. This is because there are many good ideas that are never carried out well, and there are many wonderfully-executed works based on mediocre ideas. Coming to some balance near the upper end of the scale is the main objective.

After a work is completed, it must be critiqued. Most Toreador know how to critique at least one form of art. A character may critique the work of others, but it is almost impossible to objectively appraise one's own. It is assumed the character has already gone through a process of revision and self-criticism while creating the work.

Critiquing requires a roll against Perception + Art Appreciation (difficulty 7). The resulting number of successes can be referenced on the following chart:

Botch	You utterly condemn a masterpiece or praise a piece of crap.
0 successes	You have no clue. You simply do not understand the work.
1-2 successes	You know within a range of two successes (higher or lower) the originality of the work and quality of the work (as determined by the earlier charts).
3-4 successes	You know within a range of one success (higher or lower) the originality and quality of the work.
5 successes	You know exactly the originality and quality of the work.
6 successes	Same as five, but you can add amazing insight into the work.
7+ successes	Same as six, but you can add insight even the artist missed.

All the information presented in this section is totally useless unless a Storyteller plays up the Toreador attraction to art. Storytellers should not limit themselves to the mechanics explained here. Feel free to alter any of the rules to make the game more realistic and enjoyable.

A Toreador's Double Life

It's a sobering thought that when Mozart was my age, he had been dead for two years.

— Tom Lehrer, 1968: *That Was the Year that Was*

Players should know Toreador have a fondness for mortal society, and Storytellers would do well to encourage interest in the kine. When a player becomes interested in her character's mortal relations, provide assistance. Players should roleplay developing relations instead of arbitrarily making up "friends" for the vampire to automatically know and trust. Allow players to decide the types of mortals their characters are interested in

Artiste or Poseur?

Let the world know you as you are, not as you think you should be, because sooner or later, if you are posing, you will forget the pose, and then who are you?

— Fanny Brice

When players start the game with new Toreador characters, they should be unsure whether the characters are Artistes or Poseurs. Players with Toreador Poseurs could find hidden talent in their characters, making them Artistes, while Artiste characters might suffer difficulty finding inspiration, lack training or be subjected to critics who rip their efforts to shreds. The line between Artiste and Poseur, for neonates, is very thin.

Eventually, characters (and players) learn which category they fall into through the opinions of other Toreador. A character who attains a number of critical successes, or who is pursued by clan members wishing to act as patrons, is assured a place among the Artistes. A character who is constantly embarrassed, discredited or snubbed might soon realize he has no chance of becoming an artist (or an Artiste).

befriending, including personality types, occupations, interests and looks. While some mortals may be developed in the Prologue, many should be added over the course of vampiric existence.

After discussing this with the player, occasionally drop a supporting character into the character's path. Meeting and developing relations with the mortal is then up to the player. This makes relationships a little more realistic and interesting.

Some very interesting stories come from relations with mortals, especially if the mortals are involved in dangerous activities — police work, smuggling, gang activities, serial killing, reporting, thrill-seeking, the occult or exploration, just to name a few.

An additional conflict inherent in these relationships is how to tell the truth concerning undead existence (and if you should tell them anything). How can a Toreador be sure she can trust her mortal friends when they find out she is a bloodsucker? These relationships allow players to test out their characters' humanity when they must come to the aid of their mortal friends, even when doing so risks the Masquerade.

In addition to the double life Toreador lead, many spend a great amount of their time seeking out and patronizing mortal artists. Toreador who teach mortals their own understanding of their art lead interesting double lives as well. This may also be a source for excellent roleplaying as the character jets around the globe looking for talented kine while competing against Toreador rivals.



Toreador Endowments

Toreador spend a great deal of time pursuing art. Because of this, many transcend mortal abilities and enhance their work through undead powers. The following Disciplines, Merits and Flaws are primarily for Toreador, though a few rare Kindred of other clans may possess them.

Disciplines

Both the Artiste and the Poseur seek to master their craft. Some Toreador learn to apply their disciplines to their chosen field of expertise through long and difficult effort. For the Artiste, this stands out in the quality of the work. For the Poseur, it shines forth in their mastery of social graces. The following collection of special powers will help Toreador stand out as the truly great artists and charmers they are. While it is possible for a character to have more than one of these special Discipline powers, it is rare.

Insight of the Talespinner: Level 6 Auspex

Insight allows a character to delve far into her own mind, finding entire books and stories. The Toreador can summon forth highly detailed characters and picture them in any situation to gain an innate feel for how each would react. In addition, the Discipline opens up the writer's vocabulary to its full expanse, allowing her to customize each character's vocabulary to fit his personality and background.

A Toreador using this power finds it easier to write good stories. This does not help creativity, since the writer must come up with the situation on her own. However, if the Toreador comes up with a good plot, the characters will practically tell the tale on their own. Often, the writer will not even know how the story will end until she is finished.

In addition to its artistic uses, the power has another function. An entertainer can attempt to tell a story off the top of her head. All those who are listening may try to resist. If they fail, they find themselves so caught up in the story they will be unable to do anything else. The character using this power may



determine the length of the tale, but it cannot last longer than one scene.

System: If the Toreador uses this power to capture the full attention of the listeners, anyone within listening range must make a Wits + Empathy roll (difficulty 8) and gain three successes. Those who fail their roll must listen to the tale without interruption. In addition, all Artistic Expression (Writing) rolls are at -3 difficulty when using this power. This power costs a Blood Point to use.

What People Want to Hear: Level 6 Auspex

A character with this power automatically knows the appropriate things to say in a conversation. The character does not have to say anything and may alter the words in any way. The character may even take an opposing viewpoint on the subject, but she can relate her points in such a way that the listeners will treat them with respect and admiration. This does not necessarily mean the listeners will change their own views, though it could happen.

System: By spending one Blood Point and concentrating for one turn, the character knows what to say to get a desired response. The Storyteller must decide exactly how listeners react. If a character is using this power to advance an idea the listener finds fundamentally wrong, the listener is allowed a Willpower roll (difficulty 7). This power functions for up to one scene, but works only on the individual or group it was directed against.

Personality Metamorph: Level 7 Auspex

This power allows a Toreador actor to actually reach within her own mind and draw forth original characters, complete with backgrounds and personalities. The Toreador then takes on another personality as if it were her own.

Basically, this power gives the character a controllable multiple personality disorder. The character could become a skilled assassin, an outstanding artist, a small mortal child or the spirit of a murder victim. The only limits are those imposed by the Storyteller and the player's imagination. However, alternate personalities should not be more powerful than the core personality.

System: By using two Blood Points, the character can create a new personality for one scene, though one additional Blood

The Toreador Weakness

Its horror and its beauty are divine.

— Percy Bysshe Shelley, "The Medusa of Leonardo Da Vinci"

On the surface, there appears to be very little usefulness in the Toreador weakness, but it can serve as a useful Storytelling device with a little effort. Rather than simply telling a player "four guys with Uzis hop out of a limousine and start shooting, but your character can't take any action this turn because he is fascinated by the bricks in the wall to his right," make the weakness part of the roleplaying experience.

For example, the Storyteller could say, "Oh, my. The wall two feet to your right seems to have been laid by the finest of masons. The technique is exquisite. The smoothness of the concrete grooves augments the natural beauty of the color variations among the bricks. There is a pattern to it that is recognizable on some primordial level. It seems that the bricks are conveying to you a feeling of pride while balancing this with stoicism ..."

Take the player aside and describe the scene to him. Do not describe what is going on around him. Instead of telling the player what is going on in the outside world, try to describe the beauty of the moment. Convey, with as much attention to detail and beauty as you can, the object or event that has captured the character's mind entirely.

The player might catch on and attempt a Willpower roll, but do not ask him if he wants one unless he is new to playing a Toreador. Even if he does make the roll, the Storyteller might attempt to talk him out of it. Also, you can occasionally throw in some special insight the character may glean from the rapture concerning problems he is currently facing. If the character resists the clan weakness too often, then the Toreador should become irritable and more likely to frenzy.

Point may be spent for every additional scene it is maintained. The new personality will have its own Social and Mental Attributes, Abilities and Virtues, along with its own Humanity and Willpower scores. In some cases, it might even have its own set of Disciplines. While the new personality is dominant, the character's actual Virtues, Abilities, Humanity, Willpower and Disciplines may not be used. Blood Pool is not affected, and Health and Physical Attributes remain unchanged.



Aire of Elation: Level 6

Presence

Characters skilled in Presence and comedy can actually combine the two for new results. The effect is similar to Majesty, but instead of making the Toreador feared and respected, it makes her hilariously funny. At any time when the character is speaking, she can make the audience perceive what he says as an incredibly funny joke. Listeners can hurt themselves from laughing too much. This power is more effective than Majesty. It makes the character less threatening and more friendly and harmless.

System: This power can temporarily Incapacitate a target. Victims may make a Self-Control roll [difficulty of the character's Wits + Artistic Expression (Comedy)] to act for a turn. Otherwise, the effects lasts up to one scene.

Capture Reality: Level 6

Presence

Some Toreador filmmakers and photographers pour an amazing amount of reality into their work. Clever Toreador create films or photographs conveying various sorts of subconscious messages. This is easier to do in a film—the message will be clearer and more detailed than in a photograph. However, a series of photographs bearing the same message will convey the message just as clearly as a film.

System: The character must succeed in a Creativity + Artistic Expression (Photography or Film) roll (difficulty 8).

- | | |
|--------------|---|
| 1 success | Viewers feel there is something unusual about the photograph or film. |
| 2 successes | Viewers feel as if they know exactly what the people in the photograph or film are feeling. |
| 3 successes | Viewers feel as if they are in the photograph or film, witnessing the events firsthand. |
| 4 successes | Viewers believe they are smelling, hearing and seeing things in the photograph or film. They might also form a strong sympathetic bond to a particular character in the work or to the work itself. |
| 5+ successes | Same as above, but the viewer will also have flashbacks from the photograph or film that go beyond the scope of the work itself. If possible, she will begin having regular dreams concerning the work's setting or the characters in it. |

Intensification: Level 6

Presence

Certain Toreador, including artists, sculptors, filmmakers, photographers, writers and composers (i.e., Artistes who create works instead of performing them) can put a part of their Presence in their work. The viewer of the work will feel particularly intense emotion towards it. The object must carry at least some obvious symbolism for the emotion conveyed in the work. With this power, a Toreador can produce a magical item of sorts, such as a photograph which makes the viewers feel sad, a goofy-looking wooden figure which causes those viewing it to laugh, and so on.

System: Twenty Blood Points must be spent to make one of these objects, although no more than five may be spent in one night. Anyone who views the object can resist it by making a Self-Control roll (difficulty 7). Only one emotional response may be conferred per object. The effects on the object are permanent.

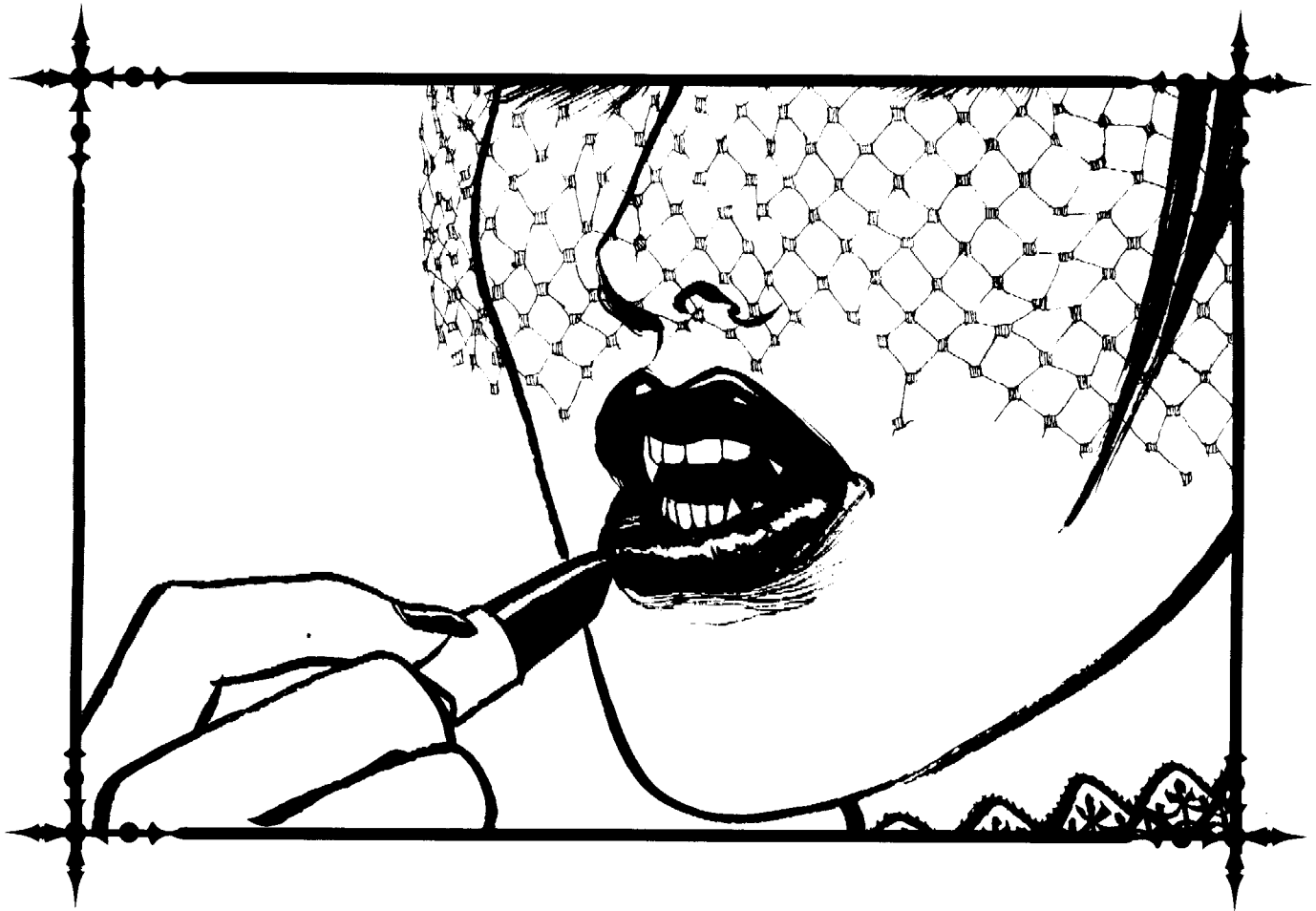
Siren's Song: Level 6

Presence

This power allows a Toreador musician to reach a state of awareness using one particular type of musical instrument. She will feel as though it is an extension of her own body and soul. It also lets Toreador singers produce similar effects. In this way, the character can create some of the most beautiful music the world has ever heard. The character can influence the emotions of all listeners. The effect is based on the type of music created. Additionally, the audience will be drawn to the music and unable to take any action to either harm the music-maker or run away.

Emotions instilled by the music may vary, but despite the emotion created, the Toreador will not have any direct control over the listeners' actions. While the music and lyrics can direct the audience to perform particular actions, the listeners will not all interpret the music in the same way.

System: The character automatically receives a bonus of three dice to his Music or Singing Skill and can make music that has startling results. When this power is used, anyone within listening distance will be hit with effects similar to Awe unless a point of Willpower is spent. The effects of this power vary. In certain cases, such as trying to induce bravery, the music might just add one or more dice to half the listeners' Courage ratings while making the other half Frenzy. The exact effects are left up to the Storyteller. Effects of this power last as long as the music is continuously played, up to a maximum of one scene.



Star Magnetism: Level 6 Presence

This power allows the character's Presence to carry over onto film, video tape, photographs or any other sort of visual recording. It even carries over to paintings if the portrait is an accurate representation. It may be consciously turned off, but it will otherwise snap into effect whenever a camera is turned towards the Kindred.

System: The representation resembles Awe, and the effects are permanent. Anyone who sees the image will be affected unless he spends a Willpower point every turn he sees it.

Two-Tiered Communication: Level 6 Presence

The Toreador can speak to someone in such a way that everything she says has a hidden meaning to it. The Toreador may talk about one thing and actually tell the listener some-

thing else, even if it is in radical opposition to the surface message. While the listener only hears the normal conversation, he will subconsciously understand the underlying message.

A Toreador using this power might tell a person her art work is incredibly beautiful, while on the subconscious level be telling her that he would not even use it to start a fire. A Toreador might openly profess her love for someone while she's really telling him to jump off the nearest building. If the character spends more than one Blood Point per turn, this power may be used in conjunction with Domination.

System: This power lasts one turn per Willpower point spent. How well the underlying message is conveyed requires a Manipulation + Empathy roll (difficulty of 10 - the listener's Perception, with a minimum of 3). One success conveys a simple message, and elaborate messages may require as many as seven successes.



Merits and Flaws

Controllable Thirst: (1 pt Merit)

Because Toreador spend so much time around mortals, resisting Frenzy caused by the smell, sight or taste of blood is easier for them. Whenever the Kindred makes a Frenzy roll over blood, reduce the difficulty by three.

Eye for Beauty: (1 pt Merit)

The Kindred is a natural critic. Reduce difficulties for Art Appreciation by four.

Mortal Double: (2 pt Merit)

You have the services of someone alive who looks just like you. This person might be your actual twin. (Other explanations are possible: a long-lost brother, a master of disguise, a Progenitor clone, a victim of Vicissitude, etc.) However, unless he is made into a ghoul, he will continue to age normally. Eventually, he will no longer be your exact double. The double may move about freely during the day, aiding you in hiding your vampiric nature. The double must be fully aware of your personal life, including all your relationships and activities. He must also be a good actor.

Refined: (2 pt Merit)

You a member of the elite. You are at home in high society and you never feel out of place around the “beautiful people.” The difficulty on all Etiquette rolls involving high society is reduced by three. In addition, you are often invited to Toreador socials reserved for those of higher Toreador Prestige (or Camarilla Status) than yourself.

Blasé: (3 pt Merit)

You are not easily impressed by others. You automatically resist all Presence powers. However, if the Kindred using Presence is far more powerful than yourself, the Storyteller might require you to spend a point of Willpower to resist.

“Gifted”: (3 pt Merit)

The difficulty on all Creativity rolls and Artistic Expression rolls are reduced by three.

Greater Colors: (3 pt Merit)

The vampire sees colors more distinctly and with greater definition. The world is far more colorful. Unfortunately, the

vampire is more likely to become enraptured by colorful objects. Despite the drawback, when used in conjunction with Aura Perception, the vampire will discover far more information about her target. The difficulty for reading a target’s aura is reduced to five. The player may ask the Storyteller one question about the target for every success, and the Storyteller must provide accurate information. This may be used only once per story on a particular target. Finally, all Artistic Expression difficulties involving color are reduced by one.

Supernatural Spouse: (4 pt Merit)

You share a relationship equivalent to marriage with a supernatural creature other than another Kindred. Both of you receive the benefits of the True Love Merit for one another. This creature may be a mage, a werewolf, a changeling, a wraith or something even more unusual. Unfortunately, both of your kind would consider you threats if they knew of your relationship. You may declare your love for one another openly, although you risk becoming an outcast— or worse. You and your spouse would die or kill for one another.

Powerful Ghoul: (5 pt Merit)

You have a very powerful ghoul Blood Bound to you. The ghoul has six points to put into any Disciplines other than Thaumaturgy, although at least one point must be put into Potence. The ghoul is also very competent, possessing 15 points to distribute among Attributes, 27 points to distribute among Abilities and 5 points to put into Backgrounds. The ghoul has reasonably good Virtues and Willpower ratings and will do anything you say, since it loves you so much. However, the ghoul might also get jealous of any relationships you have with others.

Vampire Spouse: (5 pt Merit)

You hold regnant over another Kindred, though she holds regnant over you as well. The two of you are in love, and you automatically have the benefit of the Merit: True Love. Your vampire spouse is your equal in terms of power and status. However, as a couple, you are very formidable. You allow nothing to get in the way of your love. You and your spouse would die or kill for one another.

Poor Taste: (1 pt Flaw)

You can never have the Art Appreciation skill. You are forever a Poseur, and you have no ability to judge a masterpiece from trash. In fact, if you had the choice, you would choose the trash.



Rival: (1 pt Flaw)

You have an intense rivalry with another Kindred. You are always competing with this individual, either for fun or out of spite. In besting this individual, you go to extremes, and he behaves similarly towards you. Your rival occasionally gets the best of you, but you do the same to him.

Tortured Artist: (1 pt Flaw)

You must suffer for your work. Your work is never good enough to suit you. You often suffer ennui for extended periods of time, preventing you from working steadily. In addition, you constantly find yourself in heartbreaking positions; perhaps you subconsciously lead yourself into those situations to acquire the experience you need for your work.

Vulgar: (1 pt Flaw)

You will never fit into high society. You are crude, rude and socially unacceptable, forever a Philistine. You are treated as having one less level of Status when invitations to Toreador socials are prepared. You will never be fully accepted as a Toreador. Many will question your Sire and possibly ridicule him for choosing you.

Artistically Inept: (2 pt Flaw)

You must work harder than most artists to accomplish great work. You are still capable of creating a masterpiece, but it is tougher for you than for someone else of equal training. All difficulties on Creativity rolls and Artistic Expression rolls are increased by two to a maximum of nine.

Social Outcast: (3 pt Flaw)

You have severed your ties to the Artistes and Poseurs. You no longer play their silly games. You will never rise in Clan Prestige, and you are the equivalent of an anarchist. However, the anarchists will not accept you due to some past transgressions you have committed against them. You have no place in the world of the Damned.



Chapter Four: Templates

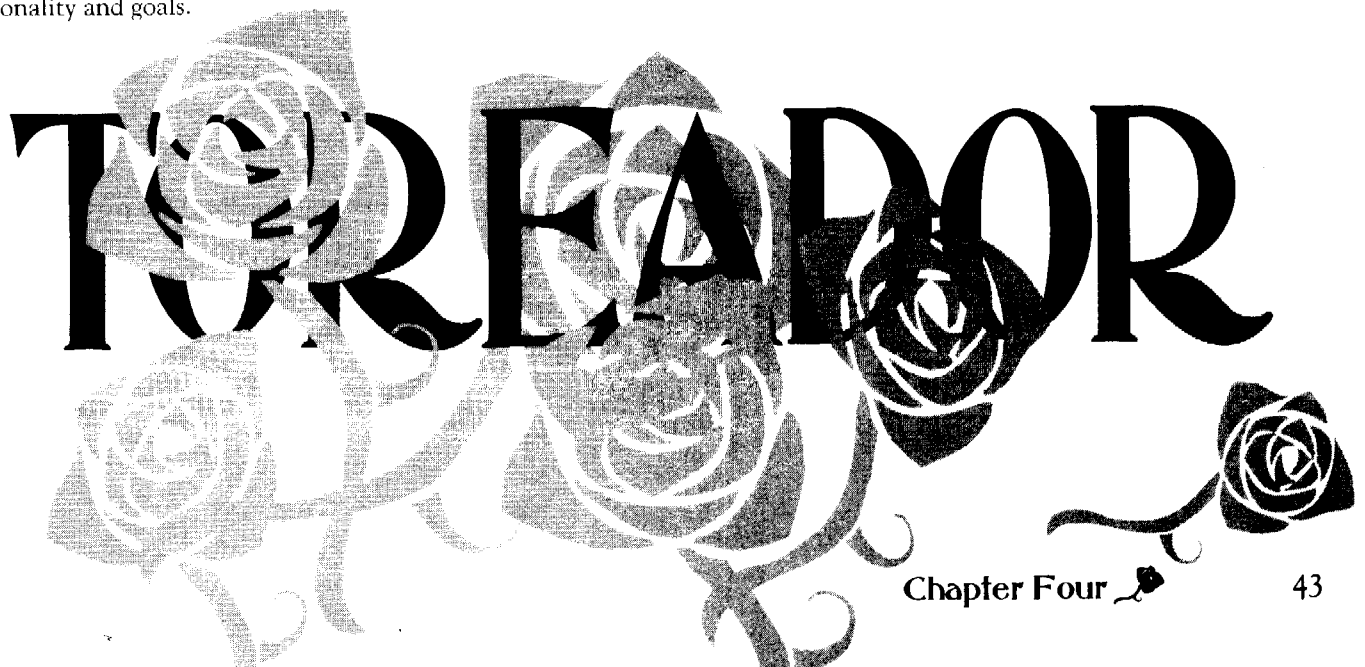
It is the addition of strangeness to beauty that constitutes the romantic character in art.

— Walter Pater, *Appreciation*

As mentioned earlier, the Toreador definition of art is anything involving creativity, talent and dedication. Because of this, the clan boasts an incredible diversity. Rather than present variations on the typical Toreador Artiste and Poseur, this collection of templates contains alternatives to the standard Toreador. Remember that concepts of “Artiste” and “Poseur” are simply stereotypes. Attaching one of these labels should not define the entire character or limit the character’s personality and goals.

Feel free to tamper with the numbers, Nature, Demeanor or anything else in the description to make the character fit your needs. These templates serve as guides to creating your own characters. However, the best characters are the ones you design and develop on your own.

Also note that some of the Natures and Demeanors for these templates are from **The Vampire Players Guide**.





The Burnout

*I have stood here before inside the pouring rain
With the world turning circles running 'round my brain
I guess I'm always hoping that you'll end this reign
But it's my destiny to be the king of pain*

— The Police, "King of Pain"

Quote: Yes, yes, I see what you are saying. The light textures do offset the blue tones in the way you describe. All I am saying is: so what? I cannot understand how you can babble on for so long about such trivia. Oh dear, I seem to have finished this cocktail. Oh, waiter—another please, a draught from one of the healthy ones this time.

Prelude: You were the talk of the Guild for the first 10 years of your unlife. A great artist in life, your paintings were unmatched even among the undead. Then your unlife suddenly changed for the worse. You found your mortal children dead and watched your husband die at the hands of ruthless Setites. You frenzied, destroying two of them before the others could stake you. They tortured you for nights, but one of their servants made the mistake of removing the stake, and you repaid him in blood.

You killed anyone who came across your path. After escaping, you tried working again, but found you could not. You travelled the world partying, but after growing weary of it, you returned to your old city, hoping for a new start. This time, you will acquire all the power you need to make sure no one degrades, hurts or controls you like the Setites did.

Concept: You no longer value mortals and drink far more vitæ than you need. Art no longer concerns you. To you, it is a silly waste of time. Everyone knows power is the key to everything. You will use anyone and define any Kindred as either an enemy or a tool. You have many beautiful ghouls; your pet dogs receive better treatment than they do. Much of your time is spent engaging in politics, schemes and perversity.

Roleplaying Tips: You are ruthless, cruel and inhuman. Your vision is clouded with pain. The world is a far uglier place now that you have lost your family. It may be possible for you to love, work and laugh again, but finding a way will not be easy. Worse yet, you chose not to look. You prefer wallowing in your self-pity.

Equipment: Expensive, custom-fitted suit, small-caliber pistol and large amounts of cash.



TOREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: Survivor

Sire:

Player:

Demeanor: Curmudgeon

Generation: 11th

Chronicle:

Concept: Burnout

Haven:

Attributes

Physical

Strength ●●○○○○○○
 Dexterity ●●○○○○○○
 Stamina ●●○○○○○○

Social

Charisma ●●○○○○○○
 Manipulation ●●●●○○○○
 Appearance ●●●○○○○○

Mental

Perception ●●○○○○○○
 Intelligence ●●●○○○○○
 Wits ●●●○○○○○

Abilities

Talents

Acting ●○○○○○○○
 Alertness ○○○○○○○○
 Athletics ○○○○○○○○
 Brawl ●●○○○○○○
 Dodge ●○○○○○○○
 Empathy ○○○○○○○○
 Intimidation ●●●○○○○○
 Leadership ○○○○○○○○
 Streetwise ○○○○○○○○
 Subterfuge ●●●○○○○○

Skills

Animal Ken ○○○○○○○○
 Drive ●○○○○○○○
 Etiquette ●●○○○○○○
 Firearms ●●○○○○○○
 Melee ●○○○○○○○
 Music ●○○○○○○○
 Repair ○○○○○○○○
 Security ●●○○○○○○
 Stealth ○○○○○○○○
 Survival ●○○○○○○○

Knowledge

Bureaucracy ○○○○○○○○
 Computer ○○○○○○○○
 Finance ○○○○○○○○
 Investigation ○○○○○○○○
 Law ●○○○○○○○
 Linguistics ●○○○○○○○
 Medicine ○○○○○○○○
 Occult ●○○○○○○○
 Politics ●●○○○○○○
 Science ○○○○○○○○

Advantages

Disciplines

Auspex ○○○○○○○○
 Celerity ●○○○○○○○
 Presence ●●○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Fame ●○○○○○○○
 Generation ●●○○○○○○
 Resources ●●●○○○○○
 Retainers ●○○○○○○○
 Status ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience ●●○○○
 Self-Control ●●○○○
 Courage ●●●●●

Other Traits

Artistic Expression ●●●●○○○○
 Style ●●○○○○○○
 Art History ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○
 _____ ○○○○○○○○

Humanity

● ● ● ● ● ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

**ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.**

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)



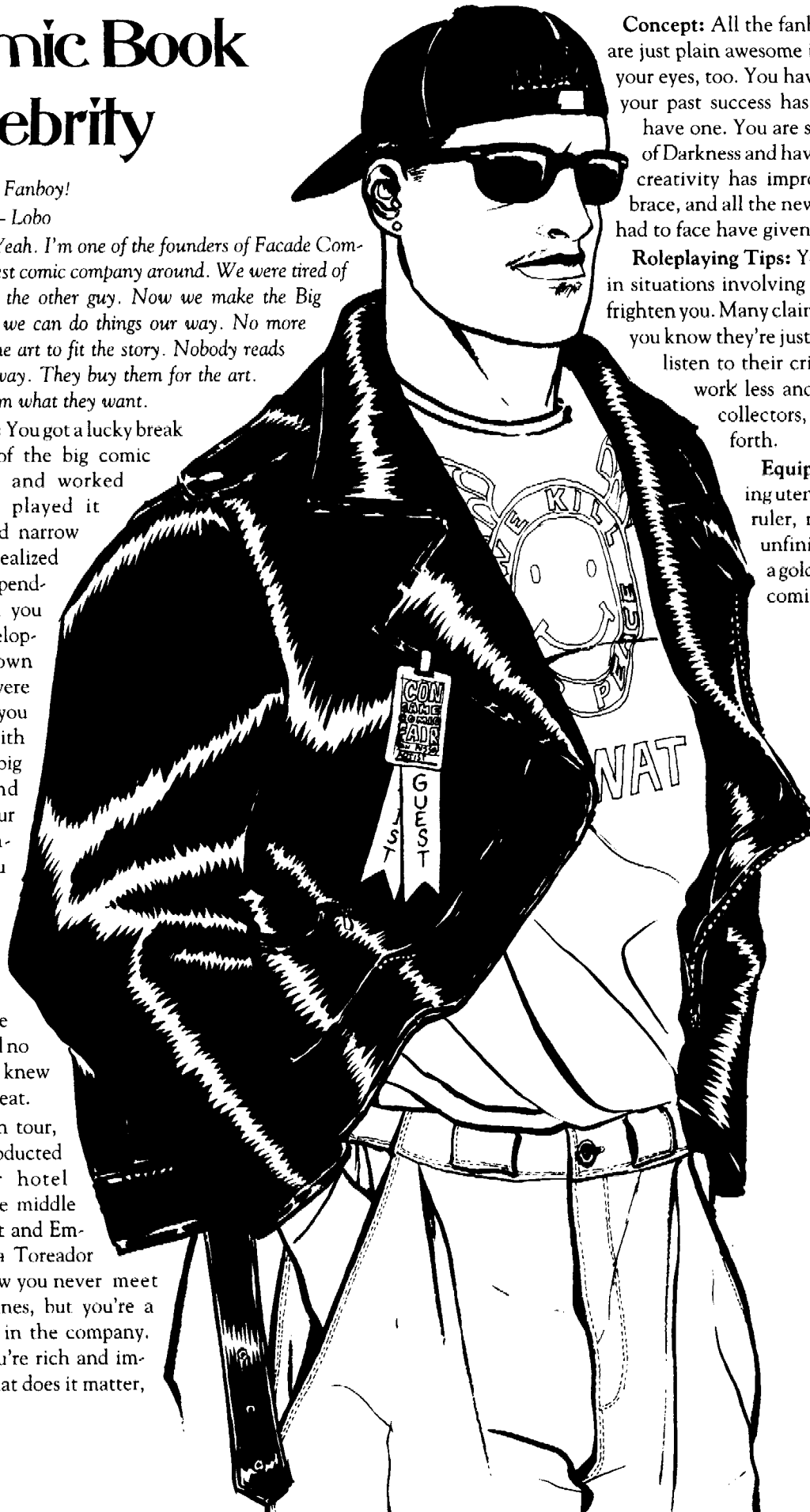
Comic Book Celebrity

Bite Me, Fanboy!
— Lobo

Quote: Yeah. I'm one of the founders of Facade Comics, the hottest comic company around. We were tired of working for the other guy. Now we make the Big Bucks, and we can do things our way. No more modifying the art to fit the story. Nobody reads comics anyway. They buy them for the art. We give them what they want.

Prelude: You got a lucky break from one of the big comic companies and worked hard. You played it straight and narrow until they realized you were dependable. Then you began developing your own style. You were hot. Then you joined up with some other big names and founded your own company. You were at the top of the field— so what if some jealous people said you had no talent? You knew you were great.

While on tour, you were abducted from your hotel room in the middle of the night and Embraced by a Toreador fanboy. Now you never meet your deadlines, but you're a part-owner in the company. Besides, you're rich and immortal. What does it matter, anyway?



Concept: All the fanboys idealize you. You are just plain awesome in their eyes— and in your eyes, too. You have an inflated ego, but your past success has given you reason to have one. You are still new to the World of Darkness and have much to learn. Your creativity has improved since your Embrace, and all the new challenges you have had to face have given you new inspiration.

Roleplaying Tips: You are uncomfortable in situations involving other Kindred. They frighten you. Many claim you are a Poseur, but you know they're just jealous. You refuse to listen to their criticisms, but you now work less and less. Around comic collectors, your egomania shines forth.

Equipment: Box of drawing utensils, bristol pad, roller ruler, new sports car, some unfinished comic pages and a gold pen for autographing comics.

TOREADOR™

VAMPIRE: The Masquerade™

Name: _____ **Nature:** Autocrat **Sire:** _____
Player: _____ **Demeanor:** Architect **Generation:** 13th
Chronicle: _____ **Concept:** Comic Book Celebrity **Haven:** _____

Attributes

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

Abilities

Talents		Skills		Knowledge	
Acting	●○○○○○○○	Animal Ken	○○○○○○○○	Bureaucracy	○○○○○○○○
Alertness	●○○○○○○○	Drive	●●○○○○○○	Computer	●●○○○○○○
Athletics	○○○○○○○○	Etiquette	●○○○○○○○	Finance	●●●○○○○○
Brawl	○○○○○○○○	Firearms	○○○○○○○○	Investigation	●●○○○○○○
Dodge	●○○○○○○○	Melee	○○○○○○○○	Law	○○○○○○○○
Empathy	●○○○○○○○	Music	○○○○○○○○	Linguistics	○○○○○○○○
Intimidation	●●○○○○○○	Repair	○○○○○○○○	Medicine	○○○○○○○○
Leadership	●○○○○○○○	Security	●○○○○○○○	Occult	○○○○○○○○
Streetwise	○○○○○○○○	Stealth	●○○○○○○○	Politics	●○○○○○○○
Subterfuge	●●○○○○○○	Survival	○○○○○○○○	Science	●○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	○○○○○○○○	Allies	●●○○○○○○	Conscience	●●●○○○
Celerity	●●○○○○○○	Contacts	●●○○○○○○	Self-Control	●●●●●
Presence	●○○○○○○○	Fame	●●○○○○○○	Courage	●●○○○
_____	○○○○○○○○	Herd	●●●○○○○○		
_____	○○○○○○○○	Resources	●●●○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		

Other Traits

Artistic Expression ●●○○○○○○
 Masquerade ●●○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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Humanity

● ● ● ● ● ● ● ● ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○
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Blood Pool

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

**ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.**



The Cult Leader

It's not enough merely to worship a god. You've got to know which one's in charge. And Heaven help you if you mess around on the wrong turf.

— Harlan Ellison, *Deathbird Stories*

Quote: *Serve me, for I am the chosen one. I have seen the hollowness in your heart, and I will fill it. Come to me, my children. Let my love for you extinguish the flames of this Hell on Earth. We shall live in peace away from the eyes of man. I will protect you and give you everything you need. The price you say? Nothing. Nothing but your faith and devotion. We shall seek out the mysteries of the universe together. Companionship is all I need.*

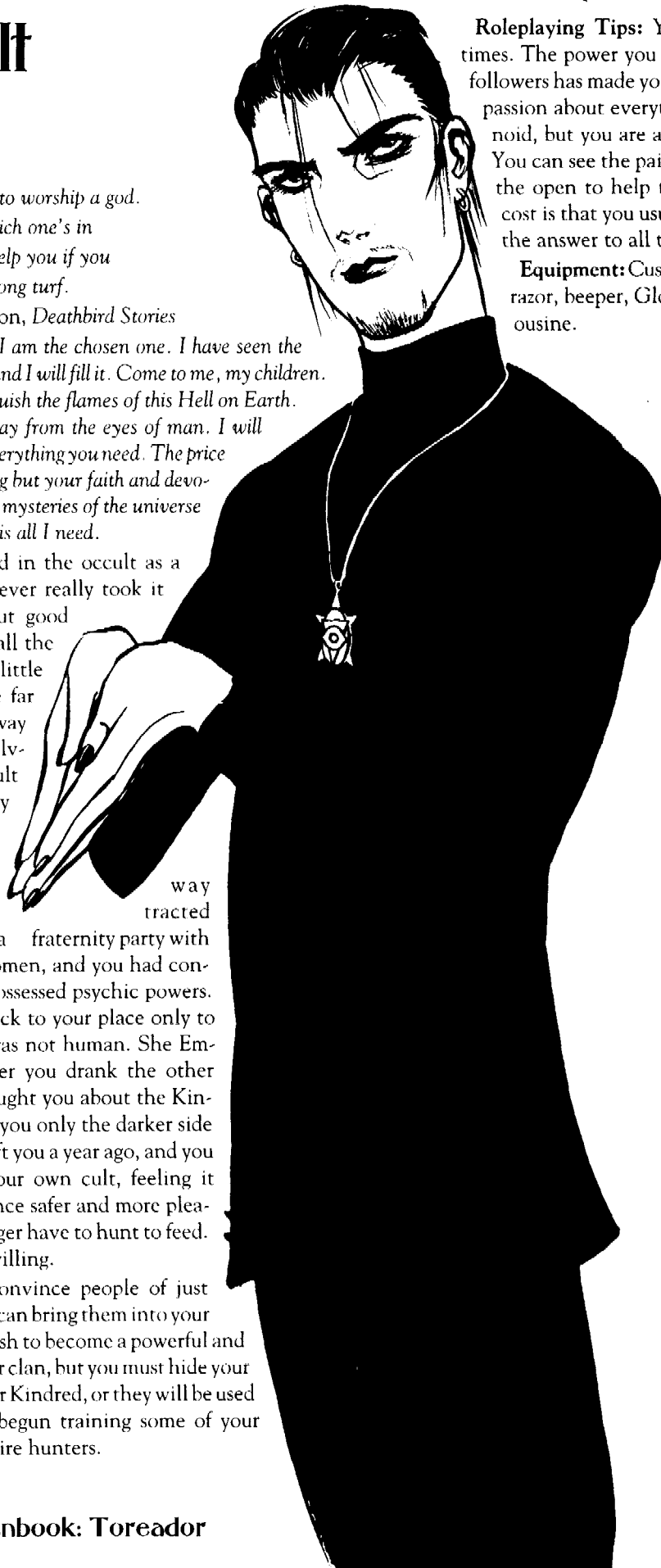
Prelude: You dabbled in the occult as a teenager, though you never really took it seriously. Your clean-cut good looks and charm made all the adults think of you as a little angel, though you were far from it. After you went away to college, you began delving deeper into the occult after taking a sociology course on the subject.

Your innate ability to win people over to your way of thinking was what attracted your sire. You were at a fraternity party with two attractive young women, and you had convinced them that you possessed psychic powers. You took the women back to your place only to find that one of them was not human. She embraced you, and together you drank the other woman dry. Your sire taught you about the Kindred, but she has shown you only the darker side of your existence. She left you a year ago, and you have since organized your own cult, feeling it would make your existence safer and more pleasurable. Now you no longer have to hunt to feed. Your prey is ready and willing.

Concept: You can convince people of just about anything, and you can bring them into your service with ease. You wish to become a powerful and respected member of your clan, but you must hide your cult from the eyes of other Kindred, or they will be used against you. You have begun training some of your cultists to become vampire hunters.

Roleplaying Tips: You act a little crazy sometimes. The power you wield over the lives of your followers has made you a bit giddy. You speak with passion about everything. You are slightly paranoid, but you are also very excited and happy. You can see the pain in others and bring it into the open to help them confront it. The only cost is that you usually convince them you are the answer to all their problems.

Equipment: Custom-fitted black suit, straight razor, beeper, Glock 18 and a new black limousine.





TOREADOR™

VAMPIRE: The Masquerade™

Name: _____ **Nature:** Director **Sire:** _____
Player: _____ **Demeanor:** Visionary **Generation:** 13th
Chronicle: _____ **Concept:** Cult Leader **Haven:** _____

Attributes

Physical

Strength ●●●●●●●●
 Dexterity ●●●●●●●●
 Stamina ●●●●●●●●

Social

Charisma ●●●●●●●●
 Manipulation ●●●●●●●●
 Appearance ●●●●●●●●

Mental

Perception ●●●●●●●●
 Intelligence ●●●●●●●●
 Wits ●●●●●●●●

Abilities

Talents

Acting ●●●●●●●●
 Alertness ●●●●●●●●
 Athletics ○○○○○○○○
 Brawl ○○○○○○○○
 Dodge ●●●●●●●●
 Empathy ●●●●●●●●
 Intimidation ●●●●●●●●
 Leadership ●●●●●●●●
 Streetwise ○○○○○○○○
 Subterfuge ○○○○○○○○

Skills

Animal Ken ○○○○○○○○
 Drive ●●●●●●●●
 Etiquette ●●●●●●●●
 Firearms ●●●●●●●●
 Melee ○○○○○○○○
 Music ○○○○○○○○
 Repair ○○○○○○○○
 Security ●●●●●●●●
 Stealth ●●●●●●●●
 Survival ○○○○○○○○

Knowledge

Bureaucracy ○○○○○○○○
 Computer ○○○○○○○○
 Finance ○○○○○○○○
 Investigation ○○○○○○○○
 Law ○○○○○○○○
 Linguistics ●●●●●●●●
 Medicine ○○○○○○○○
 Occult ●●●●●●●●
 Politics ●●●●●●●●
 Science ●●●●●●●●

Advantages

Disciplines

Auspex ○○○○○○○○
 Celerity ○○○○○○○○
 Presence ●●●●●●●●
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Herd ●●●●●●●●
 Mentor ●●●●●●●●
 Resources ●●●●●●●●
 Retainers ●●●●●●●●
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience ●●●●●●
 Self-Control ●●●●●●
 Courage ●●●●●●

Other Traits

_____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○

Humanity

● ● ● ● ● ● ● ● ○ ○ ○

Willpower

● ● ● ● ● ● ● ● ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

**ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.**



The Horror Writer

My business took over my life— by choice.

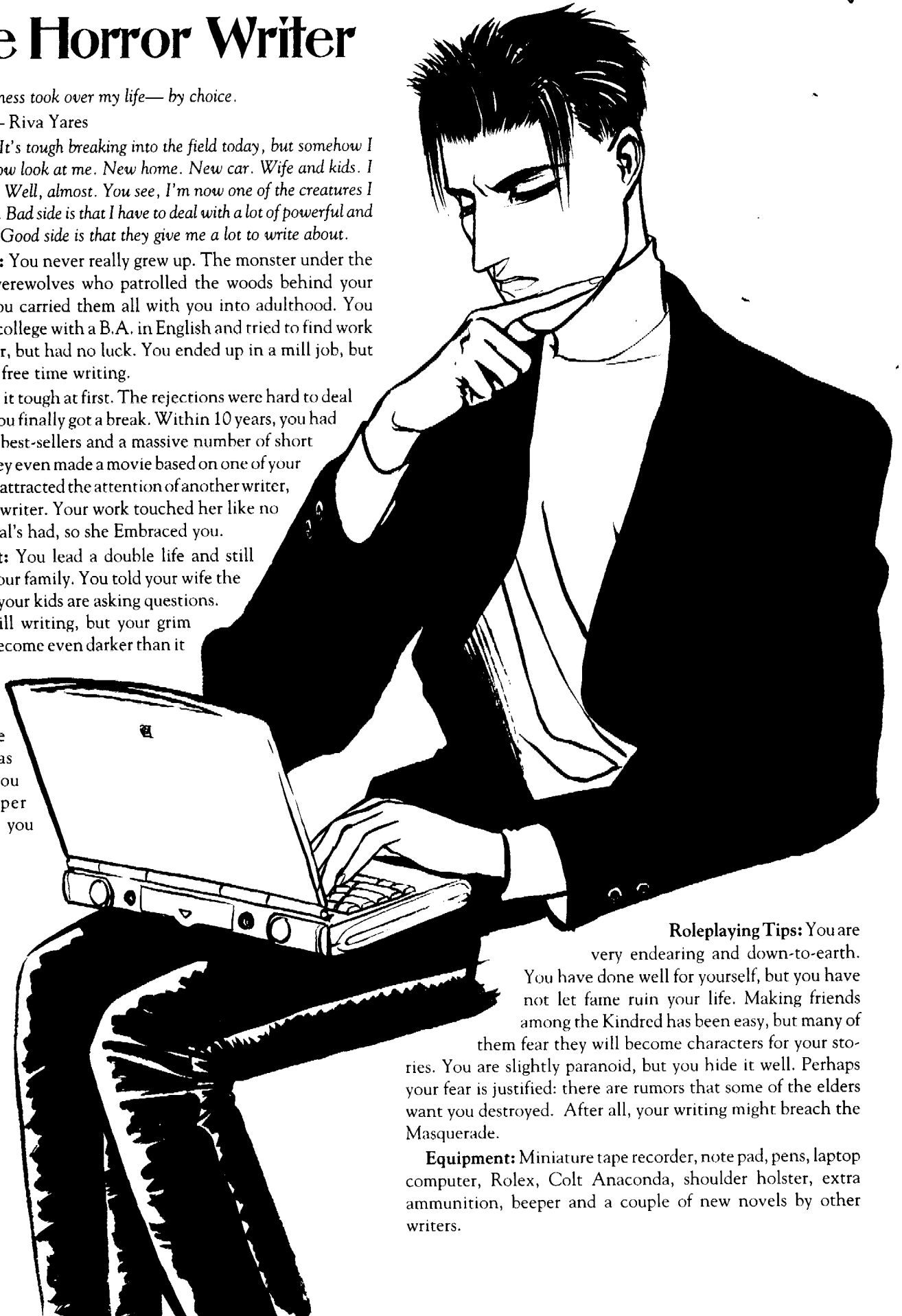
— Riva Yares

Quote: *It's tough breaking into the field today, but somehow I made it. Now look at me. New home. New car. Wife and kids. I got it made. Well, almost. You see, I'm now one of the creatures I write about. Bad side is that I have to deal with a lot of powerful and evil beings. Good side is that they give me a lot to write about.*

Prelude: You never really grew up. The monster under the bed, the werewolves who patrolled the woods behind your house— you carried them all with you into adulthood. You graduated college with a B.A. in English and tried to find work as a teacher, but had no luck. You ended up in a mill job, but spent your free time writing.

You had it tough at first. The rejections were hard to deal with, but you finally got a break. Within 10 years, you had sold seven best-sellers and a massive number of short stories. They even made a movie based on one of your works. You attracted the attention of another writer, an undead writer. Your work touched her like no other mortal's had, so she Embraced you.

Concept: You lead a double life and still live with your family. You told your wife the truth, and your kids are asking questions. You are still writing, but your grim work has become even darker than it was before the Embrace. Perhaps the change has affected you on a deeper level than you realize.



Roleplaying Tips: You are very endearing and down-to-earth. You have done well for yourself, but you have not let fame ruin your life. Making friends among the Kindred has been easy, but many of them fear they will become characters for your stories. You are slightly paranoid, but you hide it well. Perhaps your fear is justified: there are rumors that some of the elders want you destroyed. After all, your writing might breach the Masquerade.

Equipment: Miniature tape recorder, note pad, pens, laptop computer, Rolex, Colt Anaconda, shoulder holster, extra ammunition, beeper and a couple of new novels by other writers.

TOREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: Architect

Sire:

Player:

Demeanor: Optimist

Generation: 13th

Chronicle:

Concept: Horror Writer

Haven:

Attributes

Physical

Strength ●●●○○○○○
 Dexterity ●●○○○○○○
 Stamina ●●●○○○○○

Social

Charisma ●●●○○○○○
 Manipulation ●●○○○○○○
 Appearance ●○○○○○○○

Mental

Perception ●●○○○○○○
 Intelligence ●●●○○○○○
 Wits ●●●○○○○○

Abilities

Talents

Acting ○○○○○○○○
 Alertness ●○○○○○○○
 Athletics ○○○○○○○○
 Brawl ●○○○○○○○
 Dodge ○○○○○○○○
 Empathy ●●●○○○○○
 Intimidation ●○○○○○○○
 Leadership ○○○○○○○○
 Streetwise ○○○○○○○○
 Subterfuge ○○○○○○○○

Skills

Animal Ken ○○○○○○○○
 Drive ●○○○○○○○
 Etiquette ●○○○○○○○
 Firearms ●○○○○○○○
 Melee ○○○○○○○○
 Music ○○○○○○○○
 Repair ●○○○○○○○
 Security ○○○○○○○○
 Stealth ○○○○○○○○
 Survival ○○○○○○○○

Knowledge

Bureaucracy ●○○○○○○○
 Computer ●●○○○○○○
 Finance ●○○○○○○○
 Investigation ●●○○○○○○
 Law ○○○○○○○○
 Linguistics ●●○○○○○○
 Medicine ○○○○○○○○
 Occult ●●●○○○○○
 Politics ○○○○○○○○
 Science ●●○○○○○○

Advantages

Disciplines

Auspex ●●●○○○○○
 Celerity ○○○○○○○○
 Presence ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Contacts ●●○○○○○○
 Fame ●●●○○○○○
 Resources ●●●○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience ●●●●○
 Self-Control ●●○○○
 Courage ●●●●○

Other Traits

Masquerade ●○○○○○○○
 Poetic Expression ●●●○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○

Humanity

● ● ● ● ● ● ● ● ● ● ○

Willpower

● ● ● ● ● ● ● ○ ○ ○
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Blood Pool

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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)



The Idol of Millions

I have never quite understood this sex symbol business, but if I'm going to be a symbol of something, I'd rather have it be sex than some of the other things they've got symbols for.

— Marilyn Monroe

Quote: *Darling, how wonderful! You made it! It's so good to see you. You look fabulous. Have you seen my new movie? ... Why, thank you ... Oh, well, yes, it was tough, but the director was just a peach. The schedule worked out perfectly. You know, it's grossed over 40 mil so far ... No, I'm not surprised. I'm glad people recognize talent when they see it.*

Prelude: You grew up in Detroit, one of seven children in a poor family. Well, at least that's how you tell it. You worked your way through college, getting a degree in drama. You went to Hollywood and actually managed to get a small part in a low-budget film. A name director recognized your big talent and made you a success. By the time you were 23, you had starred in seven movies, and your name was almost always first in the credits. Your wild personal life was a hot subject for tabloids and television shows.

One night, a Toreador production assistant came into your dressing room and Embraced you. Since that time, you have managed to continue working some, though far less than if you were still mortal. You would not like being a vampire, except now you will never grow old. Still, you know you must retire from the movie business some day before everyone begins to notice your ageless grace.

Concept: Most of the public adores you. You were once voted one of the sexiest people alive, and now you are certainly one of the sexiest people undead. The other Toreador grow weary of you because you jeopardize the

Masquerade. You must be careful, or they might decide to destroy you.

Roleplaying Tips: You are cold and haughty, except when interviewed by the media, in which case you turn on the charm and humility. You see yourself as the star. Everyone else exists to serve you. You get tired of your fans always bothering you, but you secretly cannot stand it when no one recognizes you. You consider yourself the ultimate in toughness, beauty and charisma. You cannot stand it when anyone bests you in anything.

Equipment: Trendy outfit, ruby ring, shades and a .357 magnum revolver in a shoulder holster



TOREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: Competitor

Sire:

Player:

Demeanor: Praise-Seeker

Generation: 13th

Chronicle:

Concept: Idol of Millions

Haven:

Attributes

Physical

Strength ●●●●●●●●
 Dexterity ●●●●●●●●
 Stamina ●●●●●●●●

Social

Charisma ●●●●●●●●
 Manipulation ●●●●●●●●
 Appearance ●●●●●●●●

Mental

Perception ●●●●●●●●
 Intelligence ●●●●●●●●
 Wits ●●●●●●●●

Abilities

Talents

Acting ●●●●●●●●
 Alertness 00000000
 Athletics ●●●●●●●●
 Brawl ●●●●●●●●
 Dodge ●●●●●●●●
 Empathy ●●●●●●●●
 Intimidation 00000000
 Leadership 00000000
 Streetwise ●●●●●●●●
 Subterfuge 00000000

Skills

Animal Ken ●0000000
 Drive ●0000000
 Etiquette ●●●●●●●●
 Firearms ●●●●●●●●
 Melee 00000000
 Music ●●●●●●●●
 Repair 00000000
 Security ●●●●●●●●
 Stealth 00000000
 Survival 00000000

Knowledge

Bureaucracy 00000000
 Computer 00000000
 Finance ●●●●●●●●
 Investigation 00000000
 Law ●●●●●●●●
 Linguistics ●●●●●●●●
 Medicine ●●●●●●●●
 Occult 00000000
 Politics 00000000
 Science 00000000

Advantages

Disciplines

Auspex 00000000
 Celerity 00000000
 Presence ●●●●●●●●
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Backgrounds

Contacts ●●●●●●●●
 Fame ●●●●●●●●
 Resources ●●●●●●●●
 Retainers ●●●●●●●●
 Status ●●●●●●●●
 _____ 00000000
 _____ 00000000

Virtues

Conscience ●●●●●●
 Self-Control ●●●●●●
 Courage ●●●●●●

Other Traits

Masquerade ●●●●●●●●
 Seduction ●●●●●●●●
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Humanity

● ● ● ● ● ● ● ● 0 0 0

Willpower

● ● ● ● ● ● 0 0 0 0
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Blood Pool

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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

**ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.**

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)



The Martial Artist

*The combat deepens. On, ye brave,
Who rush to glory, or the grave!*

— Thomas Campbell, "Hohenlinden"

Quote: *Hear the wind upon the water. It flows like the churning in my soul.*

Prelude: You spent much of your childhood in Hong Kong, the son of an American businessman. Your parents returned to America when you were 12, but they allowed you to remain in Hong Kong with your uncle, who ran a martial arts school. You had the potential to one day become a superior martial artist, and your parents decided to allow you to pursue your gift.

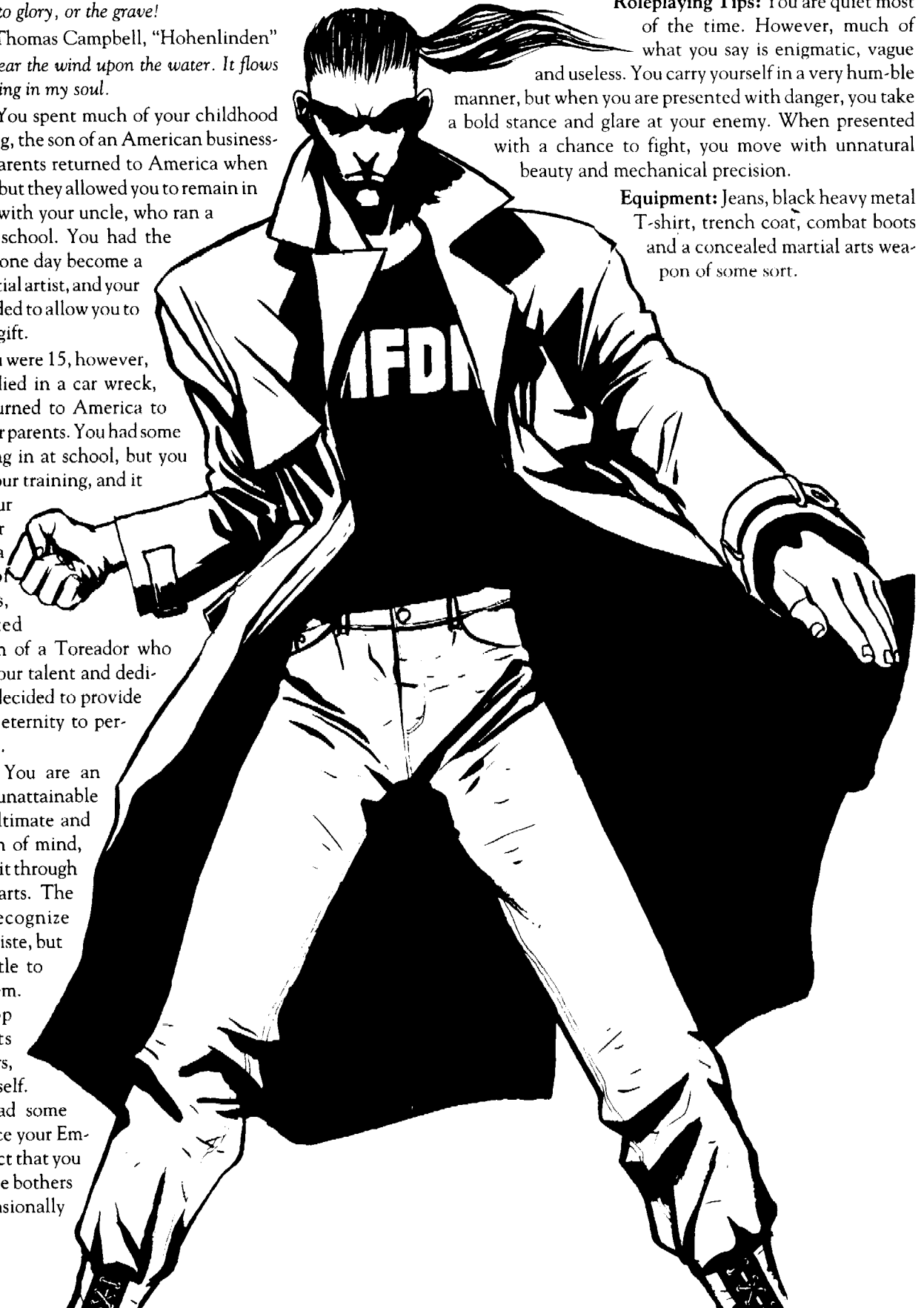
When you were 15, however, your uncle died in a car wreck, and you returned to America to live with your parents. You had some trouble fitting in at school, but you continued your training, and it occupied your time. After winning a number of tournaments, you attracted the attention of a Toreador who recognized your talent and dedication. She decided to provide you with all eternity to perfect your arts.

Concept: You are an artist. Your unattainable goal is the ultimate and perfect union of mind, body and spirit through the martial arts. The Toreador recognize you as an Artiste, but you have little to do with them. You develop your talents not for others, but for yourself. You have had some difficulty since your Embrace. The fact that you do not breathe bothers you and occasionally

interferes with your studies. Recently, you have come to the conclusion that you must achieve some degree of power among the other Kindred, just so they will leave you alone and quit using you as their pawn because of your physical prowess.

Roleplaying Tips: You are quiet most of the time. However, much of what you say is enigmatic, vague and useless. You carry yourself in a very humble manner, but when you are presented with danger, you take a bold stance and glare at your enemy. When presented with a chance to fight, you move with unnatural beauty and mechanical precision.

Equipment: Jeans, black heavy metal T-shirt, trench coat, combat boots and a concealed martial arts weapon of some sort.



TOREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: Perfectionist

Sire:

Player:

Demeanor: Loner

Generation: 9th

Chronicle:

Concept: Martial Artist

Haven:

Attributes

Physical

Strength _____ ●●●○○○○○
 Dexterity _____ ●●●○○○○○
 Stamina _____ ●●●○○○○○

Social

Charisma _____ ●●○○○○○○○
 Manipulation _____ ●●○○○○○○○
 Appearance _____ ●●○○○○○○○

Mental

Perception _____ ●●○○○○○○○
 Intelligence _____ ●●○○○○○○○
 Wits _____ ●●●○○○○○

Abilities

Talents

Acting _____ ○○○○○○○○
 Alertness _____ ●●●○○○○○
 Athletics _____ ●●●○○○○○
 Brawl _____ ●●●○○○○○
 Dodge _____ ●●●○○○○○
 Empathy _____ ●○○○○○○○
 Intimidation _____ ○○○○○○○○
 Leadership _____ ○○○○○○○○
 Streetwise _____ ○○○○○○○○
 Subterfuge _____ ○○○○○○○○

Skills

Animal Ken _____ ●○○○○○○○
 Drive _____ ○○○○○○○○
 Etiquette _____ ●○○○○○○○
 Firearms _____ ○○○○○○○○
 Melee _____ ●●●○○○○○
 Music _____ ○○○○○○○○
 Repair _____ ○○○○○○○○
 Security _____ ●○○○○○○○
 Stealth _____ ●●●○○○○○
 Survival _____ ○○○○○○○○

Knowledge

Bureaucracy _____ ○○○○○○○○
 Computer _____ ○○○○○○○○
 Finance _____ ○○○○○○○○
 Investigation _____ ○○○○○○○○
 Law _____ ○○○○○○○○
 Linguistics _____ ●●○○○○○○○
 Medicine _____ ●○○○○○○○
 Occult _____ ●●○○○○○○○
 Politics _____ ○○○○○○○○
 Science _____ ○○○○○○○○

Advantages

Disciplines

Auspex _____ ○○○○○○○○
 Celerity _____ ●●●○○○○○
 Presence _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○

Backgrounds

Allies _____ ●○○○○○○○
 Generation _____ ●●●○○○○○
 Mentor _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience _____ ●●●●○
 Self-Control _____ ●●●●●
 Courage _____ ●●●●○

Other Traits

_____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○

Humanity

● ● ● ● ● ● ● ● ● ○

Willpower

● ● ● ● ● ● ● ● ○ ○
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Blood Pool

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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

**ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.**

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)



The Outcast

Better to die on your feet than live on your knees.

— Dolores Ibárruri, speech in Paris

Quote: *Piss off. Unless you came here to have some work done, you might as well walk outta here before I throw you out... Oh, you want a tattoo, huh? You seem a little too scared for that. You sure? ... Well, okay then. Have a seat and I'll be right with you ... What do you mean, do I throw away the inks when I'm done? Of course I do. I'm a professional. A real artiste.*

Prelude: As a kid, you were a juvenile delinquent. After you graduated high school, you went into the Marines. They threw you out after one enlistment, so you began working as an apprentice to a tattoo artist. Soon your work was better than his. You left town and started your own business.

A Toreador came into your shop one night and requested a tattoo of a phoenix on her back. You did the work, and she was so impressed by it that she Embraced you in payment. However, you quickly found out that you did not fit in among the other Toreador. Your sire had Embraced you only on a dare, and you came to hate her.

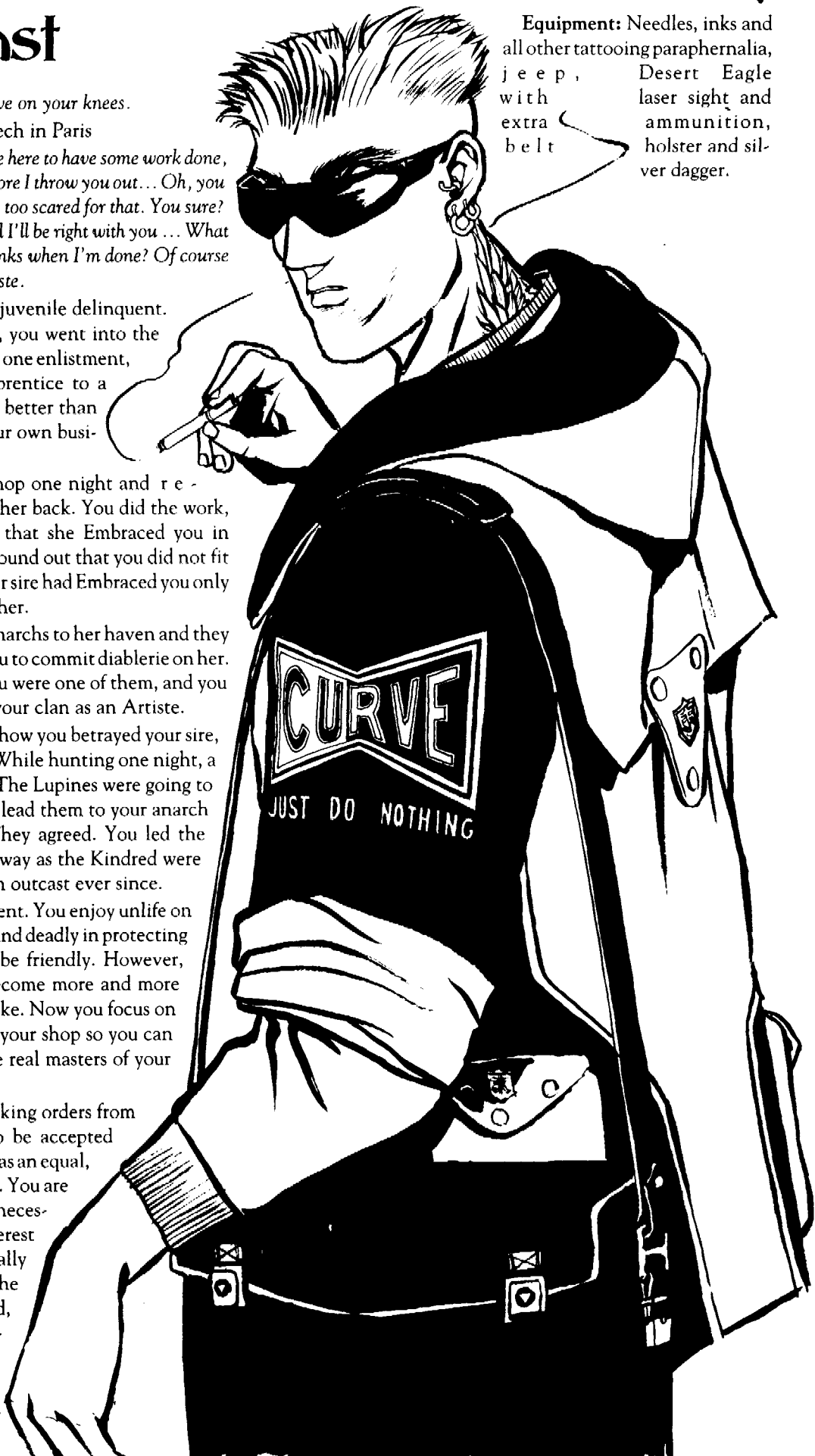
One night, you led a group of anarchs to her haven and they destroyed her. They also forced you to commit diablerie on her. Afterwards, they told you that you were one of them, and you could never be accepted within your clan as an Artiste.

They threatened to tell others how you betrayed your sire, so you were forced to join them. While hunting one night, a pack of werewolves spotted you. The Lupines were going to destroy you, but you promised to lead them to your anarch gang if they would spare you. They agreed. You led the Lupines to their haven and ran away as the Kindred were torn apart. You have remained an outcast ever since.

Concept: You are an independent. You enjoy unlife on your own terms. You can be cruel and deadly in protecting your freedom, but you prefer to be friendly. However, since your Embrace, you have become more and more distrustful of Kindred and kine alike. Now you focus on your work, and you plan to close your shop so you can travel the world to train with the real masters of your craft.

Roleplaying Tips: You hate taking orders from others. While you would like to be accepted back into your clan or the anarchs as an equal, you will not let others control you. You are loud-mouthed and mean when necessary, but if a person shows an interest in you or your work, you can really open up. If someone gave you the chance, you would be a loyal friend, but so far you have only met Kindred who want to use you.

Equipment: Needles, inks and all other tattooing paraphernalia, jeep, Desert Eagle with extra laser sight and ammunition, belt holster and silver dagger.



TORREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: Rebel

Sire:

Player:

Demeanor: Survivor

Generation: 11th

Chronicle:

Concept: Outcast

Haven:

Attributes

Physical

Strength ●●●○○○○○
 Dexterity ●●●○○○○○
 Stamina ●●○○○○○○

Social

Charisma ●○○○○○○○
 Manipulation ●●○○○○○○
 Appearance ●●●○○○○○

Mental

Perception ●●●○○○○○
 Intelligence ●●●○○○○○
 Wits ●●●○○○○○

Abilities

Talents

Acting ○○○○○○○○
 Alertness ●○○○○○○○
 Athletics ○○○○○○○○
 Brawl ●●○○○○○○
 Dodge ●●○○○○○○
 Empathy ○○○○○○○○
 Intimidation ●○○○○○○○
 Leadership ○○○○○○○○
 Streetwise ●●●○○○○○
 Subterfuge ●○○○○○○○

Skills

Animal Ken ○○○○○○○○
 Drive ●○○○○○○○
 Etiquette ○○○○○○○○
 Firearms ●●●○○○○○
 Melee ●○○○○○○○
 Music ○○○○○○○○
 Repair ●○○○○○○○
 Security ●●○○○○○○
 Stealth ●●○○○○○○
 Survival ●○○○○○○○

Knowledge

Bureaucracy ○○○○○○○○
 Computer ○○○○○○○○
 Finance ○○○○○○○○
 Investigation ●○○○○○○○
 Law ●○○○○○○○
 Linguistics ●○○○○○○○
 Medicine ○○○○○○○○
 Occult ●○○○○○○○
 Politics ○○○○○○○○
 Science ●○○○○○○○

Advantages

Disciplines

Auspex ●○○○○○○○
 Celerity ●○○○○○○○
 Presence ●●○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Allies ●○○○○○○○
 Contacts ●○○○○○○○
 Generation ●●○○○○○○
 Resources ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience ●●●○○○
 Self-Control ●●●○○○
 Courage ●●●○○○

Other Traits

Artistic Expression ●●●○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○
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 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Humanity

● ● ● ● ● ● ● ○ ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○
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Blood Pool

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)



The Plastic Surgeon

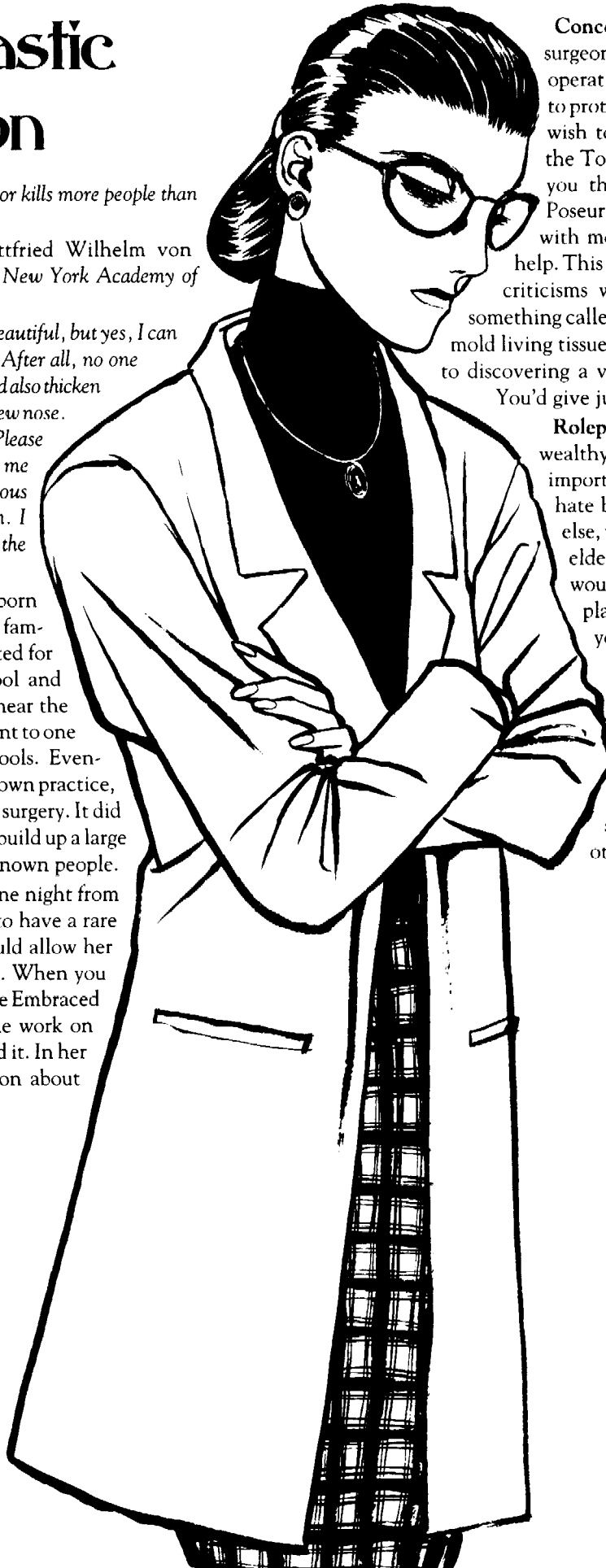
I often say a great doctor kills more people than a great general.

— Baron Gottfried Wilhelm von Leibnitz, *Bulletin of the New York Academy of Medicine*, vol. V

Quote: *You are very beautiful, but yes, I can improve upon your nose. After all, no one is perfect, you know. I could also thicken your lips to enhance that new nose. Would you be interested? Please sit by the computer and let me show you some of the various looks you could pick from. I can work wonders with the flesh, my dear.*

Prelude: You were born in Burbank to a wealthy family and have never wanted for anything. In high school and college, you graduated near the top of your class. You went to one of the finer medical schools. Eventually, you opened your own practice, specializing in cosmetic surgery. It did not take long for you to build up a large clientele of rich, well-known people.

You received a call one night from a woman who claimed to have a rare skin condition that would allow her to see you only at night. When you met her at your office, she embraced you. You had done some work on her ghouls, and she loved it. In her eyes, there is no question about your talent.



Concept: You are an excellent plastic surgeon and continue to practice your craft, operating only at night. You claim this is to protect your clients from paparazzi. You wish to attain respect and status among the Toreador as an Artiste, and it annoys you that most of them consider you a Poseur. Still, if they were aging mortals with money, they would come to you for help. This gives you the strength to resist their criticisms with a smile. You have heard of something called Vicissitude, a power to shape and mold living tissue. Now you have dedicated yourself to discovering a vampire who possesses this power. You'd give just about anything to learn it.

Roleplaying Tips: You are sophisticated, wealthy, educated and talented, and many important mortals fawn over you. You hate being treated as inferior to anyone else, which is how many of the Toreador elders and critics have treated you. You would like to see them put in their place, but you are too afraid to do it yourself. You are something of a con- niver and manipulator, but most consider you too cowardly to serve as an actual threat.

Equipment: New, black BMW, cellular phone, beeper and a bag of operating tools—scalpels, sutures, latex gloves, a mask and other goodies.

TOREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: Autocrat

Sire:

Player:

Demeanor: Perfectionist

Generation: 12th

Chronicle:

Concept: Plastic Surgeon

Haven:

Attributes

Physical

Strength ●●●●●●●●
 Dexterity ●●●●●●●●
 Stamina ●●●●●●●●

Social

Charisma ●●●●●●●●
 Manipulation ●●●●●●●●
 Appearance ●●●●●●●●

Mental

Perception ●●●●●●●●
 Intelligence ●●●●●●●●
 Wits ●●●●●●●●

Abilities

Talents

Acting ●●●●●●●●
 Alertness ●●●●●●●●
 Athletics ●●●●●●●●
 Brawl ○○○○○○○○
 Dodge ●●●●●●●●
 Empathy ●●●●●●●●
 Intimidation ●●●●●●●●
 Leadership ●●●●●●●●
 Streetwise ○○○○○○○○
 Subterfuge ●●●●●●●●

Skills

Animal Ken ○○○○○○○○
 Drive ●●●●●●●●
 Etiquette ○○○○○○○○
 Firearms ○○○○○○○○
 Melee ●●●●●●●●
 Music ○○○○○○○○
 Repair ●●●●●●●●
 Security ○○○○○○○○
 Stealth ○○○○○○○○
 Survival ○○○○○○○○

Knowledge

Bureaucracy ●●●●●●●●
 Computer ●●●●●●●●
 Finance ●●●●●●●●
 Investigation ○○○○○○○○
 Law ○○○○○○○○
 Linguistics ○○○○○○○○
 Medicine ●●●●●●●●
 Occult ○○○○○○○○
 Politics ○○○○○○○○
 Science ○○○○○○○○

Advantages

Disciplines

Auspex ●●●●●●●●
 Celerity ○○○○○○○○
 Presence ●●●●●●●●
 _____ ○○○○○○○○
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 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Allies ●●●●●●●●
 Fame ●●●●●●●●
 Generation ●●●●●●●●
 Resources ●●●●●●●●
 Status ●●●●●●●●
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience ●●●●●●
 Self-Control ●●●●●●
 Courage ●●●●●●

Other Traits

Artistic Expression ●●●●●●●●
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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 _____ ○○○○○○○○

Humanity

● ● ● ● ● ● ● ● ○ ○ ○ ○

Willpower

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Blood Pool

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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)



The Speed Metal Guitarist

*And I ain't in it for the power
And I ain't in it for my health
I ain't in it for the glory of anything at all
And I sure ain't in it for the wealth
But I'm in it 'til it's over and I just can't stop
If you wanna get it done
You gotta fight for yourself
And I like my music like I like my life
Everything louder than everything else!*

— Meatloaf, "Everything
Louder than Everything Else"

Quote: *I'm not a musician. I'm an anarchist and a mental terrorist. I practice what I preach, and I teach the youth to open their eyes and see beyond the intellectual prisons in which their parents force them to live. The kids who listen to my music understand where I'm coming from. It's something they already feel — something primal. I just show them how to express it.*

Prelude: You grew up in a nice suburban neighborhood. You had good friends, though you were never really popular in school. You were neither a geek nor a troublemaker; you were just one of those kids who never got noticed. You went to college at your parents' behest, where you met the guys in the band. Together you formed a group called Hecate's Fiasco and began playing where you could find work. You quit college a year before graduation and moved to Los Angeles with your band. You played in clubs, and eventually a minor label signed you. You did okay for yourself for a few years, but your band eventually broke up over petty squabbling. While visiting some old friends, you were recognized by a Toreador who adored your work. She Embraced you, and you have continued to make records.

Concept: You are an Artiste (though some would claim otherwise) who lives

for his work. You see your music as merely a vehicle for expression. You would make a wonderful anarch, but you have yet to give them your full attention. Turning to them now would limit your ability to influence others of creative ability. Right now, you are trying to figure out what your fellow Toreador are like. You hope to convince them of your way of seeing things. In fact, some of them have developed an appreciation for your work.

Roleplaying Tips: You believe the message in your words and music. Though you are something of an anarch, the Toreador do not recognize you as one. They regard you as an intellectual rebel with a message to spread.

You do not seek power for its own sake.

You seek power for the purpose of breaking the bonds of stagnation, so you and everyone who listens to you can really live. You are loyal to your clan and your coterie, but you still do not fit in very well, since you refuse to conform to the thoughts, appearances and actions of others.

Equipment: Fender Stratocaster, black leather pants, black trench coat, black T-shirt, shades, silver jewelry, Case knife, Ithaca M37 pump-action shotgun, two pockets full of shells, Harley-Davidson motorcycle and whatever sound equipment you need.



TOREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: Visionary

Sire:

Player:

Demeanor: Rebel

Generation: 12th

Chronicle:

Concept: Speed Metal Guitarist

Haven:

Attributes

Physical

Strength _____ ●●●●●●●●
 Dexterity _____ ●●●●●●●●
 Stamina _____ ●●●●●●●●

Social

Charisma _____ ●●●●●●●●
 Manipulation _____ ●●●●●●●●
 Appearance _____ ●●●●●●●●

Mental

Perception _____ ●●●●●●●●
 Intelligence _____ ●●●●●●●●
 Wits _____ ●●●●●●●●

Abilities

Talents

Acting _____ ●●●●●●●●
 Alertness _____ ●●●●●●●●
 Athletics _____ ●●●●●●●●
 Brawl _____ ●●●●●●●●
 Dodge _____ ●●●●●●●●
 Empathy _____ ●●●●●●●●
 Intimidation _____ ●●●●●●●●
 Leadership _____ ●●●●●●●●
 Streetwise _____ ●●●●●●●●
 Subterfuge _____ ●●●●●●●●

Skills

Animal Ken _____ ●●●●●●●●
 Drive _____ ●●●●●●●●
 Etiquette _____ ●●●●●●●●
 Firearms _____ ●●●●●●●●
 Melee _____ ●●●●●●●●
 Music _____ ●●●●●●●●
 Repair _____ ●●●●●●●●
 Security _____ ●●●●●●●●
 Stealth _____ ●●●●●●●●
 Survival _____ ●●●●●●●●

Knowledge

Bureaucracy _____ ●●●●●●●●
 Computer _____ ●●●●●●●●
 Finance _____ ●●●●●●●●
 Investigation _____ ●●●●●●●●
 Law _____ ●●●●●●●●
 Linguistics _____ ●●●●●●●●
 Medicine _____ ●●●●●●●●
 Occult _____ ●●●●●●●●
 Politics _____ ●●●●●●●●
 Science _____ ●●●●●●●●

Advantages

Disciplines

Auspex _____ ●●●●●●●●
 Celerity _____ ●●●●●●●●
 Presence _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●

Backgrounds

Contacts _____ ●●●●●●●●
 Fame _____ ●●●●●●●●
 Generation _____ ●●●●●●●●
 Resources _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●

Virtues

Conscience _____ ●●●●●●
 Self-Control _____ ●●●●●●
 _____ ●●●●●●
 Courage _____ ●●●●●●

Other Traits

_____ ●●●●●●●●
 _____ ●●●●●●●●
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 _____ ●●●●●●●●

Humanity

● ● ● ● ● ● ● ● ● ●

Willpower

● ● ● ● ● ● ● ● ● ●
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Blood Pool

□ □ □ □ □ □ □ □ □ □
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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

**ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.**

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)



The Televangelist

Television has proved that people will look at anything rather than each other.

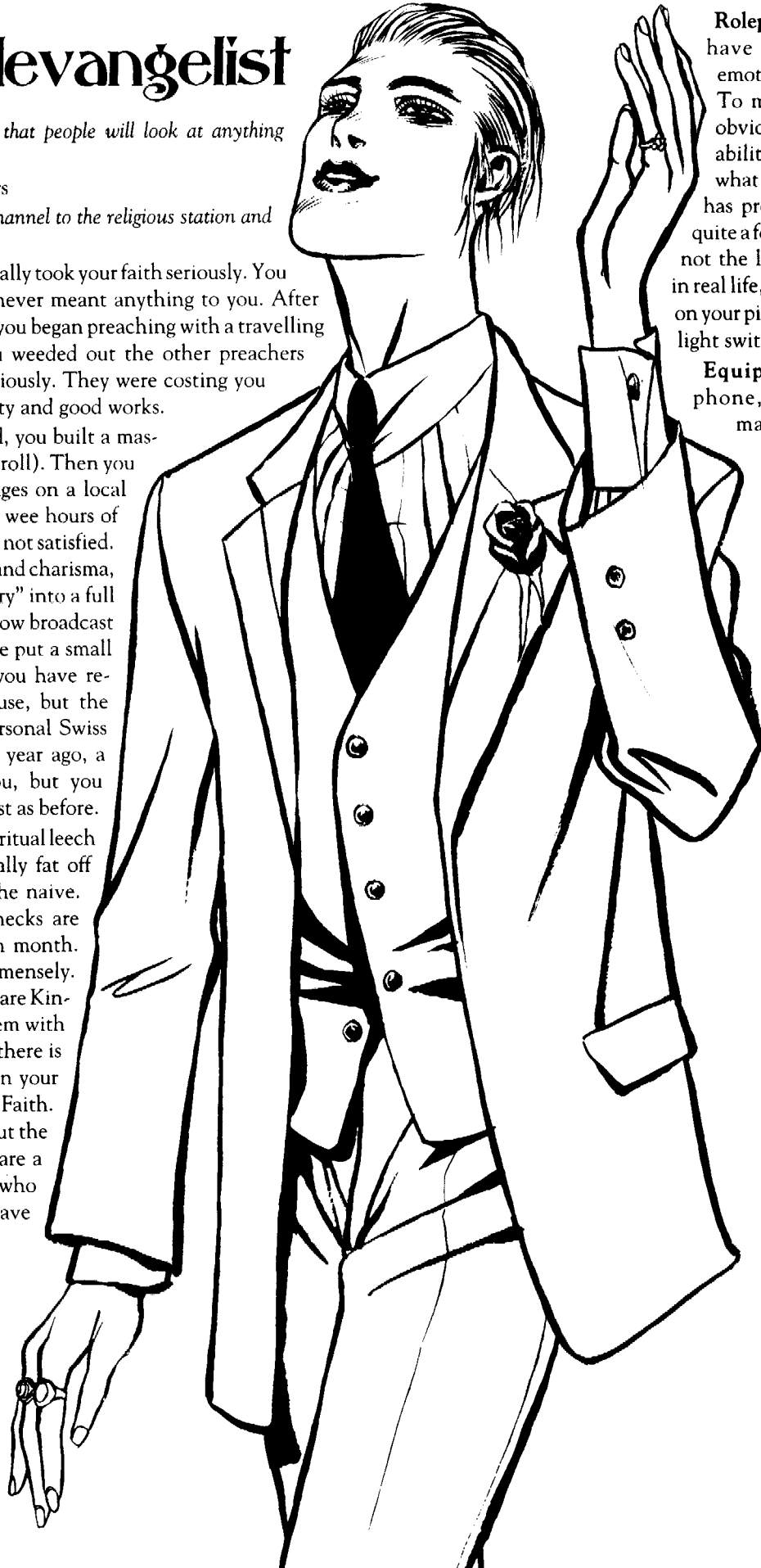
— Ann Landers

Quote: (*Change the channel to the religious station and pick one.*)

Prelude: You never really took your faith seriously. You went to church, but it never meant anything to you. After graduating high school, you began preaching with a travelling revival. Eventually, you weeded out the other preachers who took their work seriously. They were costing you money with their honesty and good works.

Over a 10-year period, you built a massive following (and bankroll). Then you began airing your messages on a local television station in the wee hours of the night. Still, you were not satisfied. Through sheer cunning and charisma, you pushed your “ministry” into a full television station. You now broadcast 24 hours a day. You have put a small fraction of the money you have received to actual good use, but the majority lies in your personal Swiss bank account. About a year ago, a Toreador Embraced you, but you continue your “work” just as before.

Concept: You are a spiritual leech who has grown financially fat off the poor, the old and the naive. Many social security checks are signed over to you each month. You enjoy your work immensely. Despite the fact that you are Kindred, you have no problem with your work. Fortunately, there is not a single individual in your “ministry” who has real Faith. You know very little about the World of Darkness and are a prime target for those who would use you as you have used other people.



Roleplaying Tips: You have an explosively emotional personality. To many, you are an obvious fake, but your ability to tell people what they want to hear has provided you with quite a following. You are not the least bit religious in real life, but you can turn on your piety like flipping a light switch.

Equipment: Microphone, white suit, make-up, jewelry and a Bible.



TOREADOR™

VAMPIRE: The Masquerade™

Name:

Nature: *Conniver*

Sire:

Player:

Demeanor: *Fanatic*

Generation: 13th

Chronicle:

Concept: *Televangelist*

Haven:

Attributes

Physical

Strength ●●●○○○○○
 Dexterity ●●●○○○○○
 Stamina ●●●○○○○○

Social

Charisma ●●●●○○○○
 Manipulation ●●●●○○○○
 Appearance ●●●○○○○○

Mental

Perception ●●●○○○○○
 Intelligence ●●●○○○○○
 Wits ●●●○○○○○

Abilities

Talents

Acting ●●●○○○○○
 Alertness ○○○○○○○○
 Athletics ○○○○○○○○
 Brawl ○○○○○○○○
 Dodge ○○○○○○○○
 Empathy ●●●○○○○○
 Intimidation ●●●○○○○○
 Leadership ●●●○○○○○
 Streetwise ○○○○○○○○
 Subterfuge ●●●○○○○○

Skills

Animal Ken ○○○○○○○○
 Drive ●○○○○○○○
 Etiquette ●●○○○○○○
 Firearms ●○○○○○○○
 Melee ○○○○○○○○
 Music ○○○○○○○○
 Repair ○○○○○○○○
 Security ●○○○○○○○
 Stealth ○○○○○○○○
 Survival ○○○○○○○○

Knowledge

Bureaucracy ●○○○○○○○
 Computer ○○○○○○○○
 Finance ●●○○○○○○
 Investigation ●○○○○○○○
 Law ●○○○○○○○
 Linguistics ●●○○○○○○
 Medicine ○○○○○○○○
 Occult ●●○○○○○○
 Politics ●○○○○○○○
 Science ○○○○○○○○

Advantages

Disciplines

Auspex ●●○○○○○○
 Celerity ○○○○○○○○
 Presence ●●○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Allies ●●○○○○○○
 Contacts ●○○○○○○○
 Fame ●●○○○○○○
 Influence ●○○○○○○○
 Resources ●●●●○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

Conscience ●○○○○○
 Self-Control ●●●●●
 Courage ●●●●●

Other Traits

Masquerade ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
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Humanity

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Willpower

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Blood Pool

□ □ □ □ □ □ □ □ □ □
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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

**ENRAPTURED BY BEAUTY.
 WILLPOWER ROLL REQUIRED
 TO BREAK FREE.**

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)



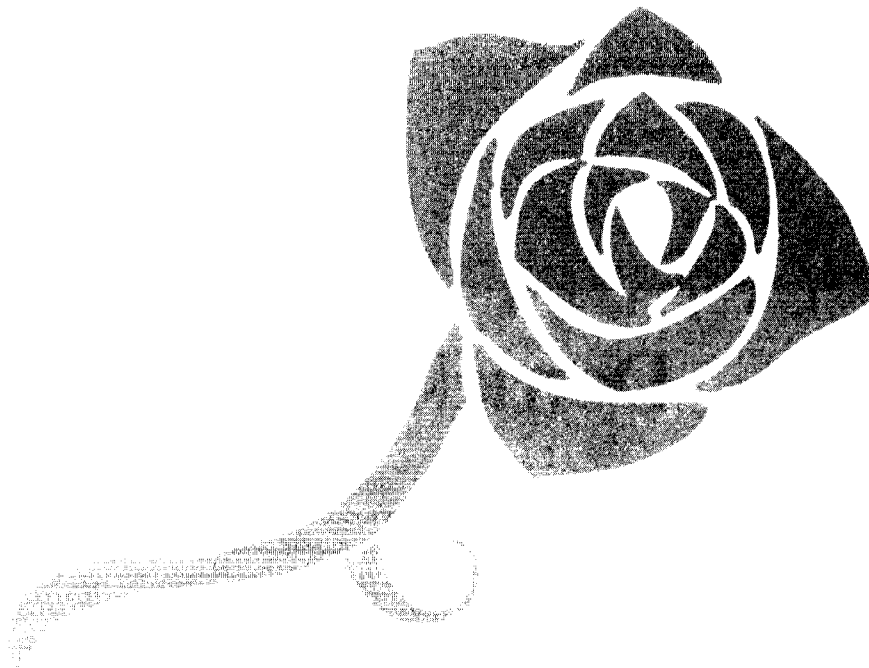


Appendix One: Toreador of Note

Make way for your betters.
— Latin proverb

While there can be any number of famous individuals among the Toreador, none of them are listed here. One of the considerations a Storyteller must make is deciding which artists, movie stars, rock stars and other celebrities are now

immortal. Be careful not to overpopulate the World of Darkness with well-known figures. Using them sparingly, and making them believable, can spice up the game.





Derrick Zeel

The Kindred known as Derrick Zeel is a porn star. He owns the video production company that makes his films. Zeel is a major figure in the slave trade, and some claim he has cults dedicated to him in every corner of the world. Gangs of powerful anarchs surround him and keep other Kindred from bothering him.

No one knows Zeel's real identity. Many believe he is an incredibly ancient Toreador, but few have actually seen him in person. One Thaumaturgist claims Zeel is a Fourth-Generation Toreador. Legends tell of a Toreador named Iontius who

was Embraced in ancient Greece. Iontius somehow gained the ability to feed off his victims through sex rather than by normal vampiric means. Some claim the sexual undertones of vampiric myths originated with him. Iontius supposedly never used his real name, but he has been spotted throughout history. He has kept a Giovanni lover for centuries, acted as a major leader in the fight against the Inquisition, and infiltrated and betrayed the Sabbat.

If the Sabbat ever finds evidence that Zeel is Iontius, a War Party will be called for him immediately.



Geneveve Orseau

Orseau was Embraced at least 800 years ago and made her reputation as an important and respected art critic. While she is a Poseur, she has demonstrated her abilities as an Artiste in the past. Orseau controls one of the largest Toreador art schools in existence and has students around the world. She is incredibly wealthy and has several childer.

What truly makes her unique is her past. Orseau is believed to be one of the few faerie changelings to survive vampiric Embrace. She has demonstrated odd powers in the past to support this outrageous claim. In addition, she was a major leader in a Jyhad between the Toreador and the Followers of Set throughout the 11th and 12th centuries. Some whisper that she is an agent of the Inconnu, but this is only rumor.



Alexandria

Alexandria is believed to be a Fifth-Generation Toreador who controls a number of casinos in Chile and Argentina. She is also the Prince of Buenos Aires. An extremely beautiful vampire, she controls most of the Camarilla's activities in Argentina. Alexandria travelled to the New World with Francisco Pizarro's expedition. She is known to have feuded with Helena, another ancient Toreador who came to the New World around the same time. Some older Toreador claim Alexandria is actually Callisti y Castillo.

Alexandria is not your typical Toreador. In addition to her already busy schedule, she is possibly the greatest art thief to ever exist. She has stolen many of the greatest masterpieces in existence, replacing them with undetectable fakes. Other princes have placed her on their most-wanted lists under the identity of "Red Ludwig." She is the owner of one of the largest private collections of museum-quality works.

*In the room, the women come and go,
Talking of Michelangelo.*

— T.S. Eliot, "The Love Song of J. Alfred Prufrock"

CLANBOOK: TOREADOR



Potentially the mightiest of the vampire clans, Toreador is also the most divided clan, paralyzed by bitter infighting. For millennia, their world-shaking battles within the clan have been just as intense as their relentless struggles against other Kindred. No other clan has had such an effect on the world of mortals. No other clan can match the effect of the Toreador.

Clanbook: Toreador includes:

- the history of the clan and the roles it has played in both human and vampiric culture;
- ten sample characters suitable for players and Storytellers;
- the secrets of how the Toreador use their arts to destroy their enemies.

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