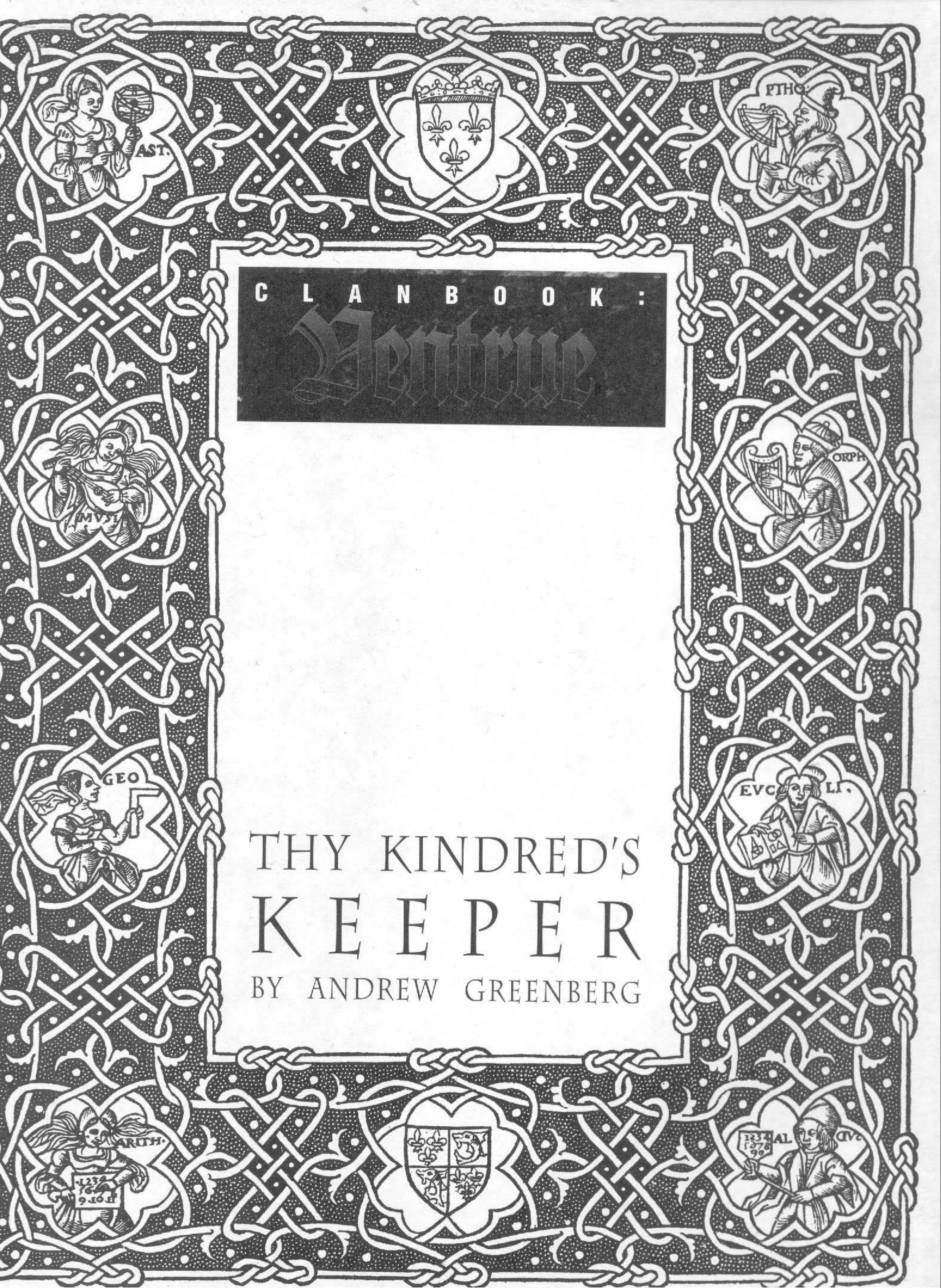


C L A N B O O K :

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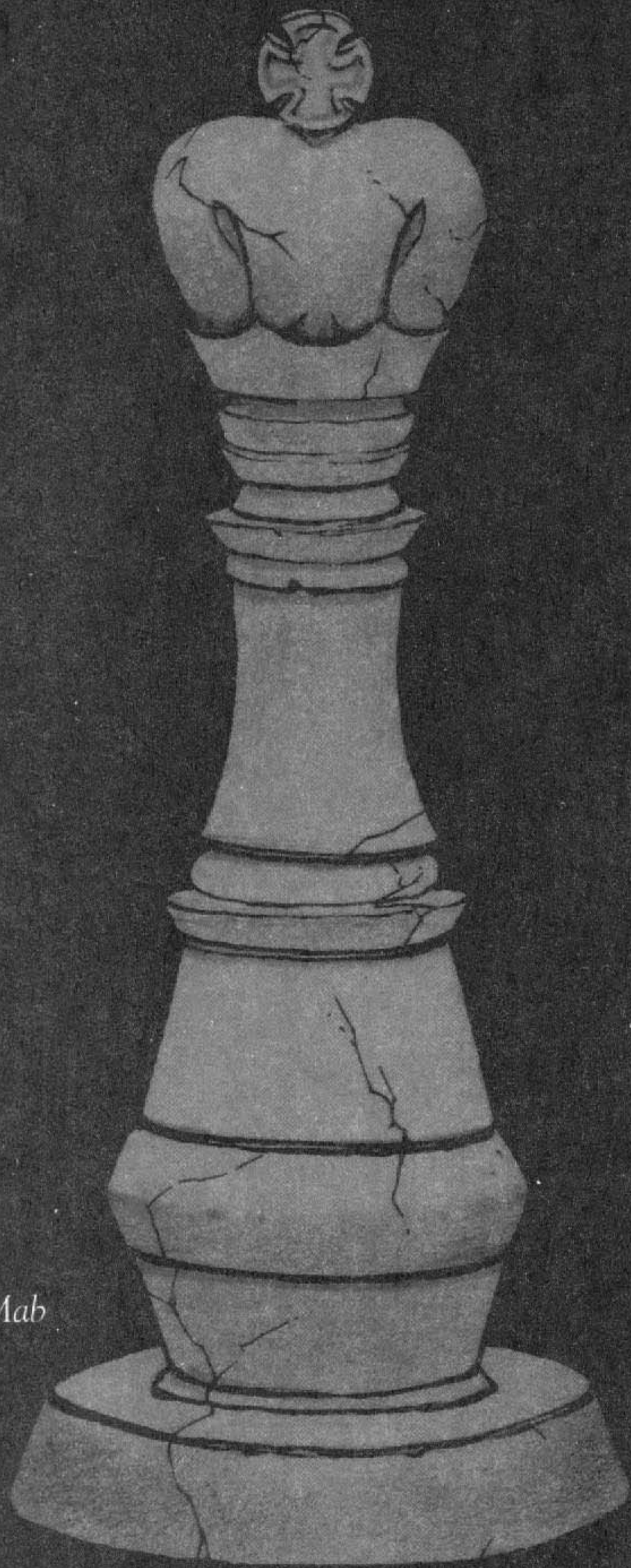
A Sourcebook for VAMPIRE: The Masquerade™



C L A N B O O K :

MacIntyre

THY KINDRED'S
KEEPER
BY ANDREW GREENBERG



*Power, like a desolating pestilence,
Pollutes whate'er it touches.*
— Percy Bysshe Shelley, *Queen Mab*

Freedom? You babble to me of freedom? You, who dance to the strings of puppeteers so vile and so manipulative that you would destroy every symbol of your old existence at their slightest twitch? You, who scream and fight and brawl all night long, draining not only mortals but the mortal world until it has nothing left to give?

You deserve no freedom. You deserve only contempt. Where were you when we built this city? Where were you when we battled the Sabbat? Where were you when the nights promised nothing but treachery and blood? Freedom belongs to those who earned it. For you, the only freedom is death.

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Because of the mature themes involved, reader discretion is advised.

Word from the White Wolf Game Studio

Okay, you've taught us a lesson. No matter what we try, we can't get you to send in SASE's with your letters and questions. For you we are starting up "Ask White Wolf," a regular column in White Wolf Magazine. Any rules questions and such we get will be answered there. If you want a personal answer or Writers Guidelines, you must still send us a Self-Addressed, Stamped Envelope (SASE).

CHAPTER ONE: THE ETERNAL BOOK

7

CHAPTER TWO: THE DISTINGUISHED
HISTORY OF CLAN VENTRUE

13

CHAPTER THREE: TRADITIONS OF THE
VENTRUE

25

CHAPTER FOUR: VENTRUE TEMPLATES

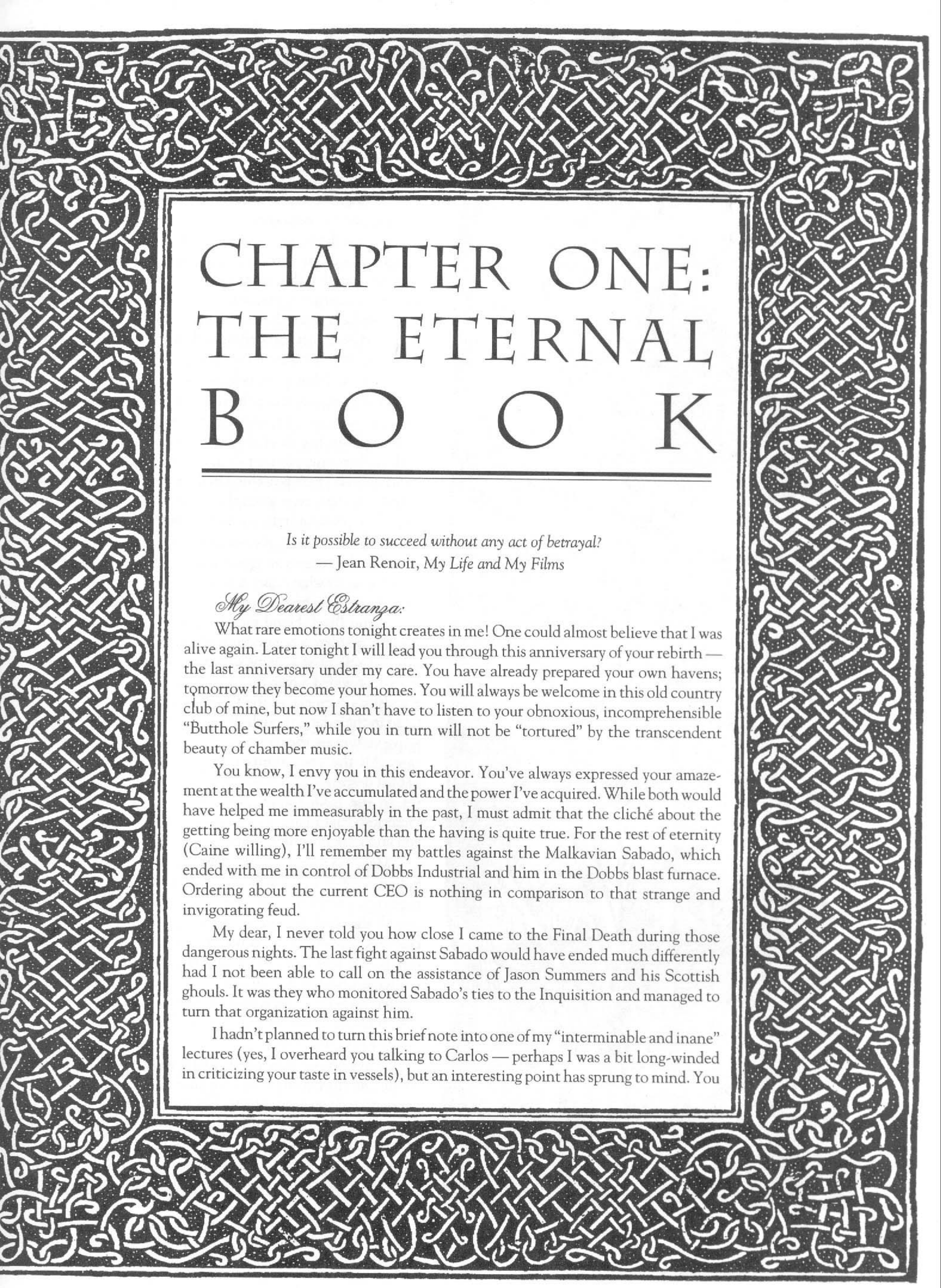
37

APPENDIX: SOME
DISTINGUISHED VENTRUE

60







CHAPTER ONE: THE ETERNAL B O O K

Is it possible to succeed without any act of betrayal?

— Jean Renoir, *My Life and My Films*

My Dearest Estranza:

What rare emotions tonight creates in me! One could almost believe that I was alive again. Later tonight I will lead you through this anniversary of your rebirth — the last anniversary under my care. You have already prepared your own havens; tomorrow they become your homes. You will always be welcome in this old country club of mine, but now I shan't have to listen to your obnoxious, incomprehensible "Butthole Surfers," while you in turn will not be "tortured" by the transcendent beauty of chamber music.

You know, I envy you in this endeavor. You've always expressed your amazement at the wealth I've accumulated and the power I've acquired. While both would have helped me immeasurably in the past, I must admit that the cliché about the getting being more enjoyable than the having is quite true. For the rest of eternity (Caine willing), I'll remember my battles against the Malkavian Sabado, which ended with me in control of Dobbs Industrial and him in the Dobbs blast furnace. Ordering about the current CEO is nothing in comparison to that strange and invigorating feud.

My dear, I never told you how close I came to the Final Death during those dangerous nights. The last fight against Sabado would have ended much differently had I not been able to call on the assistance of Jason Summers and his Scottish ghouls. It was they who monitored Sabado's ties to the Inquisition and managed to turn that organization against him.

I hadn't planned to turn this brief note into one of my "interminable and inane" lectures (yes, I overheard you talking to Carlos — perhaps I was a bit long-winded in criticizing your taste in vessels), but an interesting point has sprung to mind. You



have no doubt heard me rail against certain members of our august clan. Lady Anne in particular has been a thorn in my side, what with her constant insistence on protocol and strict adherence to tradition. The fool would not recognize a business opportunity if it bit her on her skinny, pale... never mind. I find myself using your rude little colloquialisms far too often.

Despite my personal feelings for Lady Anne, however, were I given the choice of her aid or that of Bernhard (by the way, thanks to my actions that old chantry leader is now a Tremere lord, but that story merits an entire letter in itself), who shares many of my feelings and goals, I would not hesitate to choose Lady Anne. It has nothing to do with her position as Prince of London; it has nothing to do with the allies she would bring with her. It has everything to do with the fact that she is a Ventrue, and that is the only fact which matters.

I have told you about the ties that bind our clan, but you have never directly experienced this miracle. Our clan may well comprise the most desperate collection of conniving backstabbers one will ever find, but they are *our* conniving backstabbers. There is nothing in the world like the sensation of realizing that, even when the night is at its darkest and all seems lost, you could rally an army to your side with but a word.

Imagine yourself driven from your haven by Sabbat, forced to flee to *terra incognita*, and then hunted even there. This is exactly what happened to my own sire in the century preceding my Embrace. Trapped in Oslo, he pursued a rumor just as the Black Hand pursued him. With the evil sect's devilish murderers hot on his trail, he found the *Boar's Tusk Inn* and sought sanctuary within. The *Boar's Tusk*, as rumored, provided haven for three of our kind. They met your grandsire's pursuers on the field of battle. They never hesitated in their duty, though they knew that even should they prove victorious, the cost would be high indeed. Such was the case. All the combatants suffered grievous wounds. The Sabbat destroyed one of our clan that night, and another has yet to rise from torpor. Nonetheless, Clan Ventrue was victorious that night, and because of its members' sacrifice, you and I are now immortals.

Make no mistake — we may call all vampires Kindred, but only other Ventrue are of our kind. You have asked me many times why I chose you for the Embrace, and I have given you all the stock answers — the need for an assistant, your business acumen, your ability to persuade and maneuver others, my fear that you would have become stifled and withered under the influence of your chauvinistic, short-sighted boss — but one reason stood out above all others, one reason I have never before told you. You were Ventrue years before I ever met you.

I have no questions about your loyalty. I have no doubts about your trustworthiness. I saw that side of you when I first encountered you at your bank. Despite your obvious dissatisfaction with your job, despite the fact that your superior had implied that very morning that the only way for you to advance in the company was horizontally, you fought my attempts to procure the information I needed. I wanted the



business secrets you possessed, the clues that would show me why your financial conglomerate was so interested in my pharmaceutical investments. You resisted me for longer than I thought possible.

Despite the fact that the outcome was never in doubt, despite the fact that I could have used any of a million stratagems to obtain the information I wanted, you impressed me. It took me a long time to arrange your transferal to a division where I could keep a closer eye on you; it took me longer still to earn your trust. As I witnessed your integrity and character firsthand, I became more pleased with my choice — you were someone with whom I could happily share eternity, someone who could fulfill all the duties inherent to membership in Clan Ventrue.

Indeed, the longer I studied you the more sure I became of this fact. I watched you nightly, following your every movement. My ghouls videotaped you by day, and I viewed the tapes on those nights when I did not actually watch you in your bed. You know that my taste in vessels runs toward those who consider themselves actors, just as you prefer those long-haired boys who call themselves musicians. Yes, I tend to become fixated on a few thespians at a time, but my feelings for you far surpassed what I feel for them.

When the night for your Embrace finally came, and I had ensured that no forces would turn the prince against you, I entered your cluttered condominium. I remember how you rose from your small bed, clad only in a cotton T-shirt, intent on defending your honor at all cost. The unease I felt at draining the blood of someone not an actor disappeared at that moment, and I knew you were destined to become my childe.

I remember watching in rapt fascination as you dressed at my command. You tried to fight my mesmerism throughout the limousine ride to my country club. You listened in disbelief as I told you about vampires and our clan, and your eyes grew wide as you realized that what I said was true. When I finally Embraced you in the garden behind the club, I took all your blood from you and then returned it. From that moment on you have been a Ventrue, body and soul.

I hope that some night you discover the great pleasure of creating your own childe, for only then will you understand how proud you have made me. You have aided me incomparably in both business and politics, and your ability to deal with anarchs has proved invaluable. I remember how you managed to convince Dirtman and his anarch gang to turn that Gangrel Diabolist over to us. I especially enjoyed that line of yours: "I know you can't trust us. It's just that you have even less reason to trust anyone else."

Ah, the poor anarch fools. For all their blustering, posing and whining, they understand neither what they fight nor what they fight for. They cry, "Freedom!" without knowing what freedom really is. They scream, "Oppression!" without realizing what oppression really means. When they demand freedom they are really calling for equality, something they in no way deserve. None of them could bear the burden of true freedom — even their secret allies in the Sabbat could not do that.





The truest form of freedom is not a liberation from the demands of some person or institution, be it the Camarilla, a clan or sire, but a freedom to do something, to accomplish one's fondest dreams. The members of our clan have striven for this, and occasionally we see some transcendental glimmer of this freedom. The more we create, the more we can create, and hopefully our efforts will ultimately complement one another.

Your anarch acquaintances seem to feel otherwise, for they maintain that freedom means keeping anyone from making them accomplish anything. So long as their Grail is a freedom from everything, they trap themselves in far stronger snares than we could ever weave. The less they accomplish, the less they can accomplish. They destroy their own potential in these senseless battles, for even when they win their coveted freedom (as they believe they have in Los Angeles), they squander the opportunity.

Instead of using their newfound license constructively, consolidating and strengthening the mortals and institutions around them, they continue to fight amongst themselves, each demanding that no one else hinder his own petty whims and vices. All the while they remain oblivious to the fact that the only way they can become *completely* free in this manner is by subjugating everyone else — a goal even the most power-hungry Ventrue would reject.

To address that subject: My dear, no matter what you may hear from that diverse little coterie you associate with, no Ventrue is bent on world domination. Also, no matter what similarities our kind may bear to the Tremere, we are not interested in raising our clan to global dominance. Even when we had the chance, during the Roman Empire, we did not do those things that would have allowed us the rule of the entire world. While I hardly have firsthand knowledge of that time, I know that we opened the Empire and Rome itself to all types of Kindred. Even Brujah found haven in the Eternal City, despite that clan's horror stories of ruined Carthage which they had created and we destroyed.

Our goal far supersedes mere dominion. Instead, our purpose is twofold. First, we strive to battle those hidden beings of incredible power who do seem intent on ruling the world. I have seen their hand at work, though I could not hope to tell you whose hand (or claw, or talon) it was. There are Secret Masters at work, Estranza, and their goals are even less altruistic than ours is perceived as being. They want all the beings of the world, immortal or mortal, Lupine or fey, at their beck and call. Should their plans succeed, we shall all become their pawns, with as much free will as termites. Why they want this I cannot tell you, for their true purposes are as unfathomable as those of the stars themselves.

I suspect that one or some of these Masters are vampires but that most of them are other types of beings. As you have no doubt already realized, we are not the only immortals in this universe. I have heard of mummies who die and are reborn, mages who quaff potions of vitality like we drink vitæ, Lupines who remember a time before the wolf had been



domesticated, and even spirits which have flitted through the ether since the time of the first protozoa. I would fear any such beings, and fear twice as much the idea that there exist entities even more powerful than they.

In any case, combating them is but the first of our goals. We would be as negligent as the anarchs themselves if our only purpose was negative and our sole duty was to be an antithesis. Instead, we have a second, far more constructive role in this world. We Ventrue enjoy a gift that mortals (and young vampires) cannot imagine. While mortals, mortal institutions and even mortal societies are doomed to disappear and eventually be forgotten, we live on forever. There exist Ventrue who remember the Second City — I have met one. No doubt at least one exists who remembers the First City.

I don't mention this merely to impress you. Far more impressive is what the continuing line of Ventrue symbolizes. There is another hand at work on this planet, my dear. It is far more subtle and far more concealed than that of the Secret Masters. It operates far in the background where no mortal could hope to perceive it, but it is there nonetheless. I've heard many names for it — Caine, the Universal Subconscious, Gaia, God and others — but none of these does it justice.

What has transpired on this planet is not the work of a few great individuals. It is the unfolding work of history, the continuing evolution of all sentient beings. It is tradition, destiny, custom and convention. Just as a child cannot understand the rules of her parents, neither can an individual hope to comprehend the course of civilization. Anarchs, too blind even to understand the rules of the Camarilla, have not a prayer of understanding the ebb and flow of time, yet this tide embodies the heart of immortality.

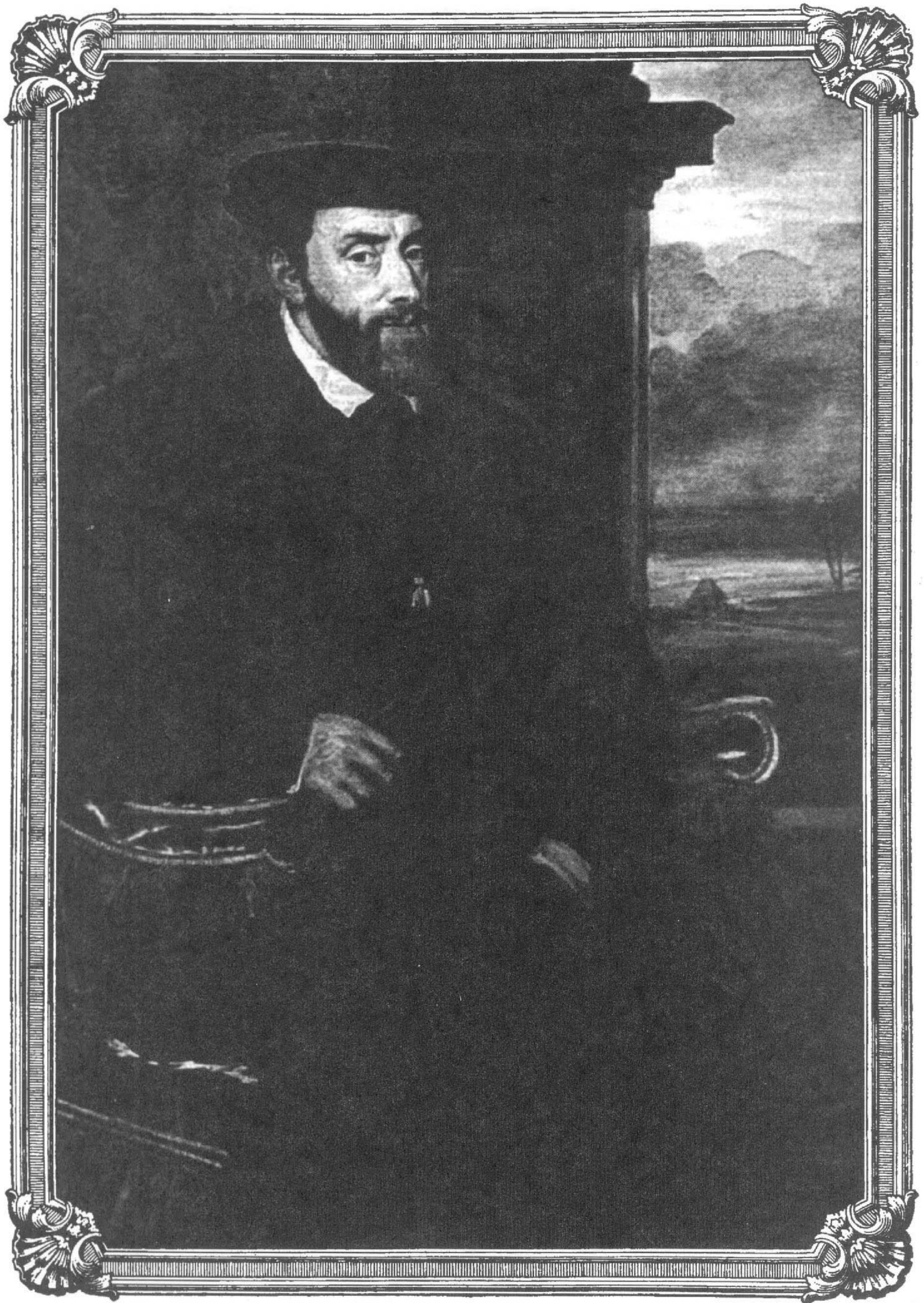
Estranza, it is our immortality that defines us more than any other aspect of our nature, be it vampirism, our Disciplines, our wealth or even the Beast itself. As immortals we can see that great Truth — that we are merely a part of something far greater. We are an important part, but still only a part. We are eternity's guardians. We exist to do all that is within our power to see that this evolution continues. We have seen much, but there is far more to be seen. Should the Secret Masters have their way, all will be lost to stagnation and entropy. Should we succeed, however, our reward will be ...?

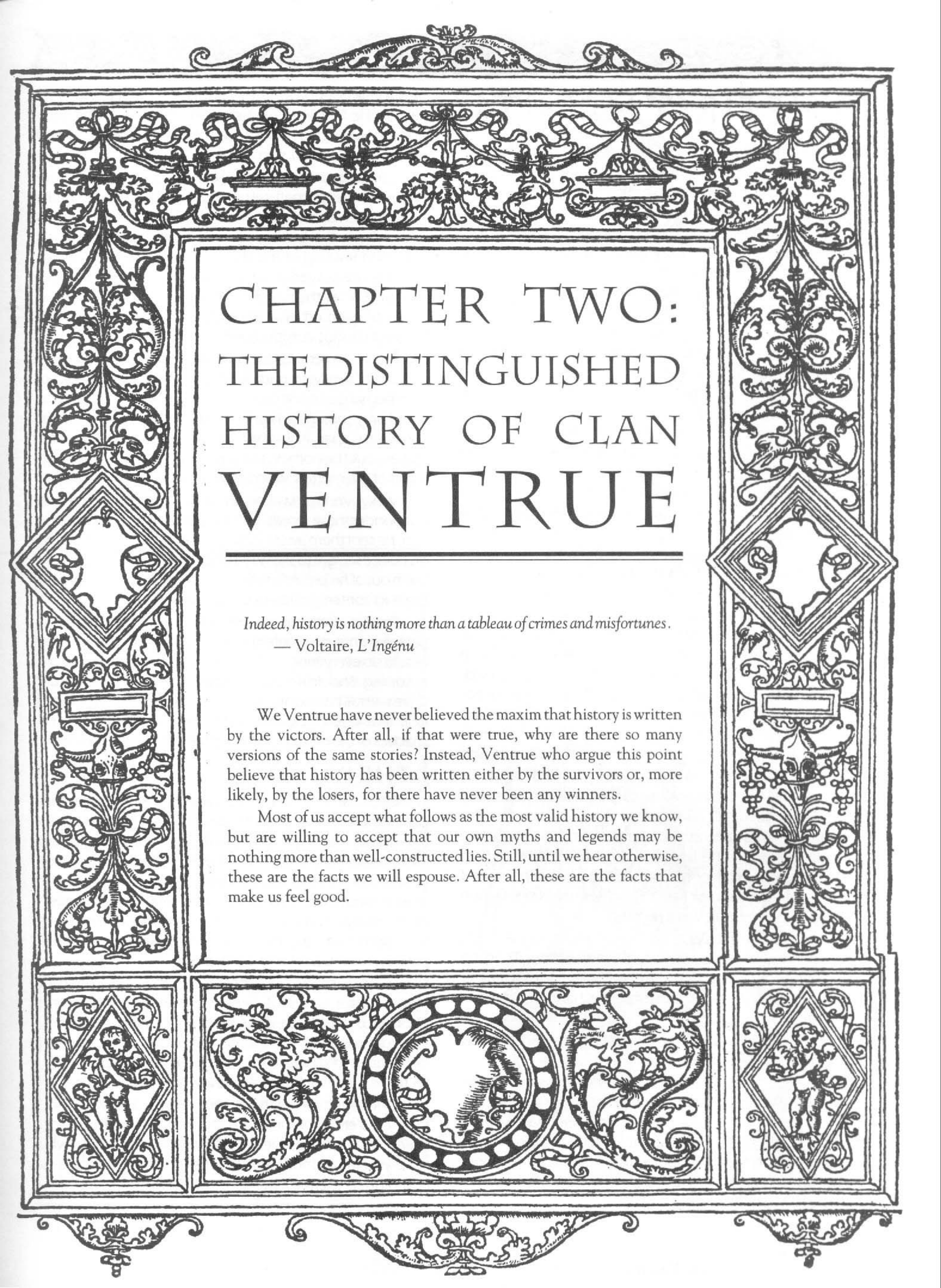
Oh well, I see that I have written for far longer than I intended. Carlos is calling me to say that my suit has been laid out and that I need to hurry if I am not to be late to your Embrace Night festivities. Please accept the following documents among your Embrace Night gifts. Some of them came from my own sire; others have come into my possession by chance, exchange or even outright theft. You will receive the rest of your presents at the party tonight in the Ritz-Carlton ballroom. That Jaguar and long-haired driver you found in front of the country club tonight are but the least of them.

Your Loving Sire,

Friedrich von Weber







CHAPTER TWO: THE DISTINGUISHED HISTORY OF CLAN VENTRUE

Indeed, history is nothing more than a tableau of crimes and misfortunes.

— Voltaire, *L'Ingénu*

We Ventrue have never believed the maxim that history is written by the victors. After all, if that were true, why are there so many versions of the same stories? Instead, Ventrue who argue this point believe that history has been written either by the survivors or, more likely, by the losers, for there have never been any winners.

Most of us accept what follows as the most valid history we know, but are willing to accept that our own myths and legends may be nothing more than well-constructed lies. Still, until we hear otherwise, these are the facts we will espouse. After all, these are the facts that make us feel good.



THE FIRST NIGHTS

Yes, my dear friend, it has always been so. Our founder, the first of what have come to be called the Antediluvians, has always assumed responsibility for the actions of his weaker brethren, just as we do tonight. Sired on Caine's orders by the one whom legend has named Enoch or Lamech, Ventrue became Caine's first advisor and constant companion.

He sat at Caine's side as Caine oversaw the growth of the paradise known as the First City. Originally a place of mud houses and open fires, it grew into a monument to all that the Kindred can accomplish. Without the benefit of modern machinery, the First City soon boasted marble towers spiring to the heavens. Caine's own palace shone with gold, and the beauty of his main courtyard has never been paralleled.

The finest craftspersons of that ancient age created artworks the likes of which this planet has never again seen — simple but glorious, reflecting the unchecked promise and hope of that time. Caine himself turned the garden into a crowning masterpiece, using both magic and skill to evoke his own vision of penultimate beauty. To walk in the garden was to walk in paradise.

Still, our sire realized that all was not as it should be. After Caine's childer began siring the rest of the Third Generation, Ventrue saw lines of worry begin to crease Caine's unchanging face. Our founder beseeched Caine to speak of his fears, but at first Caine would not respond. Then the First Immortal spoke as though entranced. There, sitting amid the towering monuments of the First City, Caine revealed his dream of the future, wherein horror and catastrophe beset the world. Floods and earthquakes, volcanoes and disease would all strike.

Ventrue found it impossible to believe these stories, but Caine continued. His own childer would survive, but the mortals would be devastated by the destruction. Then they would seek someone to blame, and the childer of Seth would hunt the childer of Caine, using powers of fire and faith to drive us from our havens and destroy us one by one until all the immortals were no more.

Then Caine fell silent, and Ventrue sat stunned until he gathered the courage to ask his question. Then he hesitatingly asked his grandsire that which we all fear — "Is this future engraved in stone, unchanging and unchangeable?"

Caine looked out over everything he had created and quietly replied, "I do not know."

Sharing Caine's view of the gleaming vista that was Enoch, our clan founder could not believe that such a horror could occur. All his existence he had known nothing but peace and prosperity in a land where mortal and immortal lived without conflict. Had such words been spoken by anyone but Caine himself, our ancestor

Ventrue would have dismissed them out of hand. Spoken by the Father of All, however, they tore at his soul, and he wished he could claw his ears from his head rather than hear of such horror.

Caine continued. He told our ancestor that we were not the only supernatural beings on this planet. He spoke of beastmen and deadmen, sorcerers and fey — beings with whom the undead would wage terrible, eternal war. And waiting in the shadows beyond these beings are far more powerful masters, and these masters cannot coexist. For all their power, these masters are afraid — afraid of each other and of those forces that even the masters cannot comprehend.

These masters see the undead as threats, for we were capable of surviving outside of their wars. We could work with humans as none of them could. Where the beastmen could only subjugate humanity, where the sorcerers must always live apart from their fellows, where the dead and faeries could be nothing but alien beings, we were as much a part of the mortals' world as were the sun and the moon.

When Ventrue was again alone, he could do nothing but ponder these words. When his beautiful lovers came to him, he sent them away. When the artisans who decorated his palace sought to show him their latest works, he ordered them out of his presence. Alone he sat, spending night after night in contemplation of Caine's words.

Finally, after three weeks and two nights, he left his palace with a new determination. From that night on he would do everything in his power to keep this tragedy from occurring. Should it occur despite his best efforts, he would strive with all his might to lessen the damage. He would see to it that one night mortal and immortal threw off the shackles of the masters and freed themselves for all eternity.

THE JYHAD

Of course, one cannot say that our clan founder did not contribute in some way to the devastation which destroyed the First City. He began to gather those tools that might help him combat the masters, and the other Antediluvians took note. Ventrue's magnificent palace, once a museum for the most beautiful art, a building where every inch had been meticulously constructed in as awe-inspiring a style as possible, became a fortress. Here Ventrue gathered items of power, both natural and artificial.

Such relics as the Tapestry of Blood, the head of Medusa, the claws of Fenris, the Faerie Bridge and Oromazus' Mist littered the palace. To safeguard them, Ventrue used his awesome ingenuity to design an underground sanctum that no creature could penetrate. All this his Kindred saw, and they worried.

One night, when the moon filled the sky with silver, four of Ventrue's brethren approached the palace. "Ventrue," cried out she who is now called Brujah, "why have you taken those items that should belong to us all and hidden them away?"



"My dear sister," Ventrue replied, "I but protect them from those who would steal them from us all. When the time has come, we shall all use these tools to recreate the world."

"Ventrue," cried out he who is now called Set, "you should share those items with all of us so that we might use them as we will."

"My dear brother," Ventrue replied, "if I did so, they would be wasted and lost, and when we need them we shall not have them. When the time has come, we shall all use these tools to recreate the world."

"Ventrue," cried out he who is now called Tzimisce, "you spend all your time alone or with Caine. Are you trying to turn our Grandsire against us?"

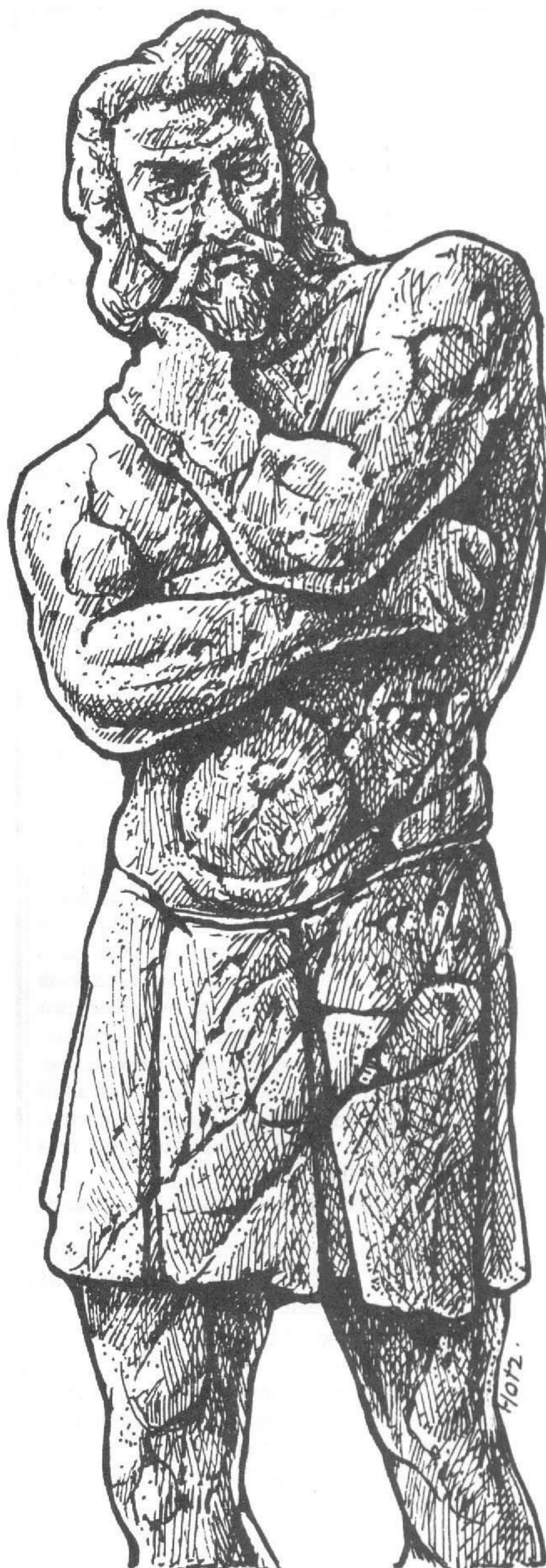
Now our sire saw the true motive behind their visit. Jealousy had begun to fester in their hearts, and Ventrue saw it as a sign that the masters had begun to work their evil magic. Maybe if Ventrue had lowered himself then, begging and pleading with the four, he could have averted the holocaust to come. But he was Ventrue, first among the Third Generation, and debase himself to his younger brothers and sisters he would not do.

THE SECRET MASTERS

Many Ventrue firmly believe that powerful forces manipulate the world for their own sinister purposes. The Antediluvians are a part of this near-omnipotent coterie, but they compose only a fraction of the whole. Ventrue know that some powerful mages have existed for centuries, and those Kindred with more extensive occult backgrounds have heard of incredibly powerful spirits who manipulate werewolves, other spirits and mortals.

Ventrue have used many names to describe these Masters. Starets, Incarna, Occultae Reginae, Ourani, Gigantes, Dævas and other appellations have been applied to them, but the Ventrue have used the term "Secret Masters" since the late 1700s. While the Ventrue can only speculate why the Secret Masters do what they do, and cannot point to any concrete proof of their existence, they have enough circumstantial evidence to satisfy themselves. They see mighty beings acting in inexplicable ways, doing things for reasons they cannot fathom, and begin looking for the puppeteers.

For instance, recent events in Chicago have drawn the Ventrue like moths to a flame. Supernatural battles involving vampires of all types, werewolves, spirits and mages have caused incredible upheaval in that city. Nobody knows just who was responsible for what, though accusatory fingers point everywhere. While these sorts of conspiracy theories may seem paranoid, this Ventrue belief does not stem from one single incident. Instead, the Ventrue can point to similar inexplicable events throughout history.





RAREFIED TASTES

All vampires know of the Ventrue feeding restrictions. Many find them constant sources of amusement. "Have you heard about Abraham the Ventrue? He can only feed on his female third cousins while in a Lincoln Town Car parked on the railroad tracks — and all his relatives died during the French Revolution." The Ventrue, however, take pride in their exclusivity.

Many like to point to these limits as symbolic of the clan's rarefied tastes. Any vampire can go around draining the bums down by the wharf. As the Ventrue see it, they seek out those worthy enough to donate their blood. Other Ventrue believe their feeding habits developed as a safety mechanism. Because the Ventrue keep a close watch on their herds, they can be sure that the blood is untainted by disease, magic or the blood of others. No Ventrue will admit that these restrictions are a curse or handicap.

Some astute observers believe the restrictions originate much deeper in the Ventrue psyche. These amateur psychologists note the Ventrue passions for both martyrdom and control. They see Ventrue feeding habits as outward manifestations of these conflicting drives and symbols of the clan's repressed lusts. By focusing their feeding on specific groups, the Ventrue not only get the satisfaction of feeling as though they are selflessly depriving themselves, but they get to focus their obsessions on one select group.

Whatever the case, there is little doubt that the effects are psychological, though they date back to the clan's earliest nights. No matter what the situation, Ventrue will not drink the vitæ of mortals other than their chosen type. Indeed, they will reflexively refuse to swallow if such is force-fed to them. Ventrue can drink from any other vampire, and they can overcome their limits to drain a deserving mortal for the Embrace. Additionally, a given Ventrue's specific weakness can change over time, though Storytellers should only allow this as a result of extreme changes in the character's personality, such as higher or lower Humanity or a dramatically different Nature.

"My dear brother," Ventrue replied, "I do what I do for the good of us all. When the time has come, we shall all use these tools to recreate the world."

He turned to the one who is now called Nosferatu, expecting the questions to continue, but Nosferatu merely smiled. Then the four departed, though Ventrue knew things could never again be as they had been. From that night on Ventrue prepared himself for war with his own kind, all the while hoping they would become his allies once again but knowing that this meeting had hastened the end.

THE DELUGE

When the infamous flood struck, and Caine separated himself from his childer, our founder was the last to look upon him. "Father of All," he sobbed, "will you not stay with us? Without you, we will have no one to lead us. Without you, there will be no one to resolve the petty conflicts and calm the angered souls. Without you, the Kindred can do naught but fall to war amongst themselves. Without you, all hope of defeating the masters is lost."

Mighty Caine looked at Ventrue and, for the first time in ages, smiled. We may never know the exact words the First Immortal spoke unto our ancestor, but we do know that when Ventrue returned to his Kindred, he was the only one prepared to direct the rebuilding that was required. He supervised all the Kindred, even his own sire, during the creation of the Second City, and even though he knew that it would fall some night, he devoted all his energies to it.

Here he hid the mightiest artifacts that he had rescued from the First City. Here he buried a clay pot filled with the Vitæ of Caine. Even when the city fell, and Ventrue was forced to flee, he knew these treasures would be safe, ready to be used by all the Kindred when the time is right. Some say this is why the Nosferatu delve beneath the earth — they still seek these relics of antiquity.

THE VAST MIGRATION

After the fall of the Second City (and we all know why that happened), vampires spread across the planet. A few headed north into the vast forests. A few more went south into the deep jungles. But most stayed near the civilized lands, moving east and west into the river valleys and along the coastline.

Vampires visited all ancient races of humanity, but some civilizations benefited from exceptional levels of Cainite involvement in their affairs. These included such lands as the island empire of Crete, the lands of Assyria, the cities of Sumer and, of course, the kingdoms of Egypt. During the earliest nights we Ventrue were active in all these lands, but not in the same leadership roles we fill today.

In those years we allowed other Kindred to take the vanguard while we followed a more reserved approach. Like the early Christians, we believed that the day of reckoning was near. Caine would return to lead us in battle against the Secret Masters, and from that night and henceforth, Earth would again be a paradise. We saw our tasks to be recording and preserving, keeping Caine's dream alive until he could return to fulfill it.

Of course, some Ventrue became involved in the politics of the "ancient" world. By the time of the Persian Empire, we were immersed as deeply as anyone. Not until the time of the Roman Republic, however, did we take our place at the forefront of vampiric culture.

Ea Adapa



ROME AND CARTHAGE

Ventruie vampires arrived with the Etruscans who conquered the Italian peninsula in the eighth century B.C. According to legend, 13 vampires, led by the Ventruie Tinia, controlled the Etruscans. While Tinia lay in torpor, her own childe led a revolution that overthrew the Etruscan rulers of Rome. This childe, Collat, eventually reached a compromise with his sire and became the ruler of Rome.

Collat and his sire do not appear in further myths, though a reference to a beautiful Etruscan vampire who met her death in Asia Minor does bear a resemblance to Tinia. The renowned Ventruie Camilla became the leading vampire in Rome and remained the most prominent Ventruie in the world until the time of Nero.

For centuries, Camilla's main opponents in the city were mages, not other vampires. Camilla worked extremely hard to bar other clans from the city, and as the Roman Republic spread, so did our clan's influence. By the third century B.C., we controlled most of Italy, and Camilla stood out as the most influential of us all.

Two centuries earlier, members of the Brujah clan had taken control of Carthage, but we had little problem with that. Over time, however, they became more and more conspicuous. While the Masquerade had yet to be created, most vampires willingly followed the First Tradition. In Carthage, however, the Brujah walked the streets as lords, and all knew their real nature. Toreador flaunted their powers regularly, and the most blatant built temples where they accepted child sacrifices while the parents looked on.

Had these depredations been limited to Carthage, they might have safely been ignored, but the Brujah became bolder with each passing year. They conquered all the land surrounding the city, enslaving the native Africans and deploying their ghouls to do battle across the Mediterranean. To culminate their crimes, they promoted the study of blood magic to such an extent that no vampire anywhere felt safe. They made pacts with our own enemies in Rome, the fabled Order of Mercury, and dealt with demons to such an extent that even tonight vampires fear to visit that corner of Tunisia. Just walking on its soil causes the most horrible fits of Röttschreck one can imagine.

Had we ignored the Brujah's atrocities, Caine alone knows what sort of backlash Carthage would have created. What unholy alliance of mortals, werewolves and mages might have risen to fight it? Of course, once done with Carthage, this alliance would have turned against all Kindred. While most Ventruie were unwilling to take action, the noble Camilla saw a new destiny for our clan.

He quietly began to gather support among those Ventruie directly threatened by Carthage. When he had enlisted their aid, he made his proposal for all vampires to hear. Stressing the danger posed by the Carthaginian vampires, he called for an alliance of clans to destroy the city. Amazingly enough, the first clan to respond was Clan Malkavian, whose members were then fighting the armies of Carthage in Sicily. Camilla sent them aid, and the war began.





For more than a century the Kindred of the Western world fought. At first the Ventrue and Malkavians stood alone against the Brujah and their myriad allies. As the years passed, however, more and more Kindred began to see what would happen should the Brujah win. As a further enticement, Camilla opened first Italy and then Rome itself to other clans, and they began to flock to our side. First the Lasombra, then the Cappadocians (now called the Giovanni), and then others joined our cause.

Still, not until we had brought the Toreador to our side with a show of force (the conquest of Greece) and a sign of appeasement (allowing them to move to Rome) did we have the strength to destroy Carthage. The Brujah fought with all the tricks and evil magics they had, and many of us met the Final Death in this final conflict. The fiercest and deadliest battles occurred in the hidden, blood-stained temples where the Brujah held their sacrifices.

In these massive monuments to cruelty, Roman soldiers, their ghoulish leaders and Ventrue masters fought the Brujah room by room, inch by inch. Even the artwork the Brujah had forced their mortal subjects to create for them became weapons, and more than one Ventrue was slain after being trapped beneath golden statues. With their last blood the Brujah cursed the city, saying that from that night on whoever ruled Carthage would meet a bloody end. In response (and to make sure that all the devil-worshipping Brujah were destroyed), we set fire to the city and watched it burn for 17 nights. Then, with the aid of our own sorcerous allies, we salted the earth, ensuring that the Kindred in torpor there would never rise again.

A NEW COURSE

Not only did the destruction of Carthage chart a new destiny for mortals, but it set our clan irrevocably on the track it has followed ever since. No longer could we sit back and watch as our Kindred wrought havoc upon the world. Even in that distant age, people and events had become too intertwined, too dependent on one another for us to let a horror like Carthage reappear.

Camilla had unwittingly furthered this process by allowing an influx of Kindred into Rome as their reward for fighting Carthage. Not only was it unwise for us to let other vampires act without our guidance, but having so many of them in the heart of our own territory made it impossible. We had to interact with them on a nightly basis; that being so, the only safe course was to become their leaders. We would take on the role that Caine's slanderers said he had rejected. We would become our brothers' keepers.

Camilla, as Prince of Rome, found himself plunged into the midst of this torrent. As the most prominent member of our clan, he enlisted the Ventrue in the business of enforcing the First Tradition. Despite what other vampires have said, Camilla's efforts involved no coercion. Indeed, during this period the Ventrue clan was as democratic an institution as Kindred society has ever seen.

Each Ventrue recognized as having influence over a significant number of mortals had as much say as any other such Ventrue. Thus, the leader of a cult in the lands of Palestine had as much say as Camilla himself. Our clan would occasionally meet, usually in Rome, in gatherings that became the precursors of the Camarilla's Conclaves. All Ventrue in attendance could vote, and together they determined what course the clan as a whole would pursue.

This system worked best during its first nights, but problems soon arose. Much to our clan's discredit, we split into factions, and soon these meetings became forums for us to voice disagreements rather than to enact policy. Meanwhile, the other clans were turning their eyes to that which we had built in Rome.

As we argued back and forth, spending our nights in endless debate, more and more Kindred flocked to Rome, and more and more Kindred took the opportunity to manipulate the local leaders. When the land under our control became too unwieldy, and the majority of Ventrue agreed to support an emperor, the other clans (and many mortals) fought the change with every weapon at their disposal. Our first candidate met a public and bloody death, and several more years of war were waged before we could steer Rome back on course.

Camilla had hoped that the change of government would limit the amount of influence the other clans exerted in the Roman Senate, but he discovered that everyone involved in those manipulations shifted their attention to the emperor himself. Soon the emperors were being pulled in so many directions that none of us knew what they were going to do next.

Antonius Flaminius

The Church

Having missed golden opportunities to control the Christian Church, we were determined not to pass up another. The Church had played a major role in destabilizing our Roman Empire, and the time had come for us to make it ours. Using our control over one of the Roman emperors, we caused Christianity to be declared the official religion of Rome. Later, when Christianity itself began to splinter, we again used our influence to solder it back together.

However, we have never commanded the same influence over the church leaders that we did over the emperors. Even when we had the Emperor Constantine call the Nicaean Council in A.D. 325, we had no way of controlling what decisions it would reach. Even when it culminated satisfactorily in the Nicaean Creed, we had no way to pacify the disparate elements of the Church.

By the time the Western Empire finally fell, as we knew it must, we had already shifted much of our resources out of the government and into the Church. We could never consolidate our hold over the Church for a



THE MAD EMPEROR NERO

Nero, one of the most infamous rulers in history, graphically illustrates the disastrous effect supernatural beings, especially vampires, can have upon mortal pawns. At the beginning of his reign, when he appeared to be completely under Camilla's control, he was an admirable emperor, known for wisdom, generosity and, most of all, mercy. Within five years that had completely changed.

Other vampires, including Setites, Malkavians, Lasombra and Toreador, made attempts to control him. The Order of Mercury, one of the secret powers involved in much of Rome's history, tried to convert him to its ways, and accordingly the emperor studied sorcery throughout his reign. Camilla worked hard to negate all outside influences, but then came the infamous fire that Nero has been accused of setting. Camilla disappeared during the conflagration — some say at the hands of the Toreador Caius Petronius. No vampire can deny that this event marked the end of the Roman Empire, though we fought against its downfall for the next 400 years.

Nero himself fell more and more under Toreador control, which they strengthened when he toured Greece in A.D. 66. The extent of their control was amply displayed in A.D. 68 when, going to war against the Gauls, his primary concern was to ensure that he had proper wagons to carry his musical instruments and theatrical props. The Ventrue finally replaced him later that year, but by then the damage to Rome was irreversible.



number of reasons. The most important had to do with a schism within our own ranks. During the 150 years following the Nicaean Council, our members saw that dramatic change was in the air but argued about how to deal with it.

In the pagan past, religion had always been tied to the structure of government. Even when priests wielded a great deal of political power, as in the Egyptian dynasties, they never considered religion a separate entity from the secular institutions. Christianity changed this. In the new religion, the religious leaders were distinct from, and superior to, the political leaders. Its followers owed their allegiance to Christ, not Caesar.

While past religions had aided our goal of keeping society stable, Christianity had a higher purpose. To the pagans, it appeared as though the Christians were shirking their civic duties. Christians rarely revolted, preferring to submit meekly rather than fight. Christianity grew despite persecution. It would make the perfect blind for us.

Other Ventrue did not see Christianity as an opportunity. These vampires gravitated toward the eastern half of the Roman Empire, where Christianity played much the same role religion did during pagan times. These Ventrue included many of the eldest, wisest and most



powerful members of our clan. This not only weakened the Western Empire, contributing to its collapse in A.D. 476, but hindered our efforts to control the Church.

Our second stumbling block involved other powers trying to grab a piece of the Christian pie. These powers consisted not only of other vampires, but mages and extremely powerful mortals as well. Additionally, while instances of people displaying what we now call True Faith have occurred throughout history, Christianity attracted them like a magnet. We tried to keep these individuals from attaining power, but many acquired it despite us. We learned to deal with the Church through ghouls, for direct involvement often backfired.

Despite the fact that we never obtained the level of control we desired, the Church began to fulfill a number of our goals. It allowed us to influence and, in many cases, control people of different nationalities. Where before we needed empires to influence large numbers of people, the Christian ideology allowed us to shape them across borders. Christianity's promise of heaven often allowed the kine to shoulder the temporal restrictions our other agents put on their lives. Finally, it gave us another weapon to use against our enemies and a way to check those individuals with True Faith.

The Inquisition

This remained true through the era that has come to be called the Middle Ages. We reached the apex of our power with Charlemagne in A.D. 812, when the eastern and western Ventrue reunited. We might have maintained this stability had it not been for the backbiting, intrigue and competition that had seemingly become integral components of the vampiric nature.

For the next 400 years we vampires ceaselessly fought each other. We ignored the mortals except when we used them for our own advantage. We fancied ourselves far superior to the kine, who huddled in their pitiful homes, shaking with fear every night that we might swoop down and tear out their precious throats. While most of us followed the First Tradition, many ignored it, and the people had good reason to fear.

During those nights, the myth of the vampire came into its own. Tzimisce lords ruled vast estates, and no serf was safe from their thirst. Gangrel wandered the deep forests, only venturing out to attack a lone farm. They would leave its inhabitants butchered, and the next morning neighbors would discover only vultures alive there. Malkavians wandered from town to town, and residents were wise to fear strangers in the night. Nosferatu took perverse pleasure in the reaction their appearance engendered, never caring what backlash this might bring.

It was in this atmosphere of superstition and fear that we made one of our costliest blunders. When Church leaders called for an Inquisition against Christian heretics, we made no effort to block it. Embroiled in our own

plots and battles, we had no attention to spare for what we saw as a minor movement. Our enemies took advantage of the opportunity we gave them, and with a few short decades our control of the Church had been shaken to its roots.

The Inquisition began in southern France during the early years of the 13th century. At first we ignored it, for it appeared to be aimed mainly at mortals and mages, though the Toreador did suffer as well. Indeed, some cynics have said that a Toreador, angered by the criticism his art had received from other Toreador, began the Inquisition. The pope officially founded the Society of Leopold in 1231, and the world of the vampire was changed forever.

There is no way to know when the Inquisition first targeted vampires, but in 1252 it uncovered its first Ventrue. Mortals may have discovered her on their own, or her enemies may have pointed them in her direction, but at that point we knew the Inquisition had gotten out of control. We reasserted our control over church leaders only to discover that the Society of Leopold was beyond our reach — but that we were within its.

To uncover vampires, the inquisitors would use the most horrendous tortures known. Starvation, one of their key weapons against mortals, was of no use against us. Instead they would roast our feet over glowing coals, wrench our bodies on the rack to see if we would heal ourselves, slowly destroy our limbs under millstones, and inflict a thousand other tortures. If the inquisitors even suspected that their captive was a vampire, they would burn him as soon as possible.

Despite their power over us, they apparently came to fear our frenzies. The rules of the inquisitors forbade the spilling of blood, apparently for fear that we would frenzy at its sight, and they rarely thrust one of us into the sunlight after they got their first look at the horror of Röttschreck. Additionally, vampires and other supernatural beings found ways to manipulate the inquisitors, and soon the Society of Leopold had become another weapon in the Jyhad, if a more horrific one.

Still, it was a tool with a mind of its own. Its leaders sought out the Kindred with a vengeance, and it managed to catch younger vampires with unnerving ease. We do not know just how many met the Final Death, but we can understand the frustration that caused the neonates to begin the Anarch Movement. Of course, they immediately fell under the sway of the Secret Masters.

Fabrizio Ulfila



THE COMING OF THE CAMARILLA

Success in the war against the Sabbat may well be the crowning achievement of the Ventrue. Not only did our noble clan take its rightful place at the head of its brethren, but it has had amazing success against incredible odds. In its earliest nights, the Anarch Movement nearly routed those who protected the Traditions. It struck savagely and without warning, using any means available to destroy its enemies. Assamites and Setites roamed the hills, while Brujah attacked their elders in the cities.

Into this maelstrom of terror stepped Clan Ventrue. While individual vampires might be powerful, Ventrue leaders knew that the anarch hordes were more than a match for any single elder. Some of the finest figures in vampiric history met Final Death on those dark nights. Thus the Ventrue began advocating for an organization of responsible, capable vampires to counterbalance the new threat.

Our success can be seen in the Convention of Thorns, which brought the Brujah as a clan to our side, though individual members of that Rabble have remained the enemies of all right-thinking Cainites. From the fall of the Anarch Movement, however, sprang the dread Sabbat.

This new sect rejected everything for which we had striven. It sought to subjugate humanity under its dung-stained boot while imprisoning vampires amidst a stagnant world where change was anathema and personal freedom and accomplishment repugnant. No more obvious pawns of the Secret Masters could possibly exist, and Clan Ventrue has ever since devoted itself to the destruction of this sect.

For centuries the war between the sects raged across Europe. Many mortal conflicts occurred against the backdrop of this immortal war, and both sides achieved their own successes. In the end, the Ventrue and their allies drove almost all Sabbat vampires from the continent, forcing them to take up residence in the unsettled New World. Now the Ventrue stand poised to destroy that dark sect, having riddled it with their own agents and turned it into a house of cards waiting for the right breeze to knock it down.

Valerius





DUELS

While the Ventrue like to consider themselves trendsetters, carving a path for other Kindred and kine to follow, they are often themselves slaves to fashion. One example of this is their lingering fascination with sword fights and dueling.

When fencing became popular among the mortal nobility, the Ventrue joined the trend. Clan members had naturally shied away from jousting (a lance, made of wood, could have just the wrong effect on a vampire's heart), but sword fights were ideal. Duels allowed Ventrue to hurt their enemies without risking any permanent damage while at the same time remaining cloaked in the trappings of honor.

In fact, dueling did not really go out of style among the Ventrue until the 1800s, and even tonight some Blue Bloods prefer it as a means to settle disputes. This skill is often taught to childer. Many vampires have been surprised by certain Ventrue's aptitude with melee weapons — including stakes.

The Industrial Age

As the wars with the Sabbat continued and the Camarilla expanded, the Ventrue began to play a greater and greater role in mortal society. When the kine began migrating from the farms to the cities, the Ventrue prospered more than any other clan. They quickly saw the potential in the new industries and immediately began exploiting them. During these years, Clan Ventrue began to assume its current form.

Of course, other forces were also at work. Colonization and imperialism forced the Ventrue to change. The clan's agents traveled the world, making their presence felt everywhere. When mortals under its control moved into India, the clan used the opportunity to assess the odd vampires of that subcontinent. They did the same in Africa, the New World and the Middle East.

These mortal agents had all the technology and economic might of Europe at their disposal, and they used these weapons to subjugate whole countries and races. The Ventrue, while latecomers to the Age of Exploration, jumped into it wholeheartedly. Soon their English and German pawns had overcome the Toreador's lead, and the world lay at the feet of its Ventrue lords.

As the Ventrue extended their influence, however, they found themselves becoming more and more entrenched in the status quo, less and less willing to tolerate changes in their domains. They became stricter and stricter in their adher-

ence to the Traditions and the Camarilla. Few will deny that their reactionary politics helped provoke the renewal of the Anarch Movement, which afflicts the world tonight.

Additionally, the Ventrue's efforts to spread their influence around the world may have created an even more dangerous situation. They have made other supernatural creatures aware of them. First contact with the fearsome Asian vampires came through the Ventrue, and it was this contact which seems to have led the Asians to look beyond their historic boundaries. The Ventrue have also come into conflict with werewolves, shamans, witches, mummies and other beings — enemies who remember every slight.

The Information Age

Now the Ventrue stand astride the Western world like colossi, recognized leaders of one of the most powerful races ever to exist. Most Ventrue see their positions as unassailable, for they control resources undreamed of by their sires. Less partisan observers have a markedly different opinion.

These observers note the extremely potent enemies that the Ventrue have made. Anarchs and Sabbat battle the clan for control of vampiric society. Mages contest the clan's control of mortal institutions, while werewolves feel increasingly free to leave their forests and lope

THE INTREPID EXPLORERS

Despite the Ventrue reputation for being staid and conservative, the clan can boast some of the bravest explorers the Kindred world has ever known. During the 18th and 19th centuries, Ventrue sailed the Nile River to its source, hacked their way through the jungles of Africa, made their way across the New World and pushed into every part of Asia. Only the Gangrel can brag of having been to more uncivilized lands.

While the Gangrel went where they did out of wanderlust, the Ventrue never went anywhere without a distinct purpose in mind. Usually, as in India, that purpose was to gain control of larger areas and populations. Ventrue motives have not always been that self-serving, however.

The clan's early explorations of southern Africa helped defeat the earliest Sabbat attempts to colonize the area. The Ventrue's earliest efforts in Japan were at least partially aimed at discovering the Asian vampires' role in the Jyhad. After these altruistic purposes had been achieved, however, the Ventrue had no compunctions against usurping the land for themselves.



through the cities. The Ventrue have never had much conflict with the wraiths and changelings, but even these beings have become agitated in recent years.

While old clan members feel confident in their supremacy, younger ones are not so sure. The clan has split, albeit rather cordially, over its perceived stagnation. Older vampires prefer to maintain past policies; younger ones want the clan to acknowledge individual initiative and encourage greater change.

Certain clan members share an even more pervasive concern, one about which they often fear to speak. These Ventrue postulate that the Secret Masters have manipulated the clan's enemies for centuries, and their speculation does not stop there. They see incomprehensible, self-defeating actions by clan elders, and wonder. They watch clan leaders hinder capable ancillæ while rewarding those who do nothing, and worry. They look at all these events and see the hands of the Secret Masters behind the Ventrue as well.

Anonymous

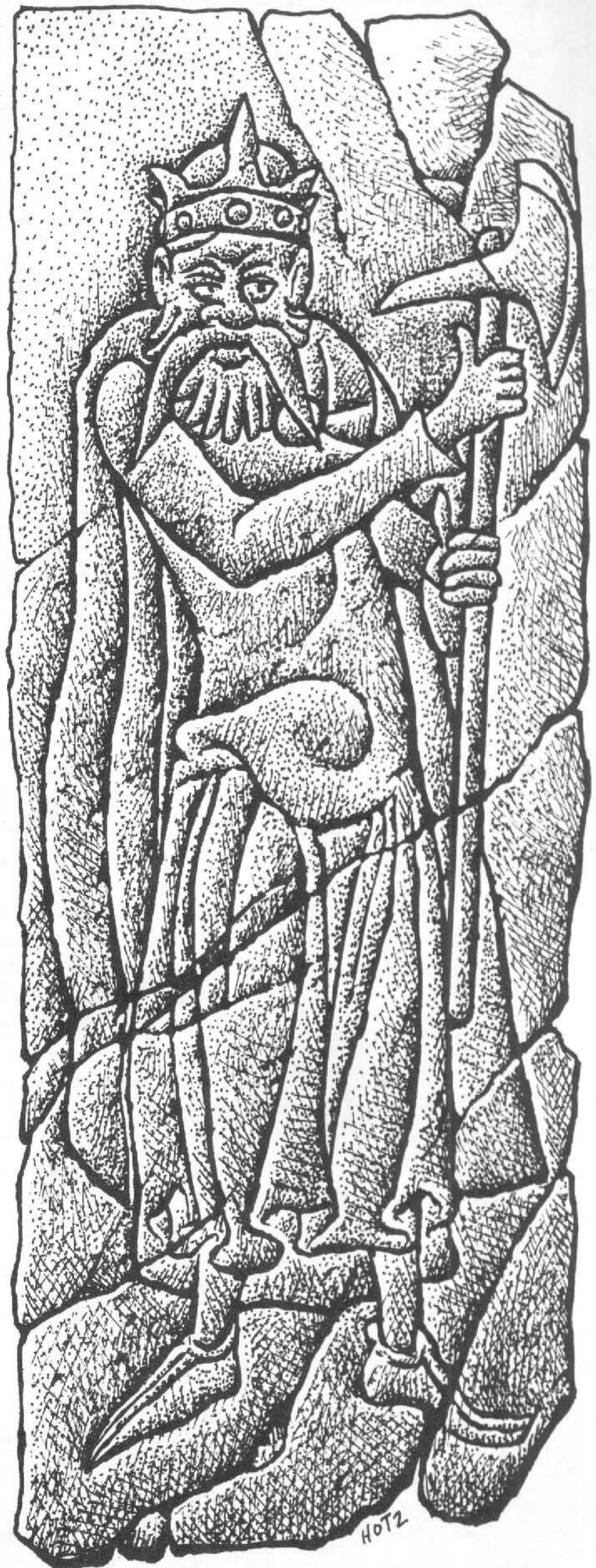
THE VENTRUE AND MOTHER RUSSIA

While Russia never completely belonged to the Ventrue, the clan had its hooks in the country at least as far back as the Roman Empire. In a land of its size, however, there was no way to keep out other clans, and Gangrel, Nosferatu, Tzimisce and others wandered at will.

Ventrue influence in Russia faced its only (and final) challenge during World War I. Clan Ventrue had devastated itself through intraclan warfare, as clan leaders in England and Russia battled the more established leaders in Germany. By the end of the war, the clan had used most of its resources against itself, and its best members had met the Final Death.

A large group of Brujah Idealists, who had only limited involvement in the war itself, saw its chance and moved on the isolated, devastated country. It swiftly destroyed the Ventrue still in the country and, in what is described as either one of the few displays of Brujah loyalty or an amazing coincidence, anarchists around the world combined to keep the Ventrue too busy with them to deal with Russia.

For 70 years the Ventrue could do little to defeat the Brujah state, and were as amazed as anyone when it fell. Now individual Brujah and clan leaders hope to reclaim the land. Leading this effort is the Ventrue Rasputin, Embraced in the last nights of the old Czarist regime and ready to reclaim the power he once wielded.







CHAPTER THREE: TRADITIONS OF THE VENTRUE

First and last and always till the end of the end of time. First and last and always mine.

— Sisters of Mercy, "First and Last and Always"

While some vampires accuse the Ventrue of being as conservative and tradition-bound as the Tremere, the Ventrue themselves quickly disagree. The Blue Bloods argue that no other clan so rewards individual initiative and accomplishment. Their enemies retort that the clan promotes a younger vampire only when outside pressure makes it unavoidable. A little of both is true.

Not that this dichotomy bothers the clan. The Ventrue take a quiet pride in what they consider a pragmatic attitude toward unlife. Let other Kindred worry about who deserves to be doing what. As far as the Ventrue are concerned, the proof of a vampire's right to wield power is the fact that the vampire has it.

This attitude extends to the clan's position in vampiric society. The fact that the Ventrue lead proves that they deserve to lead. While this means the clan is often a lightning rod, bearing the brunt of attacks by anarchs, Sabbat and others, its members also enjoy the fruits of this position — prime hunting grounds, wealth, adoration, etc.



CLAN STRUCTURE

Outsiders would also be surprised to discover just how much the clan has changed through the ages. In its earliest nights, the clan had no organized structure. The more power an individual Ventrue wielded, the more respect she commanded, but there was no formal mechanism for this. This changed shortly after the destruction of Carthage.

THE SENATE

Under the guidance of the great Ventrue Camilla, the most prominent clan members began meeting to set clan policy. This senate, as it was called, was small at first, but grew at a remarkable rate. Open to those Ventrue who could demonstrate control over a substantial number of mortals, the group was remarkably democratic in its politics. Each member had a single vote and equal time to address each issue.

Discussions generally revolved around what direction the clan should take, and these early votes helped expand the Ventrue's role from that of archivists to that of leaders. It seemed that each time the senate met it debated some new threat to the Traditions, and each time it resolved to increase the Ventrue's involvement in the affairs of other Kindred.

This did not go unopposed, of course. Such notable Ventrue as the historian Ea Adapa constantly strove to return the clan to its original mission, but she and her supporters met with little success. Other clans also discovered what the Ventrue had accomplished with the senates, but they had no more luck than Adapa in stopping its spreading influence.

This success, however, proved the clan's undoing. As each Ventrue expanded her influence in the world, the senate became more occupied with its secondary role — resolving intraclan disputes. Ventrue began selling their votes to other Ventrue; meaningless power struggles continued night after night; and, after Camilla's disappearance, the senate devolved into squabbling factions incapable of accomplishing anything.

CLANS WITHIN CLANS

When the Western Roman Empire fell in A.D. 476, no senate had been called in more than 200 years. No structure appeared to take its place, and the Ventrue instead began to form what could only be considered subclans. Sires would establish their childer in positions of power and then expect the younger vampires to support them in the future.

Subsequently, a powerful vampire might successfully recruit a handful of these sires to his side, and he would become the most powerful Ventrue (and one of the most powerful vampires) for miles around. These petty strongholds rarely lasted for more than a few hundred years, and the Middle Ages saw the rise and fall of many a Ventrue.

Some Ventrue found an alternate way to use this system. These vampires remained slightly aloof from the manipulations of the other Ventrue, instead forming clandestine

alliances with the power of the moment. When that power began to wane, they would cast about for someone to take its place and shift their support in that direction.

Though all Ventrue believed they shared a common vision, each vampire focused on a different part. This quasi-feudal patchwork remained the only consistent structure the Ventrue had until the formation of the Camarilla.

THE HIDDEN ORDERS

The inadequacies of the Ventrue's system became strikingly apparent upon the formation of the new sect. In order to provide the leadership most Ventrue felt they should, the clan would have to unite. The old movers and shakers, many of whom had played key roles in creating the Camarilla, began secretly meeting around Europe.

In order to hide their actions from both the Sabbat and other Kindred who might mistake their motives, the Ventrue sought to cloak their gatherings in as much mystery as possible. Thus, they created a series of secret orders and societies, each based in a given city.

The orders were initially established only in the largest cities, and only the leading Ventrue of a city knew members in other cities. Other Ventrue in the surrounding area could attend meetings of their local order and slowly earn the trust of its leaders. They found that the only way they could work with the orders in other locations was by becoming servants of the local leader or by earning the friendship of distant Ventrue. Most Ventrue never understood the reasons behind their leaders' actions, and only the leaders of the orders could see the big picture.

Some of these local orders rarely met, while others congregated on a regular basis. Some orders became distinctly political, with all their members involving themselves in mortal and Kindred affairs, while others had more diverse goals. Some were quasi-mystical, some religious, while not a few devoted themselves to furthering their leaders' power.

For instance, one branch centered around a charismatic leader known only as the Petal, who believed the clan should play an even more prominent role in controlling mortals. As signs of their loyalty to him and their disdain for mortals, his followers based their order on a parody of the Church, with their own rites and ceremonies. After the Petal was mysteriously destroyed during a thunderstorm in Brussels, his followers blamed clan elders for his Final Death. When Ventrue leaders attempted to put a stop to this slander, they discovered that the Sabbat had gotten there first, and that all the surviving members of the Petal's branch had joined that sect.

Despite the individual orders' diverse goals and occasional failings, however, the orders as a whole served important functions. Not only did the orders allow the clan to act with some unity, they also gave younger Ventrue a way to learn and advance without directly opposing their superiors.

Each order remained largely independent, but their leaders cooperated as much as possible. They also took into account the wishes of their underlings as much as possible while remaining unconstrained by any lesser Ventrue's desires.



THE DIRECTORATE

The hidden orders remained in place for almost 500 years, but even they proved unable to keep up with the changing times. As the Ventrue expanded throughout Africa, Asia and the New World, they found the orders' covert nature detrimental to clan growth. Many of the orders, especially the younger ones, came out of hiding.

In so doing, they made their affairs open to all Ventrue and even to other Kindred. The orders became dominated by groups of powerful clan members rather than by solitary leaders. Additionally, as the clan took an interest in mortal businesses, the orders began to assume a corporate structure. By the late 1800s, a number of the orders had openly emerged as directorates, theoretically devoted to ensuring the success of all Ventrue and, through them, all vampires.

Now the clan has a directorate in almost every major city in the Western world. Some directorates may have only two or three members, but all serve the same purpose — ensuring that the clan's power and influence continue to spread. Directorates usually meet on the first Tuesday of every month, and every Ventrue in a given city is expected to attend. The senior Board of Directors only rarely meets, but its members stay in constant communication.

THE ATAVISTS

Very few Kindred outside the clan know of its past structures, and that is the way most Ventrue want things to stay. First of all, those past structures were secret, and the clan is afraid that if their existence became widely known it would cast a poor light on what the clan accomplished in earlier times. Second, and more importantly, the Ventrue do not want other vampires to know that its past leaders failed to maintain clan unity. Any sign of past weakness might inspire the clan's present enemies.

Some Ventrue do not feel this way. Referred to as Atavists or Throwbacks, these vampires believe the directorates are flawed and inferior to past structures. There are those (usually young) who espouse the democratic trappings of the ancient senates and wish their votes counted in the directorate like they believe a Ventrue's vote counted then. Others (usually old) believe the directorate system has made the Ventrue soft. These vampires want to reestablish the old subclan system, where the strong prospered and the weak perished.

Finally, an even smaller group of Ventrue believe that the clan has become too public in its current form. Instead of leading the Kindred, they say, the clan has a divisive effect. They note that many Kindred who join the anarchs or Sabbat point to Ventrue oppression as part of the reason. These Atavists believe the clan should reinstitute the hidden orders and guide the undead from the shadows.





VENTRUE TRADITIONS

Not only do the Ventrue espouse the Camarilla's Six Traditions, they have many more of their own. One well-known dictum is that of Sanctuary. Any Ventrue can demand safety in the haven of any other Ventrue. This is one reason Ventrue help each other so willingly — better to keep a clanmate out of trouble than to succor him when he's in trouble.

Another tradition is that of Accountability. While all vampires are supposed to follow that Fourth Tradition, the Ventrue believe it should apply even after the childe has been introduced to and become a part of Kindred society. Ventrue sires always feel slighted if their childer act against the clan and will be the first to try to bring them to justice. Conversely, Ventrue sires also expect their childer's successes to elevate their own status.

But following Tradition does not always mean unthinking adherence to senseless rules. A less widely known but more enjoyable custom is that of the Embrace Nights. Each year, Ventrue celebrate the anniversary of the night they became undead. These celebrations, reserved for the Ventrue and their closest allies, usually involve weeks or months of planning and lots of money. Some Ventrue rent parks, auditoriums, entire hotels or massive luxury liners to hold their parties.

The variety among these parties is truly astounding given the clan's stuffy reputation. Some Ventrue do prefer subdued affairs where they recite their lineage for the benefit of all in attendance. Others, however, throw wild debauches where anything goes and blood flows like wine.

The only constant with these parties is the gift-giving. As with mortals, all the guests try to surpass each other's gifts. While there is no obvious reward for giving the best present, doing so is a sure way to gain Clan Prestige. These parties are not supposed to be tied to prestation, but the recipient cannot help but feel somewhat indebted to the giver of an exceptional present, just as guests feel beholden to hosts who throw especially successful parties.

VENTRUE LAW

Ventrue law has never really been codified or even written down. Each directorate makes and enforces its own policy, as long as that policy does not overtly conflict with the clan's international agenda. While they are not bound by any written rules, the Ventrue do have an even stricter form of regulation — Tradition.

Bound by their history, however biased that may be, the Ventrue look first to the past to determine a precedent for resolving a current situation. "If it was good enough for my sire it's good enough for me" is an all-too-common sentiment.

When Ventrue want to decide whether they should support the Tremere in battling the mages or follow the Toreador prince's policy of pensive neutrality, at least a few Blue Bloods will begin looking through their history books to see what the clan did in a similar situation years before.

This adherence to Tradition even more strongly governs relations among Ventrue. Younger Ventrue are expected to defer almost completely to their elders. This is partly out of respect to Social Darwinism — the Ventrue who is on top must be the one who deserves to be on top — but has more to do with the fact that this is the way the clan has always acted.

The directorates are the final enforcers of this "law," but all Ventrue will turn against a clan member who violates Tradition. This situation most often arises when younger vampires try to shake up old industries under the control of their elders. Maybe the business is stagnating, but the young vampire had no right trying to take it away from her elder.

CONTROLLING THE KINE

Manipulating mortals isn't so easy as it may initially seem. Young vampires often mistakenly believe that all they have to do is stare into a mortal's eyes, use Dominate, and the problem is solved. What they don't realize is what a temporary solution this is, and how often it backfires.

Mortals are not the unsuspecting dolts vampires often think they are. Even if a Ventrue Dominates someone into taking some action and then forces her to forget the control, he cannot keep her from subsequently undoing everything. A police officer forced to look the other way will begin to wonder why she did so, and will look into the situation twice as hard as she otherwise might have. A bureaucrat mesmerized into rescinding an order condemning a vampire's haven will be shocked at his own conduct and thus acquire an unhealthy interest in the property.

The use of Presence can create an even worse backlash. A person convinced via Entrancement to help a vampire will lose that conviction as soon as the vampire has left. When that person realizes that she gave the vampire critical financial information because of feelings she no longer possesses, she will likely become resentful and angry. Not only is she likely to tell her superiors what happened, she will do everything in her power to enact her own revenge. This bitterness can be magnified even further if the victim feels that the vampire spurned her. Hell hath no fury like a mortal scorned.

Controlling kine requires a delicate touch, a quick mind and at least a little Empathy. Many vampires, especially Ventrue, take a certain pride in how rarely they have to resort to Disciplines to get what they want. Their other tools, while less cut-and-dried, have their own rewards.



THE GOVERNMENT

Ventruë, especially neonates, shy away from direct control over prominent political figures. If a conspicuous public figure begins acting strangely, someone will notice the change. Additionally, the most famous public officials have both the most power and the most restrictions. Using a congressman to stop a murder investigation will only draw even more unwanted attention. Finally, elected officials are always subject to the whims of the electorate, which only the most powerful vampires can affect.

Instead, Ventruë focus their efforts on low-level cogs. Wise Ventruë begin by controlling employees in the city's personnel department, who can then feed them all the information they need to take more and more control of the government. Some find their first pawns in the zoning offices overseeing their main feeding or business areas. These Ventruë realize that if they can block their enemies' business expansion or facilitate their own, they will gain a decided edge. Other Ventruë target workers in the finance or public works departments for the same reasons. Owning someone in the parks department can be a good way to obtain favors from the Gangrel and keep an eye on the Lupines.

The police and courts make tempting targets and are highly prized by Ventruë. Neonates are advised to avoid going after the police chief and judges; their elders have usually already Conditioned these officials. The prudent neonate instead starts with the police officers who patrol a beat near her haven; she then moves on to the precinct captain. In the courts she will aim first for the judges' clerks (who do much of the real work), promising attorneys and capable prosecutors and public defenders. These are the judges of the future.

How does a vampire gain control of these figures? The most common way is with money — no public servant believes he is getting paid what he is worth. This is not the most reliable method, however, for these mercenaries can be bought by other vampires and betray the character.

Wiser Ventruë strike up a personal relationship with the bureaucrat and proceed from there. Many people will do all sorts of things for a friend that they would never do for money. All sentient beings are susceptible to the pulls of friendship, and Ventruë have innumerable tools to facilitate this. The Presence Discipline, an ability to grant favors (anything from getting the pawn a raise to having his annoying neighbor move away) and the simple expedient of playing on the pawn's ego all go a long way. Some Ventruë have claimed their main task is analogous to that of a smart prostitute — make the john feel important and worthy no matter how much of a schmuck he may be.

Of course, there are other tools. Blackmail has always been popular among the undead. Offering favors, both legal and illegal, or even vampiric vitæ, can work wonders. Politicians can rationalize away most Discipline-induced actions if the actions did not wildly deviate from their normal behavior. Last but not least, vampires can inspire popular support for their cause, force public officials to bend to their wills, and then cause that support to fade away as if it were never there.





THE BUSINESS WORLD

ELECTIONS

Elections are tricky things to control, and young Ventrue usually spend more time helping their elders than fielding their own candidates. Their first task is recruiting the support of those community leaders who can deliver a number of votes. More than one Ventrue has been Embraced merely because of her knowledge of the political landscape and the number of votes she could deliver at election time.

In recent years, Ventrue have found willing and malleable political pawns in the form of religious leaders. These charismatic figures have loosed their unthinking minions upon the political arena, and the vampires have quietly used these unwitting dupes to take over promising political institutions.

Vampiric involvement in elections does not end with their control of special interests like these. Another area where young Ventrue often excel is the dirty-tricks division. Tactics can be as blatant as releasing a video of the other candidate being ecstatically flagellated by a naked, muscular young man or as subtle as paying off preachers to “forget” to tell their congregations to vote on Election Day. Some Ventrue implant posthypnotic commands in the rival candidate’s mind, causing him to gaffe during a big debate. Others successfully convince large numbers of kine (those whose votes they can’t control) that voting doesn’t matter, thereby ensuring that the only mortals who vote are the pawns of one vampire or another.

Finally, some Ventrue avoid uncertainty altogether by controlling both major candidates and letting the electorate do as it pleases. Of course, the anarchists argue (often correctly) that ideology really doesn’t matter anyway. Whoever wins will be the pawn of one Leech or another, so one’s time is better spent trying to change the entire system than worrying about whether Pawn One or Pawn Two wins the office.

Corporations provide a whole different set of challenges. While minor corporate officials may do most of the work and be responsible for a company’s success, actual control rests in the owners’ hands. They set the direction, decide policy, hire and fire, and most importantly, handle the money.

Methods of taking control of a company are as diverse as companies themselves. Public corporations, which are owned by anyone who buys their stock but managed by a board of directors and a CEO, require a different strategy than do private corporations. Often a vampire does not need to run an entire company — just a subsidiary or a local corporation. Ventrue often joke that when another vampire achieves success in business, it means he has sold his soul to their clan. On the other hand, because no neonates know who really controls what corporation, Ventrue may themselves be working for Giovanni, Glass Walkers, Toreador or who knows what else.

Accordingly, Ventrue like to have their control as high up the corporate ladder as possible. This is not an easy thing to accomplish. Buying up a company’s stock is expensive, time-consuming and certain to attract attention. A more common way to gain influence in a public company is through its main officers. Because most boards of directors follow the lead of the companies’ upper management, the Ventrue find ways to make the executives beholden to them.

A common tactic is to manufacture a crisis in the company (corporate takeover, labor difficulties, legal investigations or defective products) and then appear as a white knight come to save the day. The executives feel beholden to the vampire and, more importantly, will do anything to keep the vampire from telling the board of directors or stockholders about what almost happened. The Ventrue will then use this opening to influence the company’s direction until the CEO is afraid to move without his master’s permission.

A board of directors can help a vampire run a company, though this is an uncertain thing. If a Ventrue can control it, perhaps by making its chairman a ghoul, she can neutralize a hostile CEO. The board can use its influence to keep him in line or even fire him and hire a replacement more to the vampire’s liking.

Ventrue often use the “crisis” method against private corporations, but in a more overtly offensive vein. In these cases, they make sure the owners know exactly who created the problem. When a shipping company’s trucks start getting hijacked at the rate of one a night, they let the owner know what he has to do to make the hijacking stop. When the assembly line breaks down every hour, on the hour, they let the owners know what they have to do to keep it running.

In all of these cases, the company in question finds itself with a new partner — the Ventrue. Even if a Ventrue moves in legitimately, perhaps by giving the company the money it needs to expand, she will come to dominate the firm. In order for the firm to fulfill the Ventrue’s purpose, she must control it completely — and control it she will.





GHOULS

Ventruue usually avoid Embracing the old, though there are many exceptions to this. Vampiric existence is extremely dangerous, and the Ventruue want their neonates capable socially, mentally and physically. Rather than letting their old allies die off, however, Ventruue often feed them their blood and bind them as ghouls.

Ghouls span the spectrum of Ventruue interests, and no clan makes more or better use of these second-class immortals. Ventruue have discovered that the lure of eternal life makes a most effective bribe, especially for those mortals old enough to be in positions capable of furthering the clan's interests. Ventruue have far more to gain by enlisting the old and powerful than the young and promising (these latter make better childer than ghouls).

Ventruue ghouls remain in their old positions for a reasonable amount of time, arrange a transferal of their temporal power to the Ventruue, and then take positions behind the scenes. While some Ventruue eliminate their ghouls as soon as their usefulness has ended, most prefer to find new positions for their old allies. If those positions are more dangerous and the ghouls meet untimely ends, then so be it.

Until such time as their utility ends, a Ventruue's ghouls make up a big part of his unlife. The clan takes the Fourth Tradition of the Accounting to heart and applies it to ghouls as well. Ventruue consider a ghoul an extension of its master and treat it as such. They usually avoid sending their servants into needless danger or grossly mistreating them. Many ghouls have served their Ventruue masters for decades and will do so for decades more.

VENTRUE AND THE WORLD

MORTALS

Do we have a responsibility to the children of Seth? The answer is a resounding yes. They are as much in our charge as the Brujah, the Malkavians or the lowly Caitiff.

THE ARCANUM

Our Kindred do not realize what a useful tool this organization has been. Its members have succeeded in discovering much that we would never have found ourselves. Still, it remains imperative that neither it nor the Camarilla realizes the influence we have over it.

THE INQUISITION

A constant reminder of what a threat mortals can be when manipulated by more powerful forces. If there are such things as the Secret Masters, then the Inquisition is surely their handiwork.



-HOTZ-



THE CAMARILLA

Obviously not the best of all possible organizations, but the best we can hope for. It is not under our control or anyone else's; instead, it provides a stage upon which we can watch and learn. Studied long enough, it should reveal who is attempting to accomplish what.

THE INCONNU

These aged vampires are either the most flagrant liars or the most tragic dupes in existence. That they could ever believe that they are not being manipulated by other, more powerful entities is incomprehensible. These are some of the biggest pawns in the game. Still, their raw power makes them appear more like blundering rooks or queens. Beware.

THE SABBAT

Yes, it was no doubt created to be a tool of the Secret Masters, but here we have achieved our greatest successes. The more successes it scores, the more powerful it becomes, the more imminent is its collapse. Our efforts have ensured that this vile sect cannot survive. When it comes crashing down, it will take its Masters with it.

ASSAMITES

We have had more contact with this clan than anyone else, and almost destroyed it during Rome's heyday. Since the Inquisition, it has become apparent that its power has been broken, and now its assassins are nothing more than faithful lapdogs content to serve anyone who meets their price.

BRUJAH

This noxious rabble shifts with the wind like the stench from a garbage dump. They have been our allies, enemies, betrayers and benefactors. If a Brujah says something, do not believe it. She may mean it with all sincerity, but even she may not know what she will do next. I would prefer their permanent enmity to our current unsteady alliance—at least then they would be predictable.

FOLLOWERS OF SET

These snakes may be predictable, but that does not make them any easier to deal with. Every time you enlist one of these creatures to your cause, you can be sure that he is searching for a way to manipulate events against you. Better to set them up as the scapegoats for anything that might go wrong, thus destroying them before they can turn their attention to you.

GANGREL

Good, easily trained little pets. Feed their little delusions ("Oh, yes, by living in the Barrens you stay quite free of the Jyhad!"), throw them some bones ("I would be more than happy to help prevent the paper mill from polluting your swamp."), and they will support you as surely as a dog runs to the one who feeds it.



GIOVANNI

These charlatans like to play make-believe, exuding an aura of magic and mystery, but we know better. As far as magic goes, they are nothing compared to the Tremere. As far as business goes, they are less than nothing compared to us. When we want something that they have, they give way without complaint. All rumors that they are manipulating us for some darker purpose are mere drivel.

MALKAVIAN

Is their madness genuine, or is it a ruse to make us relax our guard? The answer is probably both and neither. The Malkavians have usually been our allies, as during Rome, but this has not always been the case. More than likely they are products of the Secret Masters' machinations, no longer able to express free will except through insanity.

NOSFERATU

This clan has done more to serve us than its members would care to believe, but it is still a clan to fear. Its members' constant snooping helps keep the other clans in line, even if it does occasionally hurt us. The older members know the ancient stories, and they are the ones to fear. The very eldest seek those things our ancestors hid away, and their deep, dank tunnels are safe for no vampire.

RAVNOS

Pawns one and all, these vampires delight in nothing more than destroying everything that can provide a sense of community. The only good it can do is to provide a rallying point around which we can gather the other clans for one goal — its destruction.

SALUBRI

What a tragic history. It is so sad what happened to these poor vampires. Too bad there aren't any more around so we can make it up to them. (If you see one, tell a Tremere and put him in debt to you.)

TOREADOR

Far craftier than they let on, the Toreador present an ingenuous facade; in fact, many of its members are almost as capable at business and politics as we are. Individual members are trustworthy and follow the laws of prestation, but the clan as a whole must be watched. It will change sides at a moment's notice and still come out smelling like its flowery emblem.

TREMERE

The biggest organization of pretenders in existence, and a constant pain in the neck as well. As long as no one else trusts them, we can ensure that they can never usurp us. Needless to say, we have played a key role in spreading the stories of their double-dealings and betrayals. While they remain subservient to us they are useful, but the Secret Masters have been at work here.





COTERIES

Between the Ventrue's mistrust of the other clans and the tightly knit nature of the clan itself, one might wonder why they associate with other Kindred. The Ventrue themselves, however, realize just how necessary these alliances are.

The Ventrue understand that they need other vampires. They cannot do everything themselves. Young Ventrue especially need the aid of other vampires because they can accomplish almost nothing on their own. The elders seem to have already taken hold of everything worth controlling, and young Ventrue often find themselves forced to oppose their elders in order to do anything.

Young Ventrue find that other neonates share many ideas with them, ideas that are completely alien to their sire. If a Ventrue seeks to make his mark in politics, getting the support of a rising Toreador Artiste can be invaluable. Brujah make very effective allies when the Ventrue's businesses run into labor problems. Even a Tremere rival can play a critical role in advancing a Ventrue's status in undead society itself.

PRINCES

We hold most of these positions, and there is no better place from which to watch and prepare. Let those with neither conscience nor heart hide their heads. Let them scream that we are fools or lightning rods. We have our responsibilities and our duties, and we will fulfill them.

ANARCHS

Speaking of screamers... The more freedoms these puppets demand, the more they would take away from anybody else. All their complaints must be taken with a barrel of salt, for these poor, deluded fools have no idea what is really going on in the world. Those who believe themselves the most free are the biggest dupes.

FAERIES

These odd creatures truly exist, and we have occasionally worked with them. They have their own understanding about the universe, and while no vampire should try to comprehend it, we can appreciate it all the same. Treat them courteously, seek to work with them, and always keep an escape route open.



GHOSTS

Some Ventrue believe there is far more to these tragic wraiths than we have believed. Older vampires say dead souls have not been this active since the Middle Ages. Still, we have had little to do with them, and this is the way we should keep things.

LUPINES

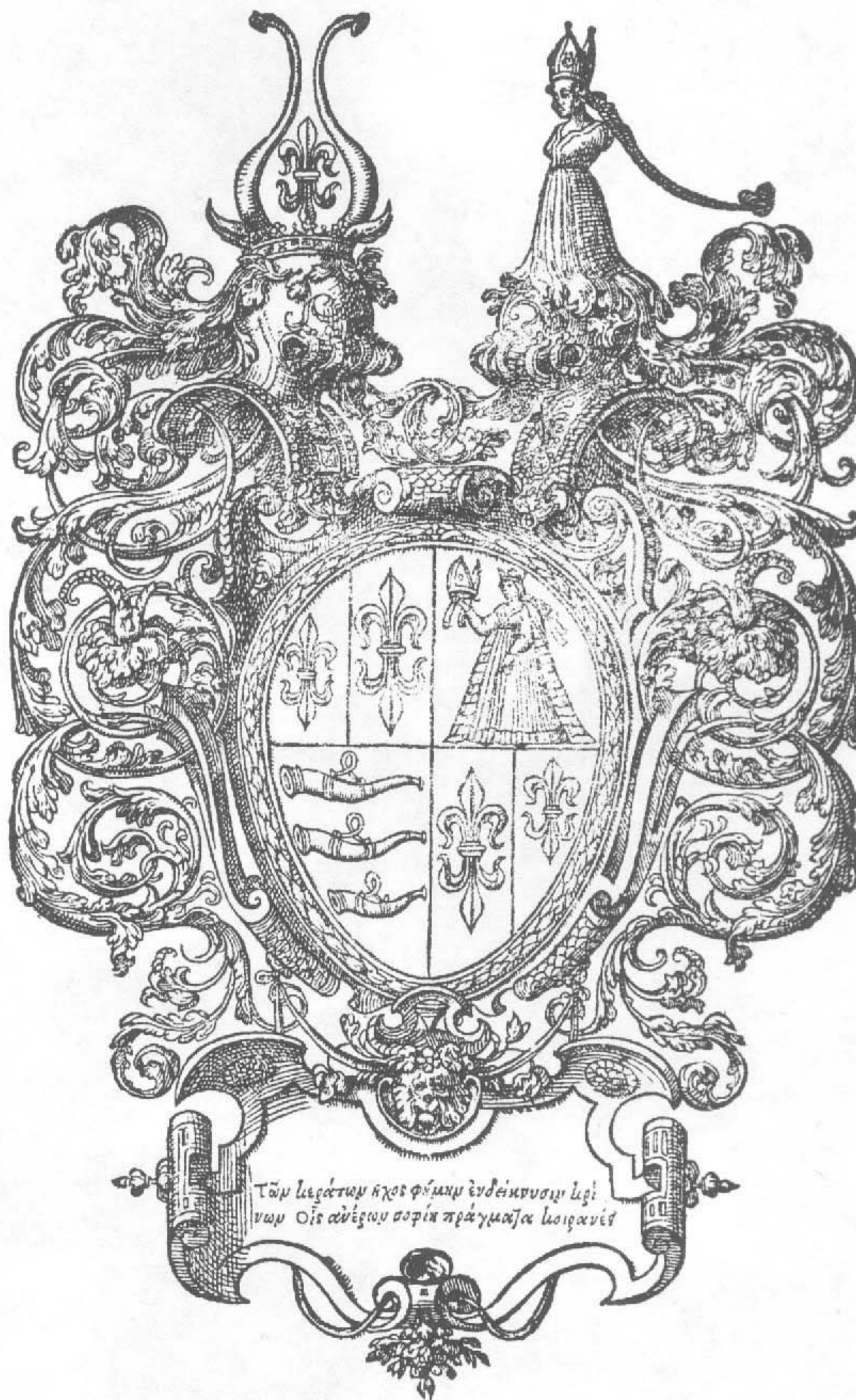
They are among the greatest tools of the Secret Masters. These beasts have no will of their own and exist only to do the bidding of powerful spirits. They would do anything to bring us down, for their masters know we would do anything to block them. Do not expect quarter from a werewolf and do not give one any. Our Presence powers are often enough to send the beasts howling in fear.

MAGES

The Secret Masters manipulate the mages just as they do the Lupines, but some mages remain free. If you need allies among the mages, look to those who deal with science, but do not trust them. Even those mages who are not controlled from afar can be trusted only as long as you can keep them looking at someone else. As soon as their hungry eyes turn to you, Dominate them or run.

GOLCONDA

There is such a state, but it is a tenuous and ephemeral one at best. Attaining it provides a momentary respite from the demands of our existence, but losing it proves extremely traumatic. Because it cannot be held, one is better off never seeking it than finding it and subsequently losing it.







CHAPTER FOUR: VENTRUE TEMPLATES

*He was the mildest manner'd man
That ever scuttled ship or cut a throat,
With such true breeding of a gentleman,
You could never divine his real thought.*
— Lord Byron, *Don Juan*

While the Ventrue have Embraced mortals from a wide variety of backgrounds, most members of the clan have a number of similarities. First of all, Ventrue tend to choose mature mortals who have had some time to develop the skills the clan seeks. Second, sires usually look for mortals who are more stable than those targeted by other clans. Finally, Ventrue take special care to ensure that their neonates do nothing to embarrass them, and they choose their childer with this in mind.

Feel free to tamper with the numbers, Natures, Demeanors, etc., to make these characters fit your needs. These templates may also guide you in creating your own characters. The best characters, however, are those you design and develop from scratch.

Some of the Natures and Demeanors used in these templates are taken from *The Vampire Players Guide*.



ANARCH WANNABE

Quote: *The Brujah make some good points. You just don't want to understand them.*

Prelude: You've had to put up with other people's expectations your whole life. Your parents read Shakespeare to you while you were in the womb, put you in a prestigious preschool when you turned two, and nagged you ever since. While thoughts of rebellion stir in many adolescent children, yours began when you were five, by which point you had already learned two instruments and two languages (you disappointed your parents by not learning a third until you were seven).

No matter how much you dreamed of freedom from their pushing and prodding, you did nothing to oppose them. Instead, you dutifully fulfilled their expectations, graduating with high honors from Yale, becoming a success in business and achieving all the dreams they were living through you.

Obviously, your Embrace altered all this. Changed because your sire believed you the epitome of the Ventrue type, you found yourself suddenly and completely free of your parents' control. Not even vampires can force you to revert to your hated existence — you hope.

Concept: If you wanted to, you could be the perfect child — but you don't want to. You want to be rid of all the restrictions and demands others impose on you. Still, you realize you owe something to your sire and clan, and the pull between them and the anarchs is getting worse.

Roleplaying Tips: While you would like to cast responsibility to the winds, you know you cannot. Instead, you hope to shoulder only the kind of responsibilities you want, and have become very careful about your promises. You don't want to be everything to everybody. You only want to be yourself.

Equipment: Torn but clean denim-and-leather outfit, brass knuckles (never used), BMW



Venture™

VAMPIRE: The Masquerade™

Name:

Nature: **REBEL**

Sire:

Player:

Demeanor: **BON VIVANT**

Generation: **12th**

Chronicle:

Concept: **ANARCH WANNABE**

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

Dominate _____ ●○○○○○○○
Fortitude _____ ●●○○○○○○○
Presence _____ ●○○○○○○○
_____ ○○○○○○○○
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_____ ○○○○○○○○

Backgrounds

CONTACTS _____ ●●○○○○○○○
GENERATION _____ ●○○○○○○○
HERD _____ ●○○○○○○○
RESOURCES _____ ●●○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

Virtues

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

Other Traits

_____ ○○○○○○○○
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Humanity

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Willpower

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

Blood Pool

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

Health

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

Weakness

PREY EXCLUSION

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



BORN LEADER

Quote: *That's a good plan, but here's what we're gonna do...*

Prelude: As a mortal, you had a hard time getting done what needed to be done. You knew the correct ways to do things and could usually get people to do them, but not always. There were always those who couldn't see the necessity of doing things your way, and they would often become recalcitrant, blocking you at every turn.

Now that you are a vampire, you have little problem convincing mortals to follow your lead. It's other Kindred who are the problems. Brujah, Gangrel, Malkavian, Tremere — it makes no difference. They need you even more than the mortals did, and until they realize it, you will continue to lead them whether they like it or not.

Concept: You were Embraced for your natural ability to sway people to your side and convince them to follow your lead. No matter what you did as a mortal, you managed to attract others to your cause. The same holds true as a vampire. The only problem is that now your enemies are often more powerful than you and your allies combined.

Roleplaying Tips: Used to being the center of attention, you do not take kindly to being overshadowed. While this means other neonates may find you overbearing, you find elders to be even moreso. Thus, anarchists and other alienated Kindred may be more willing to work with you than other Ventrue are. You have common enemies.

Equipment: White suit, dark sunglasses, colorful tie, Lincoln Town Car, Glock-17



Venture™

VAMPIRE: The Masquerade™

Name:

Nature: ARCHITECT

Sire:

Player:

Demeanor: DIRECTOR

Generation: 13th

Chronicle:

Concept: BORN 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

Dominate ●○○○○○○○
 Fortitude ○○○○○○○○
 Presence ●●●○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

ALLIES ●○○○○○○○
 CONTACTS ●○○○○○○○
 HERD ●●○○○○○○○
 INFLUENCE ●○○○○○○○
 RESOURCES ●●○○○○○○○
 STATUS ●○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

____ ○○○○○○○○
 ____ ○○○○○○○○
 ____ ○○○○○○○○
 ____ ○○○○○○○○
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 ____ ○○○○○○○○
 ____ ○○○○○○○○
 ____ ○○○○○○○○

Humanity

● ● ● ● ● ● ● ● ○ ○

Willpower

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

Blood Pool

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

Health

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

Weakness

PREY EXCLUSION

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



CAPO

Quote: *You think we got a problem?* (sound of cracking bone)
I don't think we got a problem.

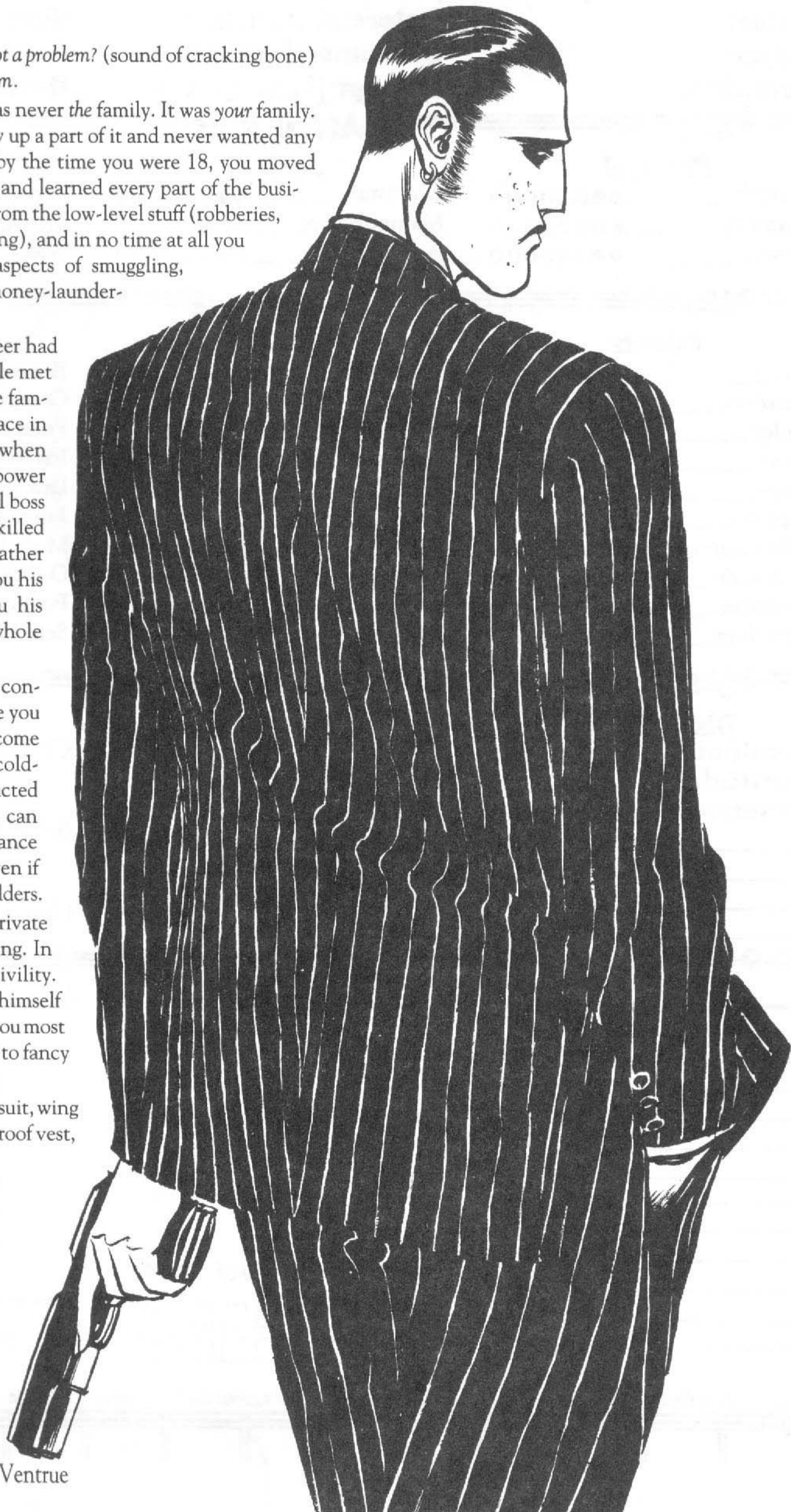
Prelude: To you, it was never *the* family. It was *your* family. You were born into it, grew up a part of it and never wanted any other kind. A made man by the time you were 18, you moved quickly through the ranks and learned every part of the business. You graduated early from the low-level stuff (robberies, safecracking and legbreaking), and in no time at all you were learning the finer aspects of smuggling, gambling and all types of money-laundering.

You thought your career had hit its peak when your uncle met with an "accident" and the family chose you to take his place in the hierarchy. This was when you discovered the true power behind the family. The real boss didn't mind that you had killed your uncle; in fact, he rather liked that. First he made you his ghoul; later, he made you his childe. Now you have a whole new family.

Concept: While your connections and abilities made you an appropriate choice to become a Ventrue, it was your cold-hearted brutality that attracted the clan's attention. You can and will do anything to advance yourself and the clan — even if this means opposing clan elders.

Roleplaying Tips: In private you are ruthless and cunning. In public you are the heart of civility. Nobody should consider himself your enemy. Those whom you most hate are the ones you want to fancy themselves your friends.

Equipment: Pinstripe suit, wing tips, .45 automatic, bulletproof vest, Cadillac



Venture™

VAMPIRE: The Masquerade™

Name:

Nature: **CONNIVER**

Sire:

Player:

Demeanor: **BRAVO**

Generation: **13th**

Chronicle:

Concept: **CAPO**

Haven:

Attributes

Physical

Social

Mental

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

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

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

Abilities

Talents

Skills

Knowledge

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

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

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

Advantages

Disciplines

Backgrounds

Virtues

Dominate _____ ●○○○○○○○
 Fortitude _____ ●○○○○○○○
 Presence _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

ALLIES _____ ●○○○○○○○
CONTACTS _____ ●●○○○○○○○
FAME _____ ●○○○○○○○
INFLUENCE _____ ●○○○○○○○
RESOURCES _____ ●●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

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

Other Traits

Humanity

Health

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

● ● ● ● ● ● ● ○ ○ ○

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

Willpower

● ● ● ● ● ● ● ○ ○ ○

Blood Pool

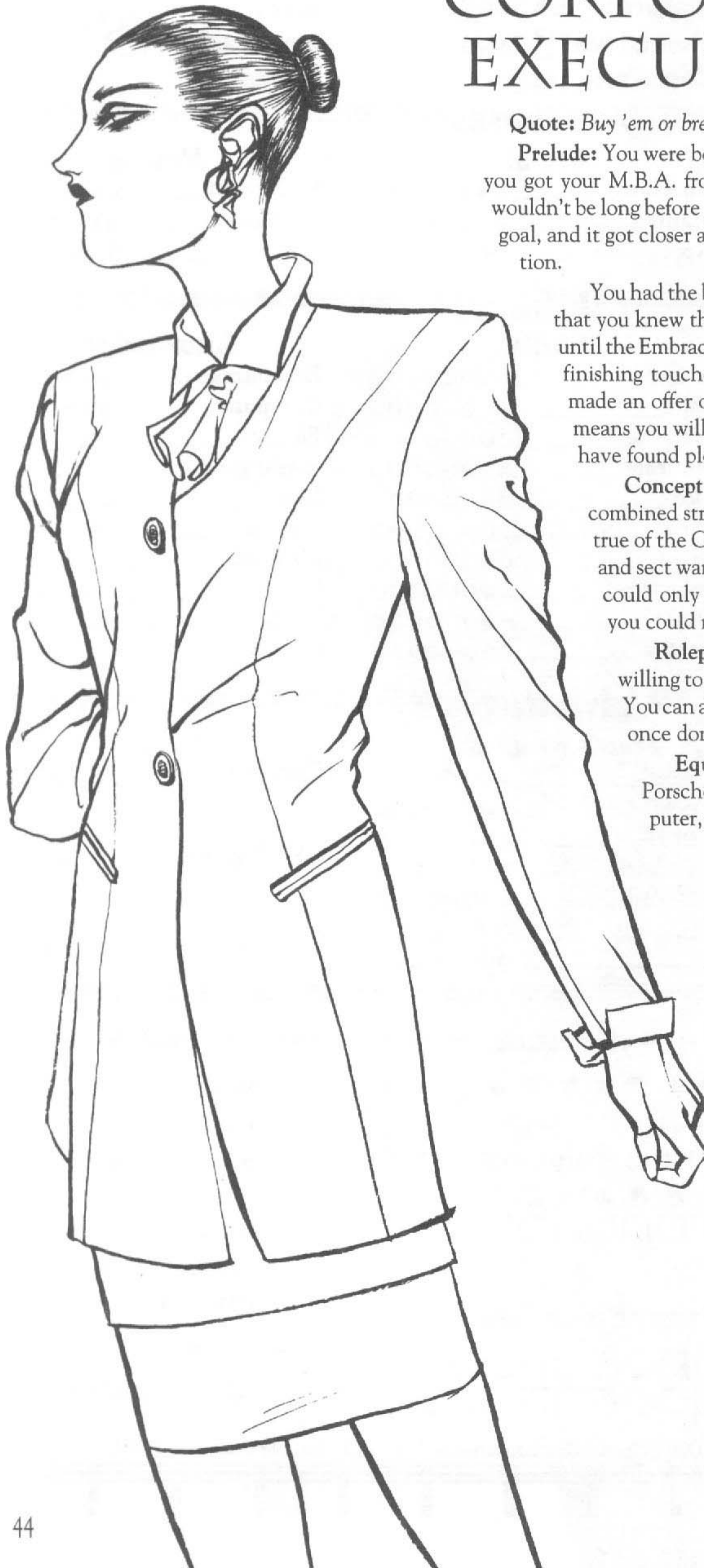
Weakness

PREY EXCLUSION

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



CORPORATE EXECUTIVE



Quote: *Buy 'em or break 'em.*

Prelude: You were born on the fast track to success, and by the time you got your M.B.A. from the Harvard Business School, you knew it wouldn't be long before you finished climbing the ladder. CEO was your goal, and it got closer and closer with every deal, decision and promotion.

You had the brains and the talent, but you also had help. Not that you knew that. In fact, you didn't even know your Mentor until the Embrace. He visited you one night after you had put the finishing touches on an especially lucrative merger. Then he made an offer of his own. You've regretted it somewhat, for it means you will never get the recognition you wanted, but you have found plenty of other rewards to make up for that.

Concept: As a part of Clan Ventrue, you know that the combined strength of its members is incredible. The same is true of the Camarilla and all the undead. The constant clan and sect wars are not only destructive, they're stupid. If you could only unite these diverse elements, there is nothing you could not do.

Roleplaying Tips: You can be smoother than silk, willing to say or do almost anything to get what you want. You can also be harder than iron, and those who cross you once don't do it again.

Equipment: Expensive Italian business dress, Porsche, cellular phone, midtown condo, portable computer, portable fax machine

Venture™

VAMPIRE: The Masquerade™

Name:

Nature: VISIONARY

Sire:

Player:

Demeanor: AUTOCRAT

Generation: 11th

Chronicle:

Concept: CORPORATE EXEC

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

Dominate _____ ●●○○○○○○○
 Fortitude _____ ○○○○○○○○
 Presence _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

CONTACTS _____ ●●○○○○○○○
 GENERATION _____ ●●○○○○○○○
 HERD _____ ●●○○○○○○○
 INFLUENCE _____ ●○○○○○○○
 MENTOR _____ ●●○○○○○○○
 RESOURCES _____ ●●●○○○○○
 STATUS _____ ●○○○○○○○

Virtues

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

Other Traits

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

Humanity

● ● ● ● ● ● ● ● ○ ○

Willpower

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

Blood Pool

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

Health

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

Weakness

PREY EXCLUSION

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



COUNSELOR

Quote: *I understand your problem. What would you like to see happen now?*

As a child, you discovered that the best way to get people to like you was to keep quiet, listen, and then tell them what they wanted to hear. You even contemplated becoming a psychiatrist. Instead of medical school, however, you chose law school, and have never regretted the decision.

Indeed, you so impressed one of your clients that she decided to keep your counsel for all eternity. At first you feared that the other Kindred would see through your act. Now you realize that they like having their egos stroked even more than mortals do. You are everyone's best friend, and sometimes you even offer useful advice.

Concept: Those vampires who know you only by reputation believe you to be a weasely, conniving manipulator. Those who have met you find you comforting, warm and even inspiring. Neither group has a clue.

Roleplaying Tips: Be friendly and attentive at all times. Just remember, though, that the one you really care about is you.

Equipment: Dinner jacket, expensive and tasteful jewelry, Saab Turbo





LOVER OF UNLIFE

Quote: *I'll worry about that tomorrow night.*

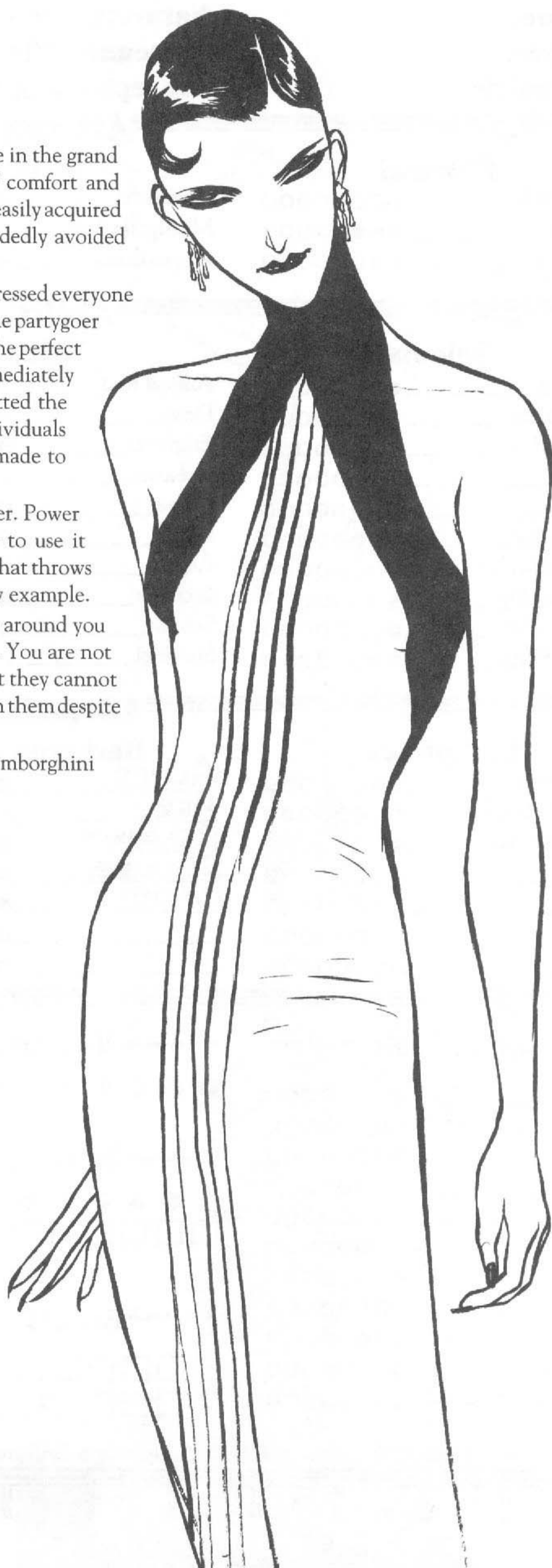
Prelude: Born into a rich family, sure of your place in the grand scheme of things, you were all set to enjoy a life of comfort and pleasure. Naturally talented, if not at all ambitious, you easily acquired the abilities you felt you would enjoy, and single-mindedly avoided those that seemed the least bit unpleasant.

You became a fixture at all the best parties and impressed everyone with your wit, sophistication and flair. You impressed one partygoer too much, however, and he Embraced you, finding you the perfect addition to Clan Ventrue. He was right. You immediately adapted to your new unlife and have never regretted the change. You must occasionally deal with the kind of individuals you once would have spurned, but even they can be made to revere you.

Concept: The Ventrue clan is not just about power. Power is nothing without the grace and gentility necessary to use it properly. You represent this part of the clan — the part that throws the finest parties, keeps the best company and leads by example.

Roleplaying Tips: People should not feel inferior around you because you act superior, but because they are inferior. You are not condescending, but those around you should know that they cannot live up to your standards. The fact that you associate with them despite this fact should impress them even more.

Equipment: Evening gown, expensive jewelry, Lamborghini



Venture™

VAMPIRE: The Masquerade™

Name:

Nature: GALLANT

Sire:

Player:

Demeanor: DIRECTOR

Generation: 9th

Chronicle:

Concept: LOVER OF UNLIFE

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

Dominate _____ ●●○○○○○○○
 Fortitude _____ ○○○○○○○○
 Presence _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

GENERATION _____ ●●●○○○○○
 HERD _____ ●○○○○○○○
 MENTOR _____ ●●○○○○○○○
 RESOURCES _____ ●●●○○○○○
 RETAINERS _____ ●●○○○○○○○
 STATUS _____ ●○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

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

Humanity

● ● ● ● ● ● ● ○ ○ ○

Willpower

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

Blood Pool

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

Health

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

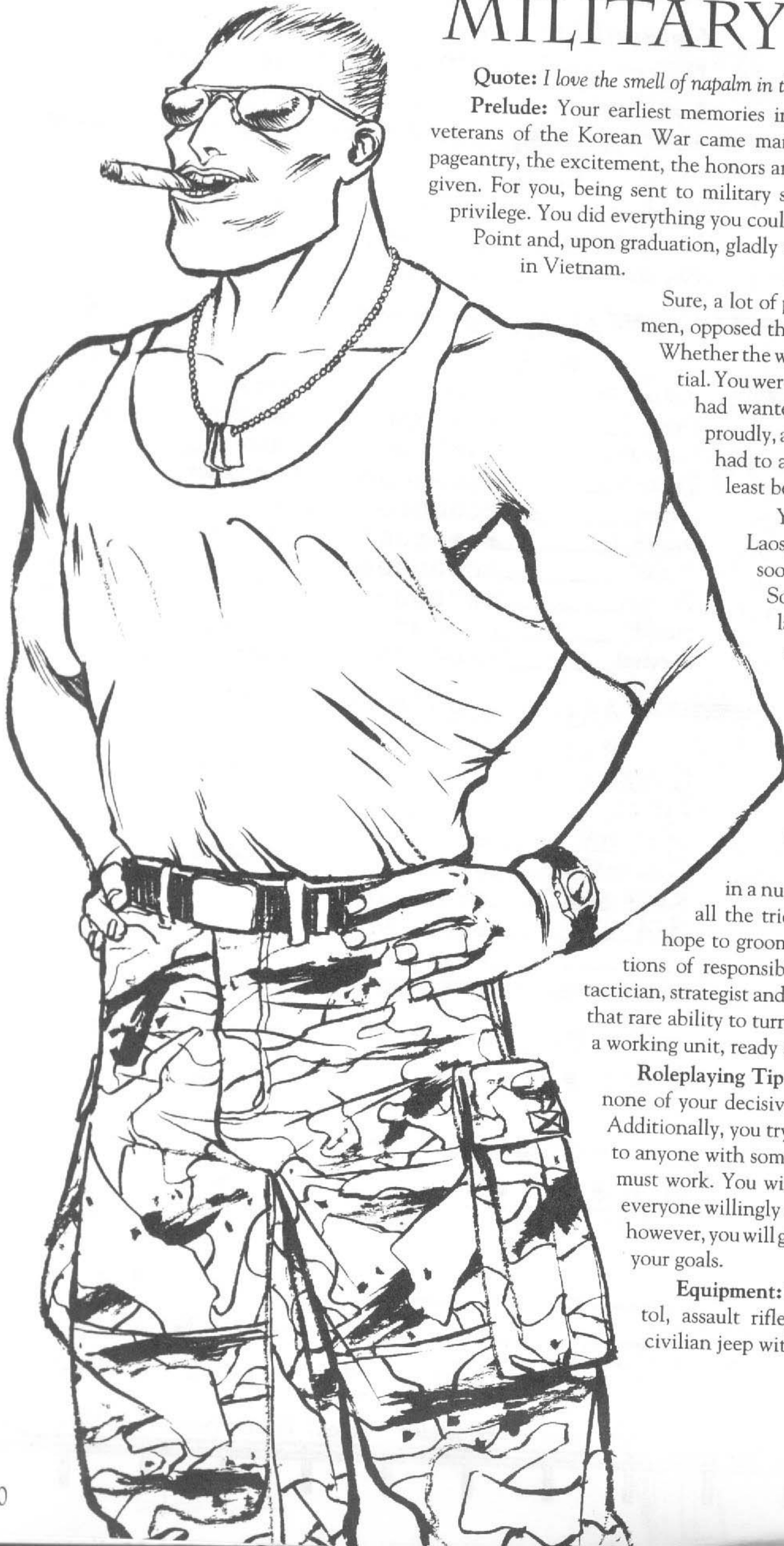
Weakness

PREY EXCLUSION

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



MILITARY MAN



Quote: *I love the smell of napalm in the evening.*

Prelude: Your earliest memories include watching the parades as the veterans of the Korean War came marching home. You remembered the pageantry, the excitement, the honors and, most of all, the respect they were given. For you, being sent to military school was not a punishment but a privilege. You did everything you could to ensure an appointment to West Point and, upon graduation, gladly took the field as a second lieutenant in Vietnam.

Sure, a lot of people, including many of your own men, opposed the war. It really didn't matter to you. Whether the war was right or not was inconsequential. You were now a soldier, and this was what you had wanted to do all your life. You served proudly, and even the most disenchanted men had to admit that serving under you was at least bearable.

Your career did not end in Vietnam. Laos, Cambodia, and other distant shores soon followed. You were an advisor in South America, Afghanistan, Thailand and other places. Your last active service was in Grenada, where you led soldiers into combat for the last time. After all, there is another war to fight — a war that has been waged for millennia. The Ventrue need their own soldiers, and now you are one of them.

Concept: You serve the Ventrue in a number of ways. First of all, you know all the tricks of leadership, and your elders hope to groom you for greater and greater positions of responsibility. Second, you are an expert tactician, strategist and modern warrior. Finally, you have that rare ability to turn the most disparate elements into a working unit, ready and able to coordinate as a team.

Roleplaying Tips: A man of action, you have lost none of your decisiveness since becoming a vampire. Additionally, you try to be fair in all things, and listen to anyone with something to offer or with whom you must work. You will do everything you can to keep everyone willingly working together; should that fail, however, you will gladly turn to brute force to achieve your goals.

Equipment: Military dress uniform, heavy pistol, assault rifle, wooden bayonet, flak jacket, civilian jeep with military radio

Venture™

VAMPIRE: The Masquerade™

Name:

Nature: DIRECTOR

Sire:

Player:

Demeanor: DIRECTOR

Generation: 11th

Chronicle:

Concept: MILITARY MAN

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

Dominate _____ ○○○○○○○○
 Fortitude _____ ●●○○○○○○○
 Presence _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

ALLIES _____ ●○○○○○○○
 CONTACTS _____ ●●○○○○○○○
 GENERATION _____ ●●○○○○○○○
 RESOURCES _____ ●●○○○○○○○
 STATUS _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

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

Humanity

● ● ● ● ● ● ● ○ ○ ○

Willpower

● ● ● ● ● ● ● ● ○
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Blood Pool

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

Health

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

Weakness

PREY EXCLUSION

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



OPERATIVE

Quote: Nothing gets 'em talking like a few quick jolts with 40,000 watts.

Prelude: Your career in government service began with the little stuff—electronic surveillance, smear campaigns and other black-bag work. You impressed your superiors with your hard work, dedication and, most of all, your utter lack of scruples. They continued giving you more and more important jobs, and you kept succeeding. Your goal was to become part of the inner cabal that runs the government and employs people like yourself.

One night your wish came true. The only trouble was that the inner cabal did not include the people you thought it did. Indeed, the inner cabal did not include any “people” at all. The Ventrue put your skills to work at once, and you’ve been gathering information and pulling off jobs just like before. You’ve also started gathering choice tidbits on your masters, just like before...

Concept: CIA, NSA, DIA, CAT...it just doesn't matter. They all report to the same folks, and these folks live beyond presidential administrations. In fact, they live beyond presidents. In fact, they don't live at all. Now you're one of these guys, only once again you're at the bottom. You have no intention of staying there for long.

Roleplaying Tips: Your success as a mortal derived from the fact that no one suspected you. Now everyone does, and you can either try to counteract that paranoia or use it to your own advantage. Either way, you know you have interesting times ahead of you.

Equipment: Rumpled gray suit, overcoat, .38 Special, nondescript American-made car, electronic eavesdropping equipment, gas pen, various untested but potentially useful chemicals



Venture™

VAMPIRE: The Masquerade™

Name:

Nature: **CONNIVER**

Sire:

Player:

Demeanor: **LOVER**

Generation: **12th**

Chronicle:

Concept: **OPERATIVE**

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

Dominate _____ ●●●○○○○○
 Fortitude _____ ●○○○○○○○
 Presence _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

CONTACTS _____ ●●●○○○○○
GENERATION _____ ●○○○○○○○
INFLUENCE _____ ●●○○○○○
RESOURCES _____ ●●○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

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

Humanity

● ● ● ● ● ● ○ ○ ○ ○

Willpower

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

Blood Pool

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

Health

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

Weakness

PREY EXCLUSION

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



UNION BOSS

Quote: *In numbers there is strength.*

Prelude: An idealistic flame burned in your heart when you were young, but you found bringing justice to the working class rougher than you expected. The corporate powers had their muscle, and you had to make deals to get your own bruisers — deals that returned to haunt you. For years you managed to accommodate both the union and the mob, but as time went on, it became harder and harder. Then you discovered who really ran the Mafia.

You cut a deal with high government officials, promising to tell all you knew about organized crime, and you made a similar arrangement with members of the FBI's Special Affairs Division. Before you could talk, however, a car pulled up to you one night as you left a diner. Its mysterious occupant ordered you to get in, and from then on you have served the undead.

Concept: You were too dangerous to let live and too valuable to destroy, so a powerful Ventrue Embraced you and forced you to serve her. Now she feels that the days of the union are numbered and has let you go your own way. You know better, however, and nurtured your mortal contacts during the years you served her. Now you are ready to make the world the kind of place you want it to be.

Roleplaying Tips: You are tough, though you know the meaning of compromise. You strike most people as uneducated, but you are sharp as a whip. Additionally, you know how to stir up a crowd and command loyalty.

Equipment: Brown suit, attaché case, bullet-proof vest, baseball bat



Venture™

VAMPIRE: The Masquerade™

Name:

Nature: ARCHITECT

Sire:

Player:

Demeanor: DIRECTOR

Generation: 12th

Chronicle:

Concept: UNION BOSS

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

Dominate _____ ●●○○○○○○○
 Fortitude _____ ●○○○○○○○
 Presence _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

CONTACTS _____ ●●○○○○○○○
 FAME _____ ●○○○○○○○
 GENERATION _____ ●○○○○○○○
 RESOURCES _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

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

Humanity

● ● ● ● ● ● ● ● ○ ○

Willpower

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

Blood Pool

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

Health

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

Weakness

PREY EXCLUSION

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



YOUNG TURK

Quote: *Look, if we do it your way we risk losing \$5,000,000 with almost no chance of success. Now, if we do it my way...*

Prelude: Politics, business, academia — they all interested you, but only as a means to something bigger. Each field had its own advantages and corresponding weaknesses. Each could help you rise to power and each could hinder it. As a result, you sought to master them all. Soon you found yourself behind the scenes, where the real power is.

The only trouble was that you were not the only one behind the scenes. You unwittingly stepped on the toes of a Ventrue up to his neck in mortal manipulations. While he would normally have squashed you like a bug for your interference, your actions gave one of his opponents a chance to take him down a notch. This opponent, yet another Ventrue, was not only impressed by your ability but knew that the only way to ensure your survival was to make you part of the clan.

Concept: The child of an aggressive, ambitious ancilla, you have many of the same traits and desires. You respect the power that your elders have accumulated through the years, but believe they are out of touch with the times. They miss opportunities, overreact over minor setbacks and have no way to deal with a changing society. While you would prefer to work with them, you believe you will eventually have to walk over them.

Roleplaying Tips: Anyone you meet may someday be important to your plans, so take great pains to avoid alienating anyone. While your elders may not like you consorting with Caitiff, you know you have your sire's support, so go right ahead. Just don't be afraid to sacrifice these pawns if that's what it takes to get the job done.

Equipment: Expensive biker outfit, lots of cash, .357 magnum, cellular phone, custom Harley-Davidson Soft Tail



Venture™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: VISIONARY
Demeanor: DIRECTOR
Concept: YOUNG TURK

Sire:
Generation: 13th
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

Dominate ●○○○○○○○
Fortitude ●○○○○○○○
Presence ●○○○○○○○
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Backgrounds

ALLIES ●●○○○○○○○
CONTACTS ●●○○○○○○○
MENTOR ●○○○○○○○
RESOURCES ●●●○○○○○
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Virtues

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

Other Traits

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Humanity

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Willpower

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Blood Pool

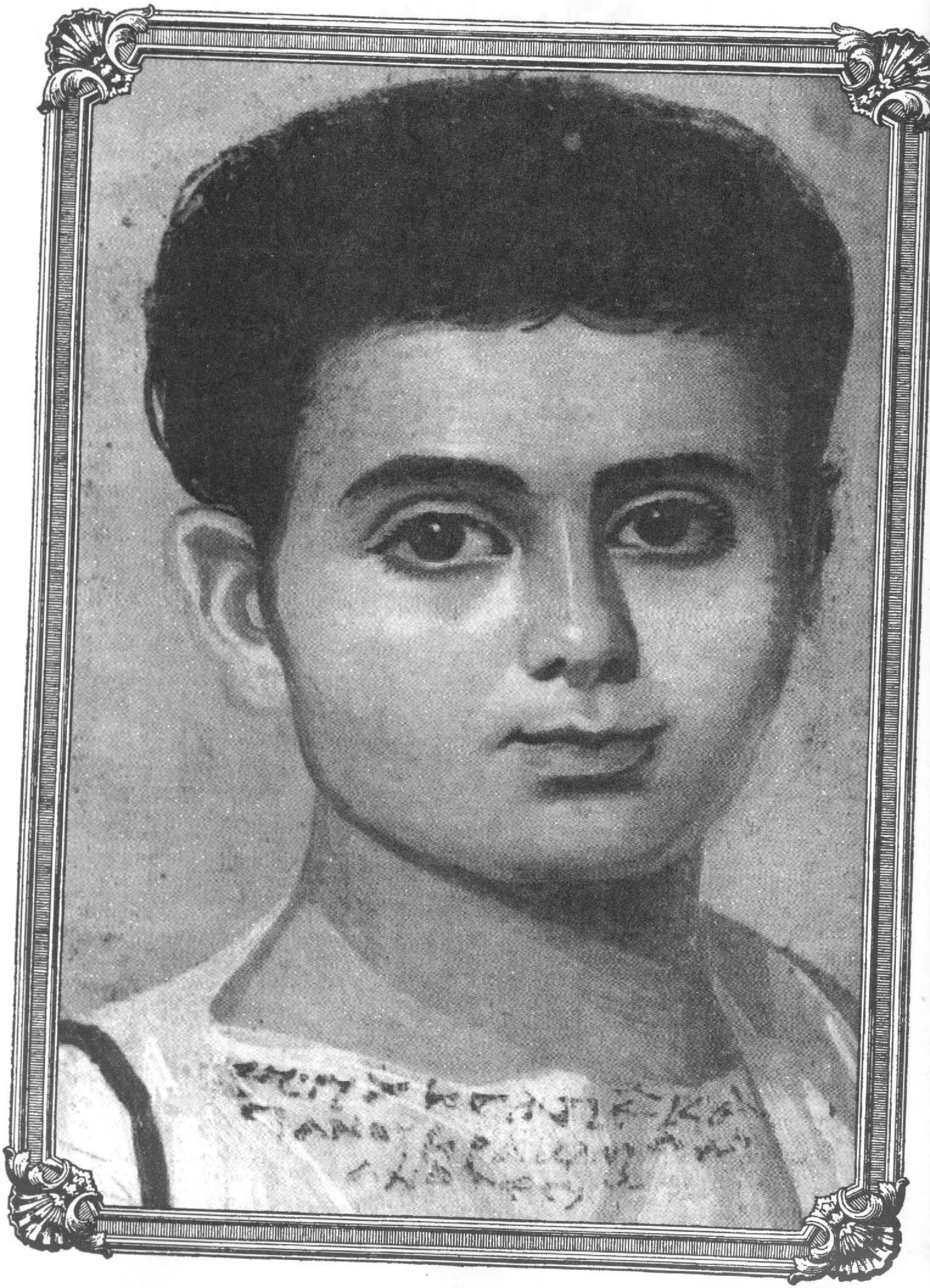
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Health

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

Weakness

PREY EXCLUSION





APPENDIX: SOME DISTINGUISHED VENTRUE

Always to be best, and to be distinguished above the rest.
— Homer, *The Iliad*

In the eyes of the Ventrue, all the members of their great and illustrious clan are worthy of distinction — except for their immediate adversary. That one should be driven from the clan and fed in small pieces to junkyard werewolves. Still, some Ventrue have stood out for a variety of reasons, and these Blue Bloods deserve more than the standard adulation when they enter a room. At least they feel that they do.

Most of these Ventrue have significantly increased the clan's power and prestige, usually at the expense of other vampires or even other Ventrue. For instance, Ruud Retief has driven a number of Ventrue from power in his efforts to bring change to South Africa, while Anushin-Rawan has created an island sanctuary for all vampires without alienating anyone — or so it seems.

While these may not be the most powerful Ventrue, they are the ones about whom everyone talks. Other Blue Bloods keep avid eyes on their growth, follow their successes, and often hope for their falls. Any of these would be willing to help another Ventrue. They would be just as willing to throw him to the wolves if need be.



STEPHAN WORKMAN

Stephan Workman has only come to the clan leaders' notice in the past two decades, and at first they regarded him with utmost suspicion. After all, anarchs and Ventrue rarely got on, and here was Workman living near San Jose, on the outskirts of the Anarch Free States. Not only that, but his businesses were upsetting older, more established Ventrue enterprises. Clan elders began to take a closer look.

Once a ghoul, Workman had served his master as a technician, adept at all manner of electrical devices. Workman's sire Embraced him after discovering that the technician was as adept with corporations as he was with devices. Workman immediately became a part of the burgeoning computer field, and it was here that he made his mark.

Using both ground-breaking technology and innovative business practices, Workman managed to turn a small manufacturer of computer chips into a prestigious computer company. His main contributions revolved around simplifying the complex engineering features, making them something the average user could understand.

This, of course, brought Workman into conflict with older Ventrue who manipulated some of the established computer companies. What the Ventrue discovered when they moved against him was that their control was nowhere near so complete as they believed. Indeed, despite the fact that they were raking in money from their computer firms, they found themselves facing seemingly unrelated supernatural opposition whenever they tried to use these resources against Workman.

First they had to deal with mages who had usurped key areas of the computer industry. Then, to the Ventrue's complete amazement, they ran afoul of werewolves who had an equally high stake in this field. As the Ventrue wasted their resources battling Technomancers, Virtual Adepts and Glass Walkers, Workman consolidated his power.

He freed himself from the day-to-day operations of his company and began expanding his hooks into other companies in the field. Soon his fingers were in every part of the pie, from chip development to hardware construction to the software produced to support the machines. Finally, when he believed he could survive the clan infighting on his own, Workman presented his achievements at a clan meeting in London.

None could deny that his achievements had brought greater prosperity to the clan; one had only to look at the problems facing his competitors to realize that his methods appeared the best. Younger Ventrue point to him as an example of what progressive beliefs and modern attitudes can do for the clan. Now, of course, Workman has to pay the price for his success.

First of all, not all of Workman's opponents' problems were completely coincidental. He cut deals with Virtual Adepts to keep the older Ventrue off balance. Now they want their payment, and Workman has had to relinquish more and more of his facilities to them. This has brought Workman into direct conflict with a faction of mages calling itself the New World Order, and the vampire still has no idea of what to make of it.

Even more threatening, however, have been his recent run-ins with supernatural beings from Asia. These Gaki have blocked a number of his plans for expansion. Their most recent warning came in the form of a spinal cord dangling from a fetid, floating head, which attacked him as he awoke one evening. Workman has striven feverishly to keep other Ventrue from learning about his problems, but he may have to call on their aid any night now.



RUUD RETIEF

Retief's success has come at the direct expense of older Ventrue, and all the members of the clan know that his nights may be numbered. Still, the impact he has made on the clan in such a short time is without comparison. He has managed to overthrow one of the most entrenched directorates in the world and has replaced it with what may be the most innovative one on Earth.

Embraced at the turn of the century during the Boer War, Retief initially served the Ventrue leaders of Transvaal. After they lost to the British Ventrue and Retief's sire was destroyed, the neonate was forced to switch sides. Retief's new duties revolved around keeping the South African mines operating at peak efficiency, and he performed his job efficiently if without enthusiasm.

In fact, for the next 60 years Retief's unlife stayed as dull as it could possibly be. Then, when the South African directorate managed to divorce itself from its British controllers, things began to heat up. Retief became a dedicated backer of the directorate's plans to limit blacks' involvement in all matters, and he enforced apartheid with vigor and devotion.

Retief established espionage cells dedicated to instigating internecine strife among blacks, used military units to hunt down any possible threat, and ensured that the grossest human-rights violations went unpunished. He also used his rapidly growing influence to keep tabs on his immortal rivals. Retief began to dream of the night when he would become a member of South Africa's Board of Directors.

As the years passed, however, he began to sense the futility of his goal. The leadership seemed set in cement, and any change would require a complete overhaul of the country's social structure. As much as Retief detested what he had to do, he found himself with no choice. Using extreme discretion, he began feeding support to the black leaders.

He also began using his Allies and Retainers to unearth the directors' weaknesses. Then, in the mid-1980s, he made the announcement that shocked Kindred the world over. At a Conclave in Liberia, Retief presented visual, audio and mystical evidence that the South African Board of Directors had made pacts with the Sabbat to encourage upheaval throughout Southern Africa. Retief made no attempt to explain why the Board of Directors had done this, though he implied that it was only part of some larger, more sinister plan.



The directors vehemently denied any involvement in such a plot, but it was too late. Brujah, Gangrel and Assamites from around the world had already made their way to South Africa, and they were quick to enforce the Conclave's decision to strip power from the old directors. Only two of the old directors have been seen since.

Despite promises of increased freedom, the situation in South Africa has seen little improvement. Black-on-black violence increases, and many note that Retief's old intelligence units are as active as ever. Retief blames this on continuing Sabbat involvement, but other Kindred warn that the Ventrue's violent racism must still exist, though he cloaks it under a new, more peaceful facade.

No vampire knows what will happen in South Africa over the next few years, but Clan Ventrue has the most to lose. Still smarting from the public way Retief made his announcement, clan leaders have sent their own agents to the country. The entire clan worries about what will happen to its influence and power should it lose control of this valuable land.



LUCINDE

For many generations Lucinde has served the Ventrue Justicars, and she is one of the very few Archons to serve more than one such luminary. She has always made it clear that her loyalty is to the clan and not the individual. While this means the Justicars do not trust her as much as they otherwise might, clan leaders almost always insist that she serve as an Archon.

Lucinde reassumed her traditional position when she awoke from torpor in 1934. She had been exceptionally close to Michaelis, who had periodically served as Justicar and who again filled the position. While Ventrue leaders knew that the two seemed to trust one another, no one knew how close they were.

Lucinde immediately sought out her old lover. She found Michaelis as warm and caring toward her as he had ever been. He put off her romantic advances, however, and seemed entirely absorbed in archaeological research. Indeed, Lucinde had no luck renewing their old passion until she visited the Justicar in Egypt, where he had just unearthed an ancient scroll.

Fired by his discovery, he shared blood with Lucinde on the floor of an ancient tomb. Even as Lucinde felt the hot ecstasy of Michaelis' blood, she knew something was incredibly wrong. Never had Michaelis' touch been so intense. Every stroke of his fine, pale hands caused her to writhe in simultaneous passion and repulsion. The touch of his hot tongue triggered warning signals even as it ignited formerly dead nerves. By night's end, as the two prepared to sleep in an ancient sarcophagus, Lucinde knew that something fundamental had changed in her lover.

But she loved him still. As the years passed, Lucinde remained Michaelis' most trusted servant, assisting him with a fervor she had never before possessed. She helped him hunt down his renegade prey, using clan resources on an unheard-of scale. She even prepared to defend him on the inevitable night when his schemes would come to light.

Lucinde instead proved the cause of Michaelis' downfall. Other clans had begun to wonder at Michaelis' curious activities, and the Tremere regarded the Justicar with even more concern than most. Several of the clan's agents, including at least one member of the Council of Seven, sought out Lucinde and enlisted her unknowing support.

Through her eyes they watched Michaelis. Through her they noticed his odd habits and odder plans. Through her they realized that the Justicar was not Michaelis. Afraid of what would happen should they announce this information themselves, the Tremere kidnapped Lucinde and showed her what they knew. They forced her to present their knowledge to the leaders of the Camarilla.

At a Conclave in Munich, Lucinde revealed the fact that Michaelis was in fact the Setite Kemintiri. This revelation shocked the Camarilla as little before had, and a worldwide Blood Hunt

was decreed against the vile Sand-Snake. Ventrue leaders, praising Lucinde's efforts to unearth the truth, made her one of the first Alastors, those Kindred who hunt vampires on the Camarilla's most wanted list.

Lucinde has had exceptional success fulfilling her new duties, and has brought numerous Anathema (those on the list) to justice. Still, Kemintiri remains Lucinde's primary target, and she will spare no effort to find the Setite. When Lucinde does, she will tell Kemintiri all she knows and pray that the Sand-Snake will let Lucinde serve her once again.







ANUSHIN-RAWAN

Anushin-Rawan descends from a long line of distinguished Ventrue and proudly traces her lineage back to the clan founder himself. Her debut in what is now the Sheikdom of Qatar was a much-celebrated event, attended by Justicars, Methuselahs and Ventrue from around the world. She immediately set about proving her worth, acting as envoy, diplomat and peacemaker for both the Ventrue and the Camarilla.

Anushin-Rawan and her island sanctuary have gained a great deal of fame among vampires since she established it in the 1950s. Several dozen vampires have traveled here to settle their differences, and even more have spent time here as guests. Other supernatural creatures, including mages and mummies, have visited Yiaros, and some claim to have seen Lupines prowling the grounds. Finally, the island houses a number of faeries, a fact that Anushin-Rawan was aware of when she bought it.

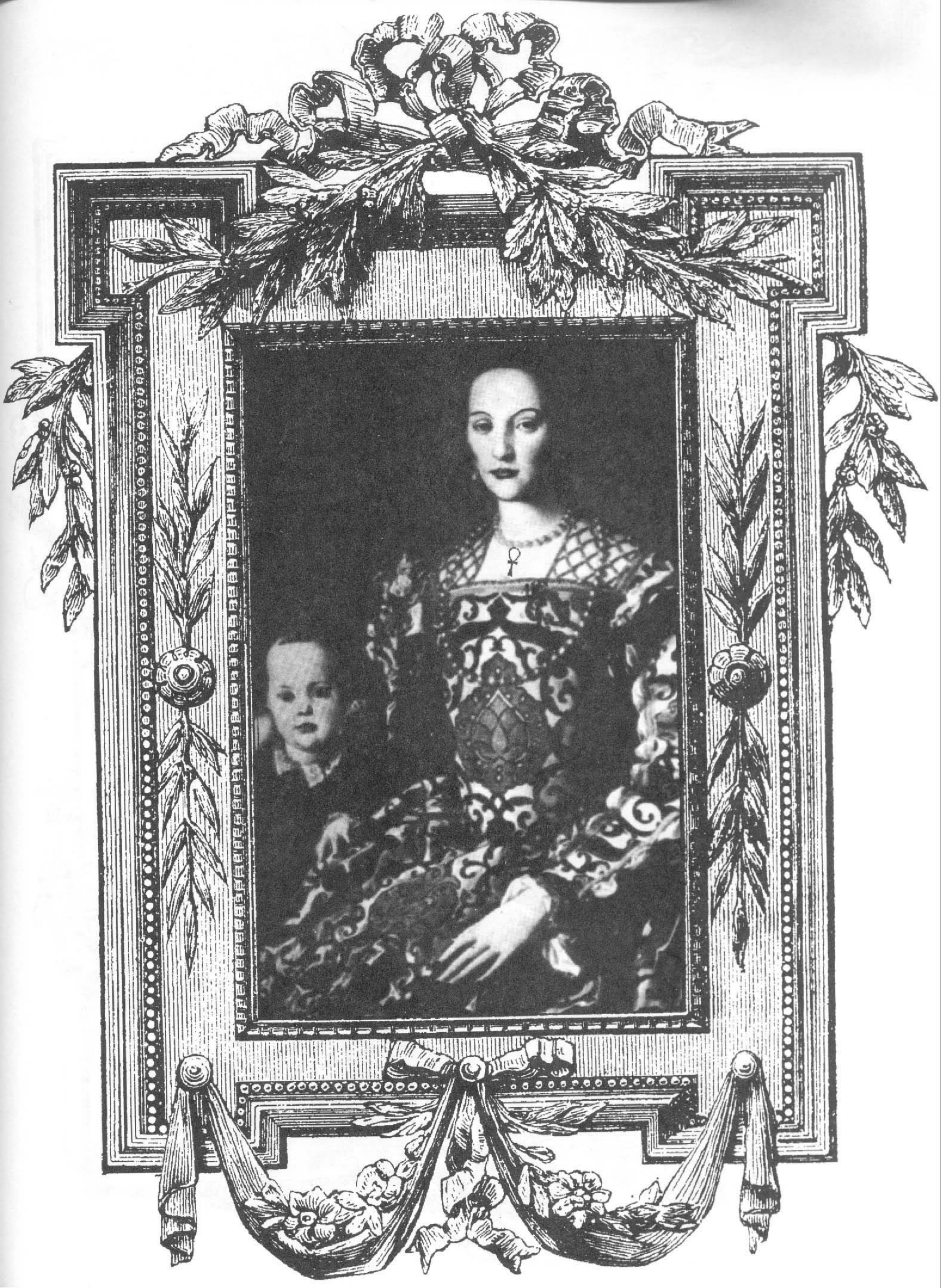


During an especially harrowing mission to foil an Assamite assassination attempt against a Ventrue prince, Anushin-Rawan became acutely aware of the need for a place where vampires could meet to discuss their differences. Drawing on the awesome resources of her clan, Anushin-Rawan purchased Yiaros, a small coastal island in the Aegean Sea.

She has allowed the island's few mortal inhabitants to remain, but has cordoned off a good chunk of Yiaros for her own purposes. The island is easily accessible from Greece by air and boat, and here invited vampires can meet in safety. (Anushin-Rawan only allows invited Kindred on the island. Others will be expelled or destroyed by her many mortal and immortal guards.)

Anushin-Rawan's vampiric guests spend most of their time on her luxurious estate, lounging among the relics of ancient civilizations and feasting on her dozens of young servants. It is not unheard of for faeries to appear in the gardens, and some visitors believe the fey have interbred with the island's mortal inhabitants. Such a belief gains strength the more time one spends among these mortals.

Anushin-Rawan's island attracts some of the undead community's leading figures, and no one can predict just whom he might meet while here. Anushin-Rawan's island has gained her at least as much Status as her ancestry and her talents as a diplomat have. Anyone who threatens this Status will gain an implacable enemy.







BINDUSARA

Unlike Anushin-Rawan, who can proudly recite every member of her lineage, Bindusara's ancestry is clouded in mystery. That he predates Christianity is without question, but no one knows just how old he is. Still, he is the sort of Ventrue other members of the clan are proud to point out, and he has gained the respect of all the Camarilla clans.

Bindusara has spent most of his unlife in the ancient city of Alexandria, but he travels far more than most Ventrue do, perhaps because of all the catastrophes that have befallen his city. A scholar of unchallenged accomplishment, Bindusara is best known for his research into the earliest nights of the undead. His writings and stories are accepted as the most reliable sources on the history of vampires up to the time of Alexander.

While most Ventrue have little use for this knowledge save to bolster claims of illustrious forebears, some avidly study Bindusara's work. They hope that his writing will either reveal what the oldest Cainites have planned or show that their ancestors have been successful in keeping the Kindred free.

Bindusara has no such illusions. His inquiries have instead shown a ceaseless tapestry of control and manipulation. Indeed, Bindusara cannot even fathom a purpose behind this pattern, and has begun to theorize that it must be inherent to vampiric nature.

He has also started to worry that the old adage stating that "vampires' greatest enemies are other vampires" may not be exactly true. There are other, potentially greater, enemies out there, and humans are only the tip of the iceberg. The more he learns, the more he fears.

Still, Bindusara's greatest personal enemies are other undead. The Ventrue know of his legendary feud with the Mnemosyne, a bloodline of Caine-worshippers who devote themselves to the study of the first vampire and *The Book of Nod*. What they do not know is that he is also hunted by the Jocastatians, another bloodline of scholars, but ones who use more diabolic means to enlightenment.

Bindusara has also come to the attention of the Inconnu, who fear that he might learn too much. Bindusara knows that these ancient vampires watch him, though he does not know what their plans might be. Now he continues his studies, courts allies, and prays for the best.





FABRIZIO ULFILA

Ulfila's involvement with the Church dates back to the earliest nights of Christianity, and his success at controlling and manipulating religious leaders is legendary among the undead. The Church has long been a center of vampiric conspiracies, and Ulfila's ability to survive them all is proof of his skill.

Through the centuries he has proved himself a loyal and dedicated Ventrue. No vampire has ever been able to prove that Ulfila has acted to the detriment of the clan. Indeed, Ulfila has conclusively demonstrated that he was in torpor during those few times the Church has acted against the Ventrue. The Inquisition is one example of this.

During Ulfila's early nights, some vampires believed that he possessed True Faith, but no evidence of such dedication has ever surfaced. After all, Ulfila usually employs ghouls like the notorious Ferox to deal with the Church hierarchy. Ferox is the one blot on Ulfila's otherwise stellar career, for he now has a place on the Camarilla's Red List of the most wanted.

Some Ventrue believe Ulfila and Ferox must have been exceptionally close, for there is no denying that Ulfila's work with the Church has declined since his former ghoul gained notoriety. Those vampires close to the Methuselah say he has begun trafficking with the Giovanni, a clan he has had dealings with ever since necromancers took it over.

Ulfila has always had ties to mages, most notably the Celestial Chorus, but these ties have never compromised his loyalty to his clan. Even now, whispers that he deals with the Giovanni for less than altruistic motives gain no credence. Still, he now spends more time in Venice than in Rome and has confirmed rumors that he has developed a number of necromantic powers.



Those who know Ulfila closely say he has become aware of tremendous upheavals in the realms of the dead. They believe these changes have prompted him, at the behest of Ventrue leaders, to deal with his clan's rivals.

C L A N B O O K :

Ventrue™

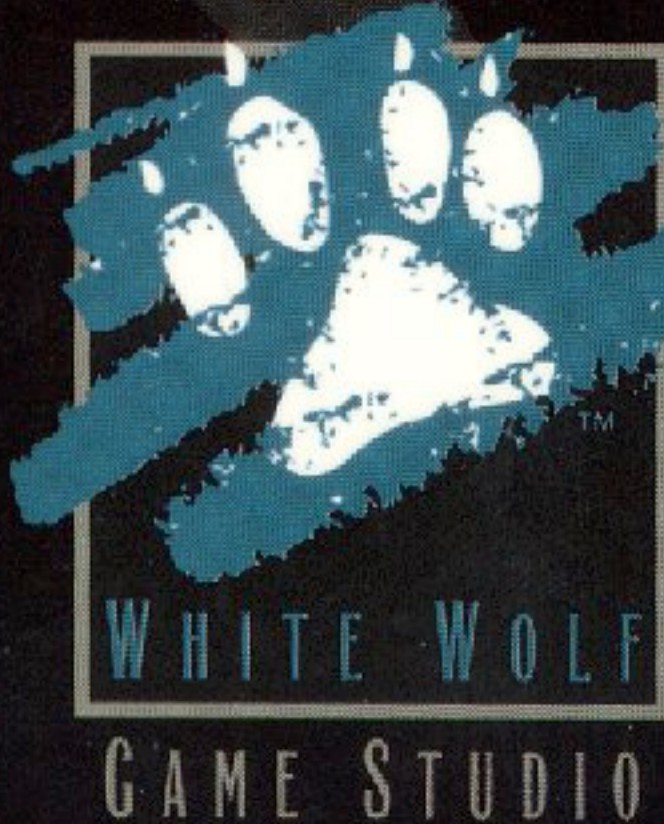


Eternity is not merely about power. Power makes up only one part of the Ventrue's world, though it is an extremely important part. The vampires of Clan Ventrue understand that power has value only as a means to an end, not an end in itself. Thus they use their vast resources to extend their reach, all the while watching and waiting for the right moment — the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are the only hope.

Clanbook: Ventrue includes:

- The effect Ventrue have had on the world's history;
- 10 sample characters suitable for players and Storytellers; and
- additional information on how the Ventrue control both mortals and Kindred — and whom they most fear.

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