

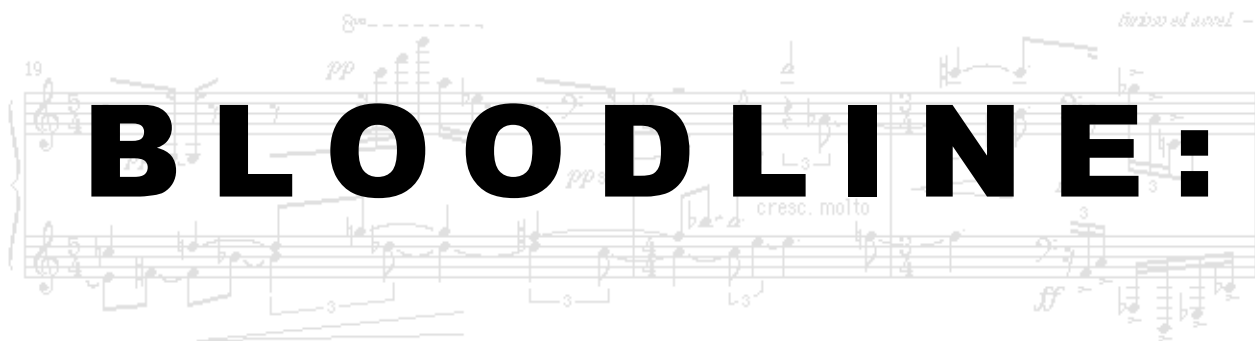
B L O O D L I N E :

*Daughters of  
Cacophony*



A Sourcebook for VAMPIRE: The Masquerade

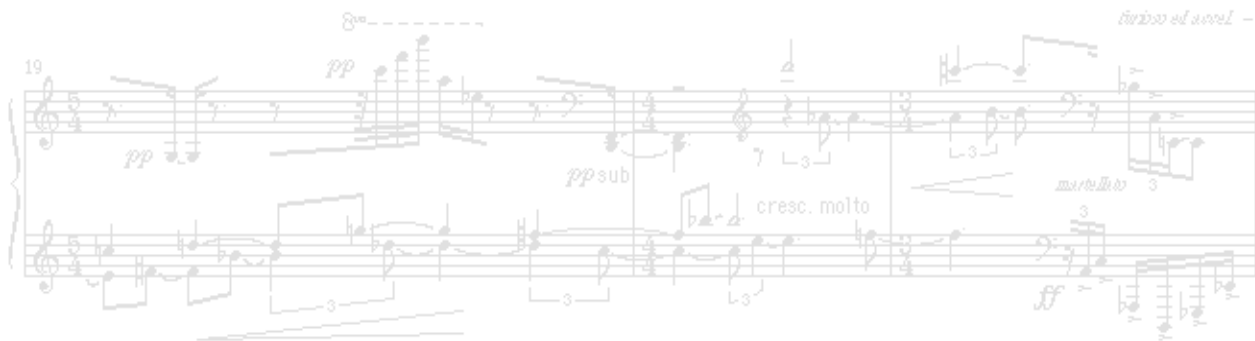




# BLOODLINE:

Daughters of  
Pacophony

The mistresses  
of music



## **Special Thanks to:**

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**Daughters\_Cacophony** mailing list, for support on this project



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## Chapter One : Score of the Bloodline

*Too many pieces of music finish too long after the end.*

*- Igor Stravinsky*

Singers in shadow, tortured divas, famed and feared, and cloaked in mystery. The *Daughters of Cacophony* are the subject of much rampant rumor and conjecture because the origins of the bloodline are so obscure. Only now is the truth finally coming to light...

### **A Brief History of the Daughters of Cacophony**

The *Daughters of Cacophony* are a rather **new world** phenomena despite their Classical name. No Kindred claims to have heard of them before the 1700's by that name, and if they had existed, vampires feel sure they would have known. The Daughters are such masters of song that most Kindred believe incorrectly they are an offshoot of the Toreador, though those who have been on the receiving end of their powers think that Malkavians had more influence. The truth of the matter is that the Daughters are an offshoot of the Baali line, created by them to do what they do. This would explain some of the mind twisting kicks that the Daughters get into.

The Daughters of Cacophony are definitely singers without peer, but their melodious harmonies are not their main claims of fame. It is the damage their songs can do to the mind that causes the Kindred concern.

The Toreador are of two minds in their dealings with the bloodline. While they can not deny that the Daughters have incredible skill in their chosen art of music, more than one Toreador has been forever twisted by one disjointed note. The Daughters' songs can be as horrid as they can be beautiful, and there is no way to know their intentions until they act.

The few Daughters and Baali that know the secret origins of this bloodline are very silent about what they know, telling only those they trust completely, if at all. This is why the kindred population as a whole has no idea the true origins of the sirens, and those who know the truth like to keep it that way.



## Origins

*Music and women I cannot but give way  
to, whatever my business is.*

*-Samuel Pepys*

The first Kindred who's voice was the very source of her power appeared at the dawn of the 14th century. Little is known of this beautiful singer; her name has come down to us as **Elise**. The namesake "Daughter of Cacophony" was not applied to her at the time, nor was it ever, yet today those few who know of her existence consider her to be the originator of the bloodline. She was a fair mortal maiden who had the bad fortune to fall in love with a Toreador by the name of **Prete** who returned her affections.

**Prete** had many enemies, **Elise** later to become one herself. The Baali in the area saw the love between kindred and kine as a blasphemous action against all Cainites. It is unclear the reaction of any of the other clans if they knew about the two of them. The Baali had their ghouls and demons attack one day whilst **Prete** was sleeping and kidnapped **Elise**, taking her back to their lair. After torturing the child of Seth, they discovered her beautiful voice as she sat in her cell and sang to herself to stay calm. They decided to strike back at **Prete** by embracing her and twisting her gift into something monstrous and fearful. They embraced her in a ritual involving a silver chalice rumored to have been owned by **Shaitan** himself. They filled the chalice with each of their blood and drained the mortal during the ritual, forcing her to drink the chalice and thus becoming kindred like her lover.

## France

*Music is the brandy of the damned.*

*-George Bernard Shaw*

**Elise** held an unspeakable hatred of one Toreador by the name of **Prete** after this, blaming him for her curse, of course the mind-twisting done by the Baali did not help matters. Whatever the facts are, **Elise** wanted **Prete** banished from this existence forever and was willing to expend every ounce of her power in order to secure his demise.

She began in France by gathering a small, select group of rather obscure but extremely talented singer-gypsies. All of her children were female, perhaps because **Elise** did not trust males much after what happened to her because of one at the hands of many, perhaps because females at that time were seldom missed, particularly those of common birth and destitute heritage. She dubbed her



protege *The Sisters of Symphony*.



## Italy

*Oh sweet child of mine.*

*-W. Axl Rose*

It was in what was then the Kingdom of Sicily within the Pharos **Elise** and her three children on a visit to Naples picked up a young female by the name of **Pasqua Anabelle Hawthorne**, she saw the group and having problems at home decided to leave and travel with the Sisters. **Elise** saw the hurt in the girls eyes and the talent that she possessed and in a few short months **Pasqua** became **Elise's** fourth child.

## The Sundering

*With your whole body, with your whole heart, with your whole conscience, listen to the Revolution....This is the music everyone who has ears should hear.*

*-Alexander Blok*

Of Alyssa's many "recruits", only one had the fortitude and presence of mind to resist her power. **Selene DeVici** was four months pregnant at the time she was chosen by **Elise**, and although her voice was that of a shadowed angel, she refused the Dark Gift for the sake of her unborn child.

Not one to accept rejection gracefully, **Elise** bided her time until **Kitra** was ready to give birth. She burst into the girl's bedchamber, slew the midwife, and embraced **Selene** even as her child's first cries rent the midnight air. **Selene**, however, surprised **Elise** by retaining enough self-will to flee with her baby into the night.

**Elise** gave chase, but she was foiled by the sudden and unexpected appearance of her nemesis, **Prete**. The Toreador elder saw an opportunity to gain leverage against his former lover and present arch-enemy, and took **Selene** under his protection and to his private estate.

## The Confrontation

*Music I heard with you was more than music, and bread I broke with you was more than bread. Now that I am without you, all is desolate: all that was once so beautiful is dead.*

*-Conrad Aiken*

**Elise** wasn't about to give up so easily on her immortal enemy or on her wayward child either. In the latter part of the 14th Century, **Elise** attempted to destroy **Prete** once and for all. She stole onto his estate with a few select of her children and their children while he was recovering from a rather grueling bout with the anarchists who were struggling to take control of Paris and launched a bold attack against him. While **Selene** held most of the other *Sisters of Symphony* at bay, **Elise** was confronted by one of **Prete's** ghouls, an English woman by the name of **Diana**. The battle was as brief as it was fierce, and **Elise** was foiled in her attempt on **Prete's** unlife only by the fact that she did not expect a mere ghoul to fight so fiercely and so well for her Master. Still, **Elise** won out and mortally wounded **Diana**, indeed, she would have killed her, except for the arrival of **Selene** who, with a rallying **Prete**, managed to drive **Elise** and her forces away into the darkness.





**Diana** lay dying, and **Selene** chose to preserve her existence in this world the only way possible: by the Embrace. **Diana** then developed her own singing and performing abilities alongside **Selene**, and the pair took a name for themselves that was a deliberate slap in the face to their progenor **Elise**. They erroneously called themselves the *Daughters of Cacophony*.

As the fame of the two accomplished singers spread, particularly word of how they managed to hold off **Elise** and her group of finest hand-picked followers, several of the *Sisters of Symphony* abandoned their sire. While **Prete** explored the New World and built a rather promising new city there, the refugees from **Elise's** elder group made contact with **Selene** and **Diana** in France, suing for peace. Once the rather insane and dominating duo determined the petitioners were indeed sincere in their quest for peace between the two factions, they accepted the offer, and shared their eronious name with the newcomers. Thus the bloodline was formed.

## The Age of Romance

*Such sweet compulsion doth in music lie.*  
-John Milton

In the 15th and 16th centuries, **Diana** sired at least a dozen childer, but in her controlling way orderd those she Embraced to be highly selective when the time came for them to sire in their turn. **Selene**, on the other hand, chose to sire no Progeny at all, after coming to the realization that she had stolen her own sires childer away from her, breaking kindred law.

The other Daughters who affiliated themselves with the bloodline followed **Diana's** dictation and took great pains to Embrace those of great talent yet little rekrown, a tradition which is carried on to this day.

Until late in the 18th Century, the Daughters were an exclusively female biased bloodline. **Diana** changed this during a visit to her native England in the 1700's when she, in the throws of passion, Embraced a man by



the name of **Jonathan Drake**. In honor of this first, and **Diana's** way of exacting her rule, most of the male members of the new bloodline were called Baritones regardless

of their vocal classification. Since that time however all male members have been weeded from the ranks of the bloodline in another of **Diana's** powerhungry moves, it is rumored that one of the less naive male members that was embraced refused to bed with her and in her rage at not getting what she wanted, she ordered the death of all of the males within the bloodline. Her other childer, afraid of the tyrannous wrath of their sire obeyed and within a year the bloodline had been pruned of all masculine influence.



Whilst this was going on, **Elise** and her Sisters of Symphony, what was left stayed around Paris and later Germany. During this time is when a young composer by the name of **Ludwig Van Beethoven** felt a rather strong attraction to this strange and beautiful woman and composed a score just for her, thus *FurElise* was written.

## The Modern Age

*Classical music is the kind we keep thinking will turn into a tune.*  
-Kin Hubbard

The Daughters have more than tripled their number since the beginning of the 20th Century. They can be found on almost every continent, but are most common in the New World. Some Daughters have even utilized mass media to gather acclaim, though this practice is generally frowned upon. Most of the older members consider their music to be far too refined for the general masses to appreciate.

## Around the World

*Of course the music is a great difficulty. You see, if one plays good music, people don't listen, and if one plays bad music people don't talk.*  
-Oscar Wilde

Although most Daughters claim the Americas as their home, they may be found anywhere in the world there are Kindred and an audience.

## North America

This is where the vast majority of Daughters make their home. For reasons not completely understood, most make their home either on the East Coast or in California. There is a fairly high concentration along the central Gulf Coast, ranging all the way from the Florida panhandle to just west of New Orleans. A typical Daughter will more often than not either own or at least be closely associated with a small club with an exclusive clientele. Although the bloodline as a whole claims absolute neutrality, their numbers seem equally divided between the Camarilla and the Sabbat. A recent upsurging of the Daughters seems to have lately been centered around New England, Salem Massachusetts alone has 6 Daughters making up a lot of the kindred population there.



## South and Central America

These Daughters have fanatically loyal Herds. Most of the Central American Daughters are affiliated with the Sabbat. It is rumored that Shaitan himself is now here and could be behind the views of his runaway childer.

## Europe

Although all of the first Daughters hailed from the Continent and the British Isles, there are few who remain in the Old World today. The restrictive rigidity of Old World vampire society is unsuitable to most Daughters, who generally love a certain amount of spontaneity.

## Africa

There are rumors of one particular Daughter from South Africa, **Nkeida**, who after her embrace in the mid-1980's began to gather support for the end of apartheid. Her involvement with mortal politics was greater than that of most of her bloodline, since the trivial matters such as race and heritage are usually naught but a secondary consideration to Kindred.

## The Middle East

There are a handful of Daughters in Egypt and the Arab states, and there is speculation that Saddam Hussein himself is the pawn of a particular Baali-affiliated Daughter who directs him in his mad dreams of conquest.

## Asia

There are no known Daughters in the East, although one or two idol singers have been recruited by the visiting members and spirited away to the New World. It is to here that Elise fled before she was attacked by Diana and supposedly killed.

## Australia

There has been a surprising increase in the number of Daughters down under in the last few decades. The popularity of the bloodline there makes it the single greatest concentration of Daughters outside the New World.





**The Sabbat:** They try so hard to be evil it's almost amusing. If they only knew! All music needs structure, and their chaos and preoccupation with power and vengeance creates disharmony and discord.

**The Inconnu:** They have totally lost touch with reality. What good is immortal existence if no one is around to appreciate you?

**Assamite:** Good at what they do, but rather extreme for my liking. Their required taste for blood, particularly Kindred blood, could prove dangerous. Don't let them get too close.

**Brujah:** Their passion is admirable, and they are quite capable of making their point known, but they can't grasp that there are more subtle and powerful ways to make your voice heard.

**Followers of Set:** Everyone speaks of their poison and corruption. We can do well enough on our own without needing to risk any association with them.

**Gangrel:** They hear the music of nature, but they lose themselves in it more than we do at times. They may not understand the subtleties of our song, but they can feel its soul.

**Giovanni:** Let them keep away from me, or they may be conversing with the spirits as one of them. They serve no interests but their own, and there is always a hidden agenda.

**Lasombra:** Not to be trusted, to say the least, but let them play with their little shadows if it makes them happy.

**Malkavian:** True genius requires at least some madness, but they seem to have gone a bit too far. They talk the most, but even they do not comprehend the true potential of the voice. Or perhaps it is simply that they listened too closely...

**Ravnos:** These tricksters have their own motives, be on guard. Illusions are all well and good; they make good distractions, but true power lies in the voice.

**Toreador:** They would like to see us as they are; little do they realize how vastly different we are. They lose themselves in their arts, but they see only the superficial beauty. Best to humor them, most of them are ill-prepared to handle the true depths of our art.

**Tremere:** Their structure and discipline are admirable. They find magic in blood as we find magic in music. They, too, know what it means to struggle for a place in Kindred society, and their success gives us hope.

**Tzimisce:** The Fiends work their fleshcraft and remain stuck in the past. They refuse to hear the music that compels us into the future. Let them work their flesh and bone; we touch the soul.

**Ventru:** They are excellent patrons and are most often able to at least pretend to appreciate our voice better than most. They have vision, but too often they lack the soul to truly appreciate the music of our world.

**Caitiff:** It's a shame these castoffs can't find a place, but I suppose they really had no choice in the matter. If only they could hear the music...



## Melpominee

*Music. to create harmony.  
must investigate discord.  
-Plutarch*

Please note that at least one point in Music Ability (Singing) is a requirement to master Melpominee. If an unknowing Kindred with no musical ability attempts to learn Melpominee, he must first make a roll of Manipulation + Wits at a difficulty level of 8. If he succeeds, then he gains one level of Music Ability and may learn the Discipline. If he fails, he cannot grasp the nuances of Melpominee and must buy a point in Music Ability before attempting again.

If he botches, he is given a permanent Derangement related to music (constantly hearing music) and may never learn Melpominee until that Derangement is bought off and one level of Music Ability (singing) is purchased.

The Melpominee Discipline appeared simultaneously with the Daughters, and it is intrinsically linked to that bloodline only. It allows its possessors to use speech and song for a variety of supernatural effects.

Named for Melpomene, the Greek Muse of tragedy, the unique Discipline of the Daughters of Cacophony is one of speech and song. The powers of this Discipline explore the various uses of the voice for benefit and harm. As is the case with mortal art, it is not always clear which of those directions these powers take. No character may ever have a rating in Melpominee higher than her Music rating.

Melpominee affects the subject's soul as well as the ears; thus, it works perfectly well on deaf subjects, and has caused at least one known breach of the Masquerade due to this effect. Additionally, the powers of Melpominee work only on those who are present when it is used, Daughters cannot "encode" Melpominee effects onto compact discs or send them across radio signals.

### Level One - The Missing Voice

A vampire with this power may "throw" her voice anywhere within her line of sight, even carrying on two different conversations simultaneously (one with her Missing Voice and one with her actual, physical one). Treacherous Daughters impersonate other individuals' voices in order to mislead her listeners, and less devious members can use their two voices simultaneously to perform hauntingly beautiful "duets" or eerie one actress plays.

**System:** This power functions automatically as long as the character wills it. However, using The Missing Voice while performing any action other than speech or singing incurs a penalty of two dice on that action due to the disruption of the character's concentration.

### Level Two - Phantom Speaker

With this power, the vampire may project her voice to any one individual with whom she has more than passing familiarity. The only distance limitation is that it must be night wherever in the world the listener is.

She can talk, sing or make whatever other noises she wants. The sounds are totally inaudible to anyone and everyone but the intended subject, unless an eavesdropper has Auspex 3 or higher (and has reason to be listening for such things). She cannot hear the sounds herself, or the subject's responses, unless she happens to be within earshot. The use of Phantom Speaker has been rumored to be responsible for several documented cases of "paranoid schizophrenia."

**System:** The player rolls Wits + Music (difficulty 7) and spends a blood point. Each success allows one turn of speech; three or more successes allow speech for an entire scene.

### Level Three - Madrigal

The Kindred may imbue her audience with the emotions she expresses in her song, rousing them to passion or delging them with seemingly bottomless despair. Princes on good terms with Daughters of Cacophony sometimes have one of the songstresses croon before they make an appearance, bolstering their fellow Kindred with a sense of loyalty.

**System:** The player rolls Charisma + Music (difficulty 7). Each success instills the chosen emotion in a fifth of the Kindred's audience (more than five successes have no additional effect). The Storyteller decides precisely which members of the audience are affected. Characters may resist this power for the duration of the whole scene with the expenditure of a Willpower point, but only if they have reason to believe that they are being controlled by outside individuals.

The song the vampire sings must also reflect the emotion she wishes to engender - no one's going to mob the concert security no matter how well she sings "High Hopes," but they might if she wails "Cop-killer."

### Level Four - Siren's Beckoning

This is the Power that Kindred fear the most. It reaches deep into it's victims' helpless souls to twist their psyches. It causes temporary insanity in it's victims. Malkavians and kindred that are in Golconda are immune to Siren's Beckoning; the former are too warped to be further affected, and the latter are way too centered. Siren's Beckoning can affect only one victim at a time.

**System:** Siren's Beckoning requires an extended and resisted roll. The player rolls Manipulation + Music (difficulty of the target's willpower); the victim resists by rolling Willpower (difficulty of the singer's Appearance + Music). When the siren singer accumulates five more successes than her victim at any point, the hapless soul acquires a new derangement (or Psychological Flaw) of Storyteller's choice. This derangement normally lasts for one night per success over five. With a total of 20 net successes, the Daughter can make it permanent.





## Level Five - Virtuosa

Although many low-level Melpomineé powers allow a vampire to affect only one target at a time, those who have mastered this level of the Discipline may entertain a wider audience, as it were.

**System:** She may use Phantom Speaker or Siren's Beckoning on a number of targets equal to her Stamina + Music. The player must spend one blood point for every five targets beyond the first to be affected in such a manner.

## Level Six - Shattering Crescendo

Mortal singers can shatter wineglasses with their voices by finding the precise pitch at which the glass resonates. A talented Daughter of Cacophony can go beyond the destruction of relatively fragile objects, changing the pitch of her voice to find the resonate frequency of virtually any object, including a human or Kindred body. Only one victim at a time affected by this; anyone else within range will hear a piercing, though not too harmful, shriek.

**System:** Use of this power requires that the victim be within hearing range (those with hearing difficulties, or Heightened Senses, are affected at the same range as any other victim).

The player spends one blood point and rolls manipulation + music (Difficulty of the target's Stamina + Fortitude). Each success inflicts one health level of agg. damage. If using this power on an inanimate object, the Storyteller determines how many dice (if any) with which the object may "soak" and how many successes are needed to completely shatter it.

## Level Seven - Persistent Echo

With this power, the Daughter can speak or sing to the air and leave her words for a later listener. This can be either the next being to stand where the character is when she uses this power or a specific individual that she is already acquainted with. Persistent Echo can be used to "suspend" other Melpomineé powers for any certain future listener or victim.

**System:** The Daughter rolls Stamina + Music (difficulty 8) and spends a blood point. Each success yields one turn of speech that may be left to be heard later. If the player wishes to time-delay another Melpomineé power, the roll for that power must be made at +1 difficulty. The echo stays suspended for a maximum number of nights equal to twice the Stamina + Performance before fading.

The Kindred may choose to make the echo audible to anyone who stands in her position for the duration of the power, in effect, an endlessly looped mystical recording of sorts.



Conversely, she may want to choose for it to fade away once it is heard for the first time. She may also leave it dormant until it is activated by the presence of a specific individual with whom she is familiar. If the echo is made a one-time-only effect, all traces of the power disappear once her words echo to the intended recipient.

If a character uses Heightened Senses in an area where an "unactivated" echo is in existence, he will hear a faint murmur. Three successes on a Perception + Occult roll (difficulty 8) are necessary to hear all of the message, and a botch on this roll will deafen the listener for the rest of the night.

### Level Eight - The Distant Drum

The siren can now combine Phantom speaker with any other Melpomineé level to target anyone she knows.

**System:** The player rolls Wits + Music (difficulty 7) and spends a blood point. Each success equals one level she can use against them, roll other levels according to their systems.

### Levels Nine to Ten

There are no known Daughters lower than fifth generation, though rumors exist of conductors who could get the Daughters to combine their voices for yet even more destructive results. **Elise** is said to have achieved fifth generation before her supposed death through diablerie, so there might be one or two of her sixth generation childer in the world.

## Performance

This chart is simply adapted from the Toreador Clanbook for use when characters are actually performing their (less deadly) songs. It measures the combination of their voice and their advantage in singing.

**System:** For each success you receive one more level of Presence against the target(s). Roll Music + Charisma, diff. WP - 2 (-4 for Toreador).

Successes	Effect
Botch:	You thought you were wonderful, but everyone else is laughing at you.
0:	Terrible and you know it.
1-2:	You were okay, but only a few really liked it.
3-4:	Good performance, but nothing all that extraordinary.
5:	You were better than average.
6:	Outstanding.
7+:	You gave the best performance most of your audience have ever heard. The Toreador were entranced (without Melpomineé) and everyone is in awe of you (indeed, most in Awe of you).

## Secondary Abilities

These abilities require a roll of Music + Charisma, difficulty level WillPower -3 (-5 for Toreador targets).

### Mimicry

You can use your voice to reproduce any sound you want, from the voice of another person to a telephone ringing to a fire engine's siren.

- 1 People will know you're making the sound.
- 2 You can pass as someone or something else over the telephone.
- 3 When you reproduce a gunshot, people run for cover, and friends of the person you're mimicking won't know it's not her voice.
- 4 The target's own birth mother can't tell the difference.
- 5 The target will think it's her own voice, and not understand why she's saying such things.

### Ventriloquism

Although certain uses of Melpominee allow you to "throw your voice", this ability allows you to take any other action at the same time without penalizing your dice pool. You must be within hearing range of your target.

- 1 Your lips are still moving.
- 2 The voice is coming from that general direction, but something still sounds odd.
- 3 Hey! That cat can talk!!
- 4 "'Okay, who's the Ravnos making me hear things?'"
- 5 "Why is this strange voice coming out of my mouth? Am I speaking in tongues?"

### Entertainment Influence Chart

- 1
  - Get past the ropes into a trendy, exclusive nightclub
  - Organize a decent band
- 2
  - Get a guest appearance onstage at a local concert hall
  - Organize a really good band
  - Organize a local band concert and pocket the proceeds (\$1,000)
- 3
  - Organize a band that kicks serious musical ass
  - Record an album and video
  - Get a single played on a small local radio station
  - Open for a star at the local concert hall
- 4
  - Book a big band for the Civic Center and pocket the proceeds (\$2,000)
  - Get your album #100
  - Get a favorable review in Spin Magazine\*
- 5
  - Get your album #20
  - Get a video on standard airplay on MTV and get nominated for an award
  - Open for a big star at the Civic Center
  - Have Spin magazine trash someone else's album
- 6
  - Have Rolling Stone do a cover story about you
  - Have a rival singer's performance cancelled due to poor ticket sales
  - Have Blockbuster Music carry your video album
  - Win an MTV Music Award
- 7
  - Get an MTV Music Lifetime Achievement Award
  - Have a big band open for you at the Civic Center!
  - Appear in your own MTV Rockumentary







## Tortured Artist

**Quote** "They have a saying in China...love always ends in tears."

**Prelude** Your parents separated when you were very small, and your mother gained custody of you. She sensed you had singing talent and became the quintessential stage mother, parading you around from audition to performance relentlessly. You had no friends, only "contacts"; no playtime, only rehearsal; no schoolmates, only a terse old tutor who drilled you in your lessons with a harsh tongue and relentless standards. You were overjoyed when, late in your teens, the offers began to taper off. You longed for friends, school, a normal life like any other teenager. Yet your mother still insisted on dressing you as a child, and forbade you to date or give any hint that you were growing up. When you began to put on weight, she put you on diet pills to which you became addicted to. The pills led to stronger, unprescribed substances. At nineteen you were living on the street, a burned-out young addict, when you heard the most beautiful music you had ever known. It drew you like a moth to the flame to a small park, where the singer caught your eye, more importantly, you caught hers.

**Concept** You have a new addiction: The Music. It doesn't matter whether anyone is listening; you must sing, and you do. Almost constantly. You burst into spontaneous song to express every emotion, and most of them are dark. You've never known happiness, and your art reflects that.

**Roleplaying Tips** Dress in black a lot. Sing passages from Tori Amos or Trent Reznor to punctuate your conversations.

**Equipment** A razor blade on a chain around your neck. A guitar or a portable keyboard to make music.



# Daughters of Cacophony

**VAMPIRE: The Masquerade®**

**Name:** \_\_\_\_\_ **Nature:** Visionary **Sire:** 10th  
**Player:** \_\_\_\_\_ **Demeanor:** Doomsayer **Generation:** \_\_\_\_\_  
**Chronicle:** \_\_\_\_\_ **Concept:** Tortured Artist **Haven:** \_\_\_\_\_

## Attributes

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

## Abilities

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

## Advantages

Disciplines	Backgrounds	Virtues
Fortitude _____ ●○○○○○○○	_____ ●●○○○○○○	Conscience _____ ●●●○○○
Melpominee _____ ●○○○○○○○	_____ ●○○○○○○○	Self-Control _____ ●○○○○○
Presence _____ ●○○○○○○○	_____ ○○○○○○○○	Courage _____ ●○○○○○
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	

### Other Traits

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### Humanity

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### Willpower

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### Blood Pool

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

### Health

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

### Weakness

Always Hear Music, +1 on Perception  
 Rolls, Alertness Cannot Exceed 3

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



## *Appendix : Daughters of Note*



### **Elise**

*When she had passed, it seemed like the  
ceasing of exquisite music.  
--Henry Longfellow*

The first acknowledged Daughter of Cacophony, although she herself never claimed the name. After her failed attempt on her sire **Prete's** existence, she retreated to Switzerland and continued to gather her promising singers from around Europe. These performers, faithful to **Elise**, also called themselves Daughters in order to move more easily about in Kindred society. In the early 1990's **Diana** made one final brave strike against **Elise** and thought herself successful. **Elise** was rescued at the last moment by a True Brujah, proving the rumor that she was a member of the True Black Hand.

### **Selene**

*Music heard so deeply that it is not  
heard at all, but you are the music while  
the music lasts.  
--Thomas Eliot*

**Selene** was an early fancy of the French composers. She performed in many very small theater houses and she was soon directed to perform for the King himself, Louis XIV. The lovely and talented singer attracted the monarch's wandering eye, and like many other beauties of the French Court, she became pregnant with Louis' child. Illegitimacy was hardly a stigma when the father was the ruler of the country. He promised to provide well for **Selene** and to legitimize their child as well. Suddenly, she was approached by **Elise** and offered a chance at having immortality. Mindful of her unborn child, **Selene** refused. Months later, as **Selene** was helpless in the throes of childbirth, **Elise** appeared in her bedchamber, murdered the poor midwife and Embraced **Selene** right then, even as her child was being born. **Selene** had an incredible amount of willpower and fled into the night with her newborn. **Elise** would have reclaimed her at once except for the unexpected and unwanted appearance of **Prete**, who took the fledgling and her mortal offspring into his care. For many years **Selene** was devoted to him, even calling him "Father".



She also formed a close bond with **Prete's** ghou, **Diana**, a bond which only strengthened after she embraced her. At some point later in the 20th Century, however, **Selene** discovered a very terrible secret about her beloved "father". She found out the truth that **Elise** had been abducted and embraced because of him, and he cared not for her since. She turned against him as a result of it. Although she maintains a close association with **Diana**, her childe, she has been known to take actions against **Prete** and currently declares herself his enemy. **Selene** disappeared several years ago and has not been seen since, very possibly due to the backstabbing **Diana**.



## Diana

*Music my rampart, and my only one.*  
--**Edna St. Vincent Milloy**

She was born Diana Stuart in 1575, granddaughter of Henry VII, great-niece of Henry VIII, and first cousin to James, heir to the throne of Scotland. Her parents died of a mysterious wasting disease when she was very young, and her grandmother, Bess, was determined to see her upon the throne of England as Elizabeth's heir.

**Bess** was being controlled by **Prete**, who saw a chance to give himself power and tried his best to get **Diana**, his new ghou, on the throne so that he might declare himself King of England.

**Diana**, being infected with the blood of **Prete** became powerhungry herself, using everyone she could for as much as she could and then tossing them aside, or killing them if they would not go quietly. Her attempted murders on both her sire's sire **Elise**, and later upon her sire **Selene** herself were as a result of her insane jealousy and need to controll everything.

In 1999, **Pasqua**, now going by the name of **Poison**, amassed her three childer, her one grandchilde, her ghou, and her wife for backup stormed into a performance given by **Diana** herself in London to right the wrongs that **Diana** had caused to the bloodline.

The battle was over quick, with **Elise** showing up to watch her progeny take back the honor of the blood from the madwoman.

**Prete** himself was killed when he launched an attack towards **Poison** and her first childe, **Annette**. He managed to stake **Poison** to the ground after the suprise first strike. **Annette** was able to kill him and bring her sire back around, thus ending one and for all the tyrrany of **Diana**. For her childer that she did not kill herself were turned against her actions and stake no claim to her.



## "Poison" Arsenica Hawthorne

*One look. could kill. My pain. your thrill.*

*--Alice Cooper*

Born in 1347, she is, aside from **Elise**, the eldest living of the bloodline. She was born near London England, to an English man, and a Sicillian woman. Her father shipped her and her mother back to Sicilly shortly after her birth. She lived in Naples with her uncle until the age of twenty two, when she happened upon **Elise** and her small group of female singers, and followed them to Paris, France. They told her that she could be a singer along with them. They agreed that she had the talent, she just needed the training.

She was Embraced less than a year after joining with the group, and gave her first solo that next night. She met with a woman named Shakti after her performance that night, and fell madly in love with the strange vampire, spending the next 600 years looking for her.

In 1482 she met her first childe **Annette**, and embraced her a year later, devoting her time and resources to this very important piece of her life.

Her second childe came into the care of the *Sisters of Symphony* in 1589, a mere 13 year old runaway. **Poison** trained her as best she could muster, knowing the pain this girl was going through as she herself had been in the same position a couple centuries ago. At **Annette's** behest, she embraced **Nadja** in 1594, the day after her birthday when she came to her sire-to-be and said she was ready to be embraced and did not want to wait any longer.

In the early 1700's she was still singing with the group, entrancing rooms full of people with their voices, and drinking from those they saw fit. Paris was controlled by Ventrue, but the Toreador were not too far behind them. Just as the Toreador got the upper hand. The Ventrue, wanting to keep control of Paris, and many other of the places they controlled, decided to found something they called 'The Camarilla'. The Sisters of Symphony wanted nothing to do with these politics. The Toreador tried to force them to join the Camarilla. And that is when she left, and came to the new world.

Taken up home in Salem Massachusetts in the mid 1700's, Poison has worked long and hard to build the area to her likings. In the past few years she has embraced her third childe **Meghan**, found her other childe and Shakti and returned them all to Salem. With the attack launched on **Diana**, she proves that she is trying to bring the old family back together as they once were.



# Daughters of Cacophony

**VAMPIRE: The Masquerade®**

**Name:** \_\_\_\_\_ **Nature:** \_\_\_\_\_ **Sire:** \_\_\_\_\_  
**Player:** \_\_\_\_\_ **Demeanor:** \_\_\_\_\_ **Generation:** \_\_\_\_\_  
**Chronicle:** \_\_\_\_\_ **Concept:** \_\_\_\_\_ **Haven:** \_\_\_\_\_

## Attributes

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

## Abilities

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

## Advantages

Disciplines	Backgrounds	Virtues
Fortitude _____ ○○○○○○○○	_____ ○○○○○○○○	Conscience _____ ●○○○○○
Melpominee _____ ○○○○○○○○	_____ ○○○○○○○○	Self-Control _____ ●○○○○○
Presence _____ ○○○○○○○○	_____ ○○○○○○○○	Courage _____ ●○○○○○
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	
_____ ○○○○○○○○	_____ ○○○○○○○○	

### Other Traits

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### Humanity

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### Willpower

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### Blood Pool

### Health

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

### Weakness

Always Hear Music, +1 on Perception  
 Rolls, Alertness Cannot Exceed 3





VAMPIRE: The Masquerade®

**Expanded Background**

**Allies**

**Influence**

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**Clan Prestige**

**Mentor**

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**Contacts, Minor**

**Resources**

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**Contacts, Major**

**Retainers**

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**Herd**

**Status**

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**Possessions**

**Gear (Carried)**

**Equipment (Owned)**

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**Feeding Grounds**

**Vehicles**

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**Havens**

**Location**

**Description**

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**History**  
**Prelude**

Lined writing area for the History Prelude section.

**Appearance**

Age	_____	_____
Apparent Age	_____	_____
Date of Birth	_____	_____
RIP	_____	_____
Hair	_____	_____
Eyes	_____	_____
Race	_____	_____
Nationality	_____	_____
Height	_____	_____
Weight	_____	_____
Sex	_____	_____

**Visuals**

**Coterie Chart**

**Character Sketch**

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