

C L A N B O O K :

Assamite™



A Sourcebook for VAMPIRE: The Masquerade™

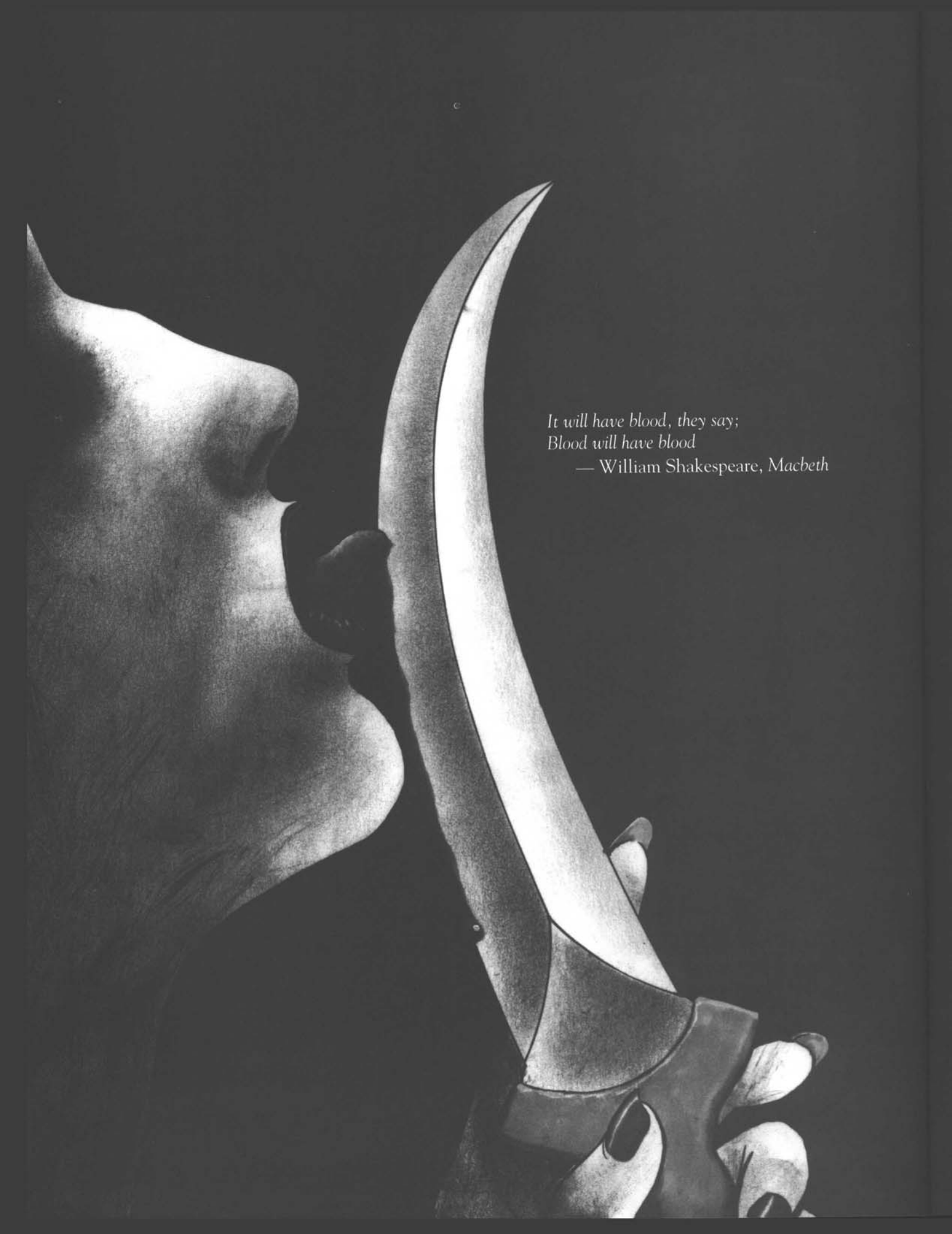
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A Hunger for Vengeance



by Graeme Davis

A high-contrast, black and white photograph showing the profile of a person's face on the left side. The person is holding a long, curved blade, possibly a dagger or a sword, vertically against their lips. The lighting is dramatic, highlighting the contours of the face and the sharp edge of the blade against a dark background. The overall mood is somber and contemplative.

*It will have blood, they say;
Blood will have blood*
— William Shakespeare, *Macbeth*

Revenge is the ending of wrath, the beginning of peace. Only in vengeance can peace exist.

They fear us, and rightly. We shall be their doom, and they know it. You too shall be feared, if you are found worthy. Guard these pages well, for they are truth and will show you the way. Resolve your heart; if you fail, you shall die with honor. You have already seen too much to turn back. Come.

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Word from the White Wolf Game Studio

We here at the old Game Studio have also been messing around with this little thing called fiction. In fact, we've been rather happy with how well-received our first efforts have been. However, we do need to point out a little something about our World of Darkness fiction. We have dedicated ourselves to giving good writers the freedom they need to write good stories. This means that, like Storytellers, they are not necessarily beholden to strictly adhere to our systems. They have creative license to change things around



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

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RM



Introduction: The Clan



THE SOCIETY OF ST. LEOPOLD

My Dear Father Montoya,

I have almost finished my preliminary inspection of the documents you sent me. Your fiend was well-versed in the history and lore of her kind, and her library is a great gift to us. Of greatest significance, it seems, are the passages relating to a group of entities known as "Assamites" or "Children of Haqim." These creatures apparently prey on their own kind and are regarded with fear and distrust by all. I have not yet been able to establish the connection — if any — between the Assamites and the powerful Vampires known as Antediluvians. It may be that they are the same, or there may be no connection whatsoever; our sources are so often incomplete, confused and contradictory, which is why work such as yours is so valuable.

One of the cuneiforms, which is not yet fully translated, seems to indicate the existence of a "Book of Achem," which is evidently of great importance to these Assamites. The value of such a scripture to the Society would be incalculable. Please continue to research this group as a matter of the utmost priority; if the other fiends fear them, they might serve us as a weapon, wittingly or otherwise. Know that you and your people are always in our prayers. God and St. Michael guard you.



Father Gerald O'Dowd
Chief Archivist

subject did not make the rendezvous as arranged, and following a brief discussion with Control it was decided that Agent Rogers and myself were to proceed as arranged up to the point of completion. If the subject had not showed himself by that time, the operation would proceed to Xanadu status, and having arranged for apparent completion we were to await contact with the subject.

Upon entering the building, the team encountered and neutralized a heavy defense array which included wire, passive IR, armed guards and dogs. These defenses were considerably heavier than had been suspected either from the subject's briefing or from Agency reconnaissance.

The target area was evidently contaminated with a hallucinogen gas of some kind. Both this agent and Agent Rogers believed they witnessed a struggle between the subject and Alpha, which the subject appeared to win before draining the blood from Alpha's body into a container similar to a colostomy bag. Thereupon, Alpha's body appeared to crumble to dust, and the subject left. During this procedure, which took several minutes of subjective time, neither agent was able to move nor speak, though both were conscious and both positively identified both Alpha and the subject.

This agent's conclusion is that the subject was aware that an entrapment attempt was taking place, and used the Agency to provide a diversion which facilitated his own termination of Alpha; it is recognized, of course, that Alpha's body has neither been found nor identified, so termination cannot be definitely confirmed. Regardless, this agent strongly urges a review of entrapment procedures, with particular regard to background intelligence on both subjects and targets.

26. For you shall be as lions among the wolves, O my children. You shall walk the road to Eternity, eschewing those others; for they seek only for themselves, like the starving man who thinks only of the apple and not of the orchard.

27. As nourishment is only to be had from the wholesome, so strength may only be taken from the strong: For is it not true that the weak have no strength to be taken from them? Therefore let only the strongest be your meat and drink, and be not dismayed by their strength, for you shall make it your strength by your virtue.

28. Let virtue always guide you, for strength is like wine and may not be trusted. You are leopards that walk among jackals: Let the eaters of carrion be always accursed, and trust not their path, lest you also fall to eating carrion. Let such a one be cast out, and despised by my true children, and hunted as prey; for such a one betrays me, and betrays all my children, and shall not enter into Eternity.

clearly in a state of some agitation, and I immediately surmised that his caravan had been the subject of an attack by the murderous Thuggee, who were a constant threat in the foothills. Nothing could have prepared me for the story the man told as his wounds were dressed, and I set it down here as best I may.

He assured me that his name was Mybridge, an Anglo-Indian born in Bombay to a disgraced clerk from the diplomatic service. Brought up in the bazaar, he could easily pass for a native, and had dedicated himself to the task of atoning for his father's fault—of which, I must say, no explanation was forthcoming, nor did I see fit to enquire. He claimed to be an agent of the Military Intelligence Office for the province, and offered proofs whose precise nature I may not reveal, but which sufficed to convince me of his veracity.

His most recent mission, Mybridge told me, was to investigate the Thuggee, and if possible determine the whereabouts of their strongholds and bases of operation, so that punitive expeditions might be mounted to rid India forever of this deadly and troublesome sect.

It must be said that many tales of the Thuggee were current in the bazaars at that time. Ever prone to superstition, the natives were prepared to believe

that these were magicians or very devils, instead of skilled and cunning murderers. As Mybridge began to unfold his tale, I was at first inclined to believe that with his native upbringing, he too had fallen prey to these superstitious and fantastic stories. Try as I might, however, I could find no other interpretation which could be placed upon the events he claimed to have witnessed, except that he might have been drugged, and seen bloody and dreadful visions in an opium-dream.

Glossary

The Assamites use many terms — mainly referring to themselves and their beliefs — which are not common among the rest of the Kindred. Many are derived from classical Arabic and some spring from older sources. The following glossary lists those words used in this work which may not be familiar to the lay reader.

Alamut — Originally, the name of the Assamites' castle stronghold. Since the Treaty of Tyre, however, it has come to refer to the current location of the Master and elders of the clan. It is also used as a metaphor for the Assamite clan as a whole, especially the clan's spirit and ideals.

Amr — The chief magician of the clan; one of the *du'at*.

Antitribu — The group of Assamites who escaped the Curse and allied themselves with the Sabbat.

Asabiyya — The Assamite tradition of loyalty to the clan and to other clan members.

Caliph — The military leader of the clan; one of the *du'at*.

Castellan — An Assamite in charge of a location or group of Assamites away from Alamut.

Curse, the — The Treaty of Tyre and the accompanying Tremere ritual which made Kindred Blood poisonous to the Assamites.

Du'at — The three senior members of the clan — the caliph, the vizier and the amr — who are the Master's closest advisors.

Eagle's Nest, the — Originally a translation of the name of Alamut, more recently applied to any of the secret havens of the Assamite elders, or to the leadership of the clan in general.

End — Used as a verb by the Assamites. To end a kafir is to assassinate her.

En'esh — The First City, known to other Kindred as Enoch, Uniech, Enkil or by various other names.

Fida'i — The title given to newly-embraced Assamites, who are serving a seven-year apprenticeship at Alamut.

Haqim — The ancestral Assamite; his name is also spelled Hachem, Hashem, A'shem, and (wrongly) Hassan or Hussein by some European sources.

Haqim, children of — The Assamite Clan.

Heartblood — The collected blood of fallen Assamites, kept at Alamut and used in the clan's most holy ceremonies.

Hijra — "Emigration"; the current state of the clan as it establishes new power bases and works to free itself from the Curse.

Ikhwan — The Assamite tradition of brotherhood.

Jihad — An Arabic term applied to any holy war. Assamites use the word to describe their legendary task of destroying all other vampires, and, by extension, to refer to their whole birthright and position within Kindred society. Not to be confused with the Kindred term *Jyhad*, which refers to the machinations of the Antediluvians against one another.

Kadd — The Assamite tradition of vengeance.

Kafir — Literally "infidels"; the Assamites apply this term to non-Assamite Kindred.

Khabar — Literally "tradition": the Assamite belief system and code of honor.

Khayyin — Caine, the first vampire.

Khayyin, get of — All vampires except the Assamites.

Kufr — An Islamic term for heresy, unbelief, and ingratitude. The Assamites use the word to refer to the principles of the Camarilla.

Mumin — The Assamite tradition of faith.

Munafiqun — Literally "hypocrites," this is an Assamite nickname for the Camarilla.

Muruwa — The Assamite code of honor.

Old Man, the — Also known as the Old Man of the Mountain. The Master of the clan.

One, to become — To rise in power through the Path of Blood until one becomes equal in power to Haqim — in short, to become Second Generation through diablerie or some similar practice.

One, the — Haqim. This term is normally used in a ritual context, and has mistakenly been assumed to refer to Caine. See also *to become One above*.

Path of Blood — Diablerie: the drinking of the blood of older vampires to gain their power.

Rafiq — "Comrade(s)"; the Assamites' word for themselves.

Scribe — A contemptuous term applied by the clan's warriors to a non-warrior.

Shahid — An Arabic word for a religious martyr. Assamites tricked to their doom by false contracts are known by this title. Some extreme militants use this term for the whole clan, in reference to the Curse.

Silsila — The elders and other respected individuals of the clan, who act as a priesthood for the Path of Blood and as Castellans for bases away from Alamut.

Tajdid — Literally "revival"; the research program dedicated to freeing the Assamites from the Curse.

Taqiyya — The Assamite art of disguise and impersonation; also, the clan tradition of secrecy.

Tyre, Treaty of — The agreement between the Camarilla and the Assamites concluded in 1522, whereby the Assamites surrendered the ability to commit diablerie.

Umma — The Assamite tradition of community. The word also refers to the hoped-for reconciliation of clan and *antitribu*.

Unconquered, the—The name by which the Assamite *antitribu* call themselves.

Vizier—The chief scholar and main political mediator of the clan; one of the *du'at*.

Bibliography

While entirely fictional in themselves, the contents of this book have been interwoven with the history and culture of the Middle East, and some players and Storytellers might like to read further on those subjects, which are less familiar to most than the history and culture of Europe and North America. The books listed below are intended as no more than a starting point; many of them have their own bibliographies, and the reader can pursue the subject as far or as little as desired.

Travel Guides

Guidebooks are a good, quick way of getting a feel for the geography, history and basic culture of an area. Their contents are easily digested and can form a good foundation for reading in more scholarly sources. Several series of travel guides are available; countries of particular interest are Turkey, Syria, Israel, Jordan, Iraq, Iran, Afghanistan and the former USSR — specifically Armenia, Azerbaijan, Georgia, Turkmenistan, Uzbekistan and Tadjikistan.

Culture and History

Any good bookstore will have a range of titles on Islam and its history. Here are a few titles to start with:

The Arab World, Time-Life Books, 1967. An ideal first step into the history of Islam. Well-illustrated and easy to absorb.

Islam for Beginners, N. I. Matar, Writers and Readers Publishing, 1992. Very accessibly written and a good introduction to Islamic beliefs and ways of thinking.

Discovering Islam, Akbar S. Ahmed, Routledge, 1988. Another introductory work, this has more coverage of the history and development of Islam.

Islamic Fundamentalism, Dilip Hiro, Paladin, 1988. A very balanced and rational view of a highly emotive topic.

Arab Historians of the Crusades, Francesco Gabrieli, Dorset Press, 1989. Translated from Italian. One of the comparatively rare sources to see the Crusades from the Islamic perspective.

Saladin and the Saracens, Osprey Men-at-Arms series. A good picture reference with concise military information. Osprey targets the wargaming audience by publishing various other books about the Crusades.

The Assassins

The History of the Assassins, Joseph von Hammer-Purgstall, 1835. Acknowledged as the classic work on the sect, now somewhat difficult to obtain.

The Assassins: A Radical Sect in Islam, Bernard Lewis. Basic Books. The most complete of the modern works on the Assassins.

The Assassins, Edward Burman, Crucible, 1987. Another modern work, worth reading as a counterpoint to Lewis.

Movies

El Cid, starring Charlton Heston, is a rattling good epic yarn, set at the height of Islamic expansion in Spain. The Arab characters are a little two-dimensional, but it's worth watching for inspiration.

The Thief of Baghdad, starring Sabu (or the silent version with Douglas Fairbanks Senior) is a standard Arabian-Nights type adventure, but the Sabu version contains something of the feel of urban living in the mediaeval Islamic world. Douglas Fairbanks Junior did an enjoyable *Sinbad* movie, which likewise contains glimpses of mediaeval Islamic life and values amongst the Hollywood kitsch. The Ray Harryhausen *Sinbad* movies fail heavily on this score.

The Day of the Jackal, starring Edward Fox, is possibly the best examination of the process of assassination in the English-speaking cinema. Though not at all Islamic, it is well worth watching.

Not Without My Daughter tells a harrowing story and gives some insights into the workings of a modern fundamentalist state, but only the Western point of view is represented fully, making it less useful for understanding the Islamic viewpoint.

Little Drummer Girl reduces its Palestinian characters to ciphers, but gives a rough idea of life in a PLO training camp, and the Mossad team is a fair example of an undercover cell in action. The book offers more hard details than the movie.

Exploitation pictures of the *Rambo Whups the Ayatollah* variety are best ignored altogether, as are Northwest Frontier movies such as *Gunga Din* and *Lives of a Bengal Lancer*, where the action revolves around the British and Indian troops being heroic in the face of hordes of wild mountain tribesmen who are no more well researched or developed than the Indians in John Wayne cavalry pictures. The same, sadly, is true of the Thuggee characters in *Indiana Jones and the Temple of Doom*.

إِنَّا أَنْزَلْنَاهُ فِي لَيْلَةِ الْقَدْرِ ۝ وَمَا أَدْرَاكَ مَا لَيْلَةُ الْقَدْرِ ۝
لَيْلَةُ الْقَدْرِ حَتَّىٰ مِائَةِ أَلْفِ شَهْرٍ ۝ تَنَزَّلُ الْمَلَائِكَةُ وَالرُّوحُ
فَسَمَا يَأْذَنُ رَبُّهُمْ مِنْ كُلِّ أَمْرٍ ۝ سَلَامٌ هِيَ حَتَّىٰ تَطْلُعَ الْبُحَيْرُ ۝





Chapter One: History

*People say we've got the power,
The phrase, I think, is hearts and minds.
Never mind where we came from,
We've left our history books behind.
Not so much teachers as fighters,
And what we teach is how to fight.*

— Horslips, *The Power and the Glory*

The Assamites have a long history filled with conflict. This chapter tells the history of the clan as the newly Embraced *fida'i* learn it, and it does deviate from the outsiders' view of Kindred history. At least part of the reason for this is that there are many things which the Assamites permit the munafiqun to believe about them — such as their supposed devotion to Caine rather than Haqim — because such misinformation suits the clan's purposes.

The Beginning

*Who spills the foremost foeman's life,
His party conquers in the strife.*

— Sir Walter Scott, *The Lady of the Lake*

We are the oldest of clans — far older than the fools of the Camarilla. They had not yet gathered themselves into clans when the Assamites were born, and their vaunted council was millennia in the future.

It began in the first city, which we call En'esh. Here, Khayyin ceased his wandering and begat the Second Generation, whose number was five. The *kafir* speak of three, but five was their true number. For it was in En'esh that Haqim our ancestor lived, and where we, his children, were born.

Haqim was the lord of the armies of En'esh, a great and noble warrior, beloved of the king and feared and loved by the people. He saw how the wanderer Khayyin entered the city with lies, and forced the king and queen to his will. He saw, though Khayyin knew it not, how they were made, and how they were taught, and he knew the great evil that would spread from them. He knew that priests could not stop this evil, nor armies, nor city walls, and he was greatly troubled.

He gathered to him certain of the soldiers whose hearts he knew, and they came upon the king and queen by day, and slew them and cut off their heads, and gathered up their blood in a goblet. Then with his own hand did our ancestor cut his throat, and watched his blood as it flowed away. When the last of his strength was leaving him, the soldiers gave him the cup to drink, and though he was sorely wounded, he did not die.

Certain soldiers were afraid, and feared that our ancestor would be tainted as the king and queen were tainted, but he reassured them, saying "Be not afraid, for my purpose is true, and I shall use the beast's own strength against it." And the soldiers rejoiced, and freely gave of their blood that Haqim might live and be strong.

That night, Khayyin arose from where he lay, since he was hidden and the soldiers could not find him. When he beheld what had become of the king and queen he grew angry, and fell upon the soldiers like a *djinn*, tearing their bodies asunder. Haqim arose and fought with him; all through the night they struggled, but Haqim was still young in Blood and sore from his Change, and Khayyin prevailed. He drained Haqim and flung him on the sand, and when the sun rose he fled to his hiding-place.

When he was gone the soldiers covered Haqim with a cloak, and shut him in a casket, and took him from the city. They had yet some blood from the king and queen, and with this our ancestor was healed, though for many months he was sorely wounded. For a long time they traveled, until they came to the far mountains where Khayyin would not find them. There, they built a great and secret fortress which they called Alamut, the Eagle's Nest, for it was lofty and strong. Haqim rested and tended his wounds, and grew stronger in the Blood. Certain of his soldiers, whom he found worthy, he made of the Blood also, and bade them make war upon Khayyin and his progeny, that their evil should not taint the earth.

For Haqim knew that Khayyin would make more children in the First City, and indeed he did so. These were the three whom the *munafiqun* call the Second Generation. They knew not of the king and queen, for Khayyin would not affright them with their own mortality, and knew not that Haqim yet lived.

That is the true story of Khayyin the wanderer and Haqim our Ancestor, and it is the true beginning of us all. Remember, O beloved, how our Ancestor bade his children cleanse the world, and how he set our feet upon the Path of Blood.

The Golden Age

The supreme excellence is not to win a hundred victories in a hundred battles. The supreme excellence is to subdue the armies of your enemies without even having to fight them.

— Sun Tzu, *The Art of War*

Haqim grew strong and prepared his children for their task. Khayyin's Second Generation begat the Third, and they begat the Fourth and Fifth Generations, who slew them. The First City fell, and the Second, and there began that which the *kafir* call Jyhad. Great indeed is their ignorance, for they know not the word's meaning. Else they would see that the true *jihad* is ours.

Yet, their Jyhad and our *jihad* are closer brothers than the *munafiqun* see. For was it not the first children of Haqim who laid low the spawn of Khayyin? Did our brethren not come upon them secretly and unawares and encompass their doom? And, did the evildoers not turn one against the other, and serve our Ancestor by their fratricides? For they knew not the tale of Haqim, and knew not of us his children,

cursing each other for the destruction that stalked among them. Thus was born their Jyhad, O beloved, from the true *jihad* of which they knew nothing.

But the Fourth and Fifth Generations of Khayyin's begetting were wiser. They banded together against threats from without and came to rule many cities. This was the beginning of the clans of the *kafir*, whose Blood is much younger than ours. They built great empires, and learned great secrets, and one of these secrets was the tale of Haqim and his children, who preyed upon them as they preyed on mortals.

When they knew of us, that is when they revealed the full depth of their folly. For did they rise up as one and crush us, as the wise man crushes a scorpion? They did not. Instead, they cowered in their strongholds and hoped that we would prey upon their enemies rather than themselves. And their shame and humiliation went deeper, though only we now care to remember it. Some sought to save their worthless existences by paying us tribute in their own Blood. Others set us against their enemies, and paid us with their own Blood for taking the Blood of their foes, for Blood was ever the price of the Children of Haqim. What a magnificent foolishness! How much stronger we became, preying upon all, drinking from all! The lowliest *rafiq* was as feared as one of their princes, for we shared the Blood we took, so that each draught might go to the one who had most need of it. For the Children of Haqim fought not among themselves, and they saw how strife weakened the *munafiqun* and made them foolish.

Even in their folly, the *kafir* grew to fear the name of the Assamites — a name they gave us, for they could not pronounce the holy name of Haqim — and many among them began to plot our destruction. Chief among these were the Ventrue, who sought to make themselves rulers over the whole of Khayyin's get.

They sent forth great armies into the mountains, but found only hard fighting. We were hidden well in daylight and protected by great mountains and fierce mountain people. By night, though they were many, yet we prevailed, for the Path of Blood had made us strong. Darius, Alexander, Crassus, Paulinus — all these pawns were beaten back, or misdirected, or held at bay, and the children of Haqim kept their secrets. The *kafir* Ventrue learned the name of Alamut, and sent legions into the mountains. By persistence they almost found the eagle's nest; but the *rafiq* laid their plans well and had pawns of their own. Maccabees and *sicarii* rose up to the south, and the legions had to break off their searching or lose their eastern empire.

As Rome's power waned, a new faith spread across the land, and its name was Islam. Its followers were fierce and devout, but given to fighting wars over differences of religious opinion; one group, who followed a priest named Ismail, came to the mountains around Alamut to escape their enemies, just as Haqim had done three thousand years before. They became friends to the Children of Haqim, who assisted them against their enemies.

Rome sent more soldiers to win back the lost lands from the followers of Islam, and the tide of war ebbed and flowed for many decades. The Kindred, as the *kafir* named themselves, were fractious and made bad alliances and were as wary of each other as they were afraid of the Children of Haqim. Their forces were split by dissension and weakened by strife.

Yet once more the Ventrue pressed into the mountains in search of Alamut, and their armored knights won several victories. But the strongest knights were not of the Ventrue. These were the Knights of the Temple, shaped by the sorcerers of the Tremere. They used arms and wizardry together, and great was our struggle against them.

But the mortals who called themselves Ismailis had learned well from the Children of Haqim, and wrought great destruction in the camps of these Crusaders. Hashashiyyin, they were called, and the Europeans named them Assassins, and told each other great tales of their guile and courage, and made each other more afraid of them. Some, indeed, had drunk the Blood of Haqim, but these were few; for the most part they were pure mortals, well trained and devoted to their cause. The *hashashiyyin* were as sons and daughters to the Children of Haqim, and the greatest of them were chosen to walk the Path of Blood.

The Camarilla

It is better to have less thunder in the mouth and more lightning in the hand.

— General Ben Chidlaw

So vain and foolish had they become, these *munafiqun*, that even the mortals had begun to defeat them. In Rome, where once the *kafir* Ventrue had schemed to rule the world, a mortal priest gave approval to a great scouring out of witches and other evildoers. The cross and the flame took many of the Kindred, and they were forced to set aside their differences a little and join together that all might not be destroyed. So was born the palace of lies which they call the Camarilla.

In their arrogance, those of the Camarilla presumed to summon all of the Blood of Khayyin and order them to submit. Many chose not to do so, and these they declared to be outcasts and heretics. Clans were torn asunder, and sire was set against progeny, so that as many died by Blood Hunt as by stake and fire — and this was no small number, for the *kafir* sold each other to the Inquisitors in the cause of their petty rivalries, just as they continued to enrich the Blood of Haqim's children with their plotting.

And yet there were many who survived; by strength, by guile or by hiding themselves away. Those of the Camarilla were angered by the refusal of many to be ruled by them, and made war upon them. Although the Children of Haqim were among those branded heretic, still more were sought out to prey upon their enemies; and in turn did their enemies of the Sabbat seek us out to prey upon the Camarilla. To both sides we were outcasts, yet too useful to be made

enemies. And all the time, we grew stronger on the Blood of their elders. Many *rafiq* greeted the dawn of a new golden age and grew contemptuous of the *kafir*.

But when they began to meet and talk together in their Camarilla, the *munafiqun* began to see the truth. Despite the lies they told each other, their eyes were opened, and they saw how they were used, and how strong had become the Children of Haqim. Just as the Crusaders had told stories of the assassins that grew greater in the telling, so did the *kafir* tell stories of the Assamites, making us into great and terrible demons in their imagination. So great did their fear become that they could no longer live under the same stars with the Children of Haqim, and they made war upon us.

The Anarch Rebellion

But the *rafiq* had grown strong and wise since the time of Haqim and were not easily defeated. The Children of Haqim lent their strength to the rising of the anarchs, and great was the shedding of *kafir* blood in those nights. Our mortal servants carried the war to the heart of Europe, to the very gates of Vienna, where the Tremere warlocks trembled in their cellars. Where our armies passed, none was spared.

Yet had the Children of Haqim grown vain and foolish in their pride, and forgetful of their bonds of brotherhood. For it was this war which sundered the *rafiq* as the Camarilla itself had sundered the *kafir*. Some held that our enemies' enemies should be our friends, and grew closer to the *kafir* of the Sabbat. They heeded not the elders and were deaf to the teachings of Haqim our Ancestor, that we must be true only to our cause and despise all the get of Khayyin. This was the greatest of our sadness, that our brothers should turn their backs upon their brethren, and upon our ancestor.

Great though it was, the schism is not the only sadness that the children of Haqim must bear. For now our very homeland was turned against us, as the *kafir* twisted the hearts of our mortal allies and set their hands against Alamut. One called Selim brought his armies almost to the foot of the Eagle's Nest, for we had looked only to Europe for enemies. Now, the Children of Haqim faced enemies upon every hand. At last, a *kafir* Nosferatu was captured in the very heart of Alamut, and the Children of Haqim knew that defeat had come.

The Curse

This was the darkest hour, when the shame and the woe of Haqim's children were known to all the *munafiqun*. The Master of Alamut sent to the Camarilla, speaking words of peace, and in the city of Tyre a treaty saved the *rafiq* from destruction, but the cost of our salvation was a terrible one. The whole of the clan submitted itself to the sorcery of the Tremere warlocks, so that the Blood of Khayyin's get would be as poison to us forever.

No more could we walk the Path of Blood and become One with the Ancestor. This is our Curse, and the greatest of our many sorrows.

The Treaty of Tyre, 1496

Whereas we, the Elders and Kindred of the Clans Ventruc, Tremere, Toreador, Nosferatu, Gangrel, Brujah, and Malkavian, gathered together in Brotherhood and Mutual Faith and hereinafter known as the Camarilla, being the True and only Rightful Heirs of the Estate of Cain, do desire an end to the Unlawful and Diabolistic Practices of the Rebels hereinafter known as the Clan Assamite;

And whereas the said Clan Assamite does desire that the said Camarilla shall hold back its Hand from the Full and Ultimate Extinction of the Clan Assamite:

Therefore, be it agreed between all Parties signed and witnessed hereunto that the following Articles shall stand as binding between all the Parties and their Progeny and Servitors, from this date perpetually...

— from the preamble to the Treaty of Tyre

In 1486, the clans of the Camarilla declared a Blood Hunt against the Assamites, hoping to end their practice of diablerie. The Blood Hunt was called largely on the pretext of ending Assamite involvement in the Anarch Movement, but its true foundation lay in the Camarilla's fear of the growing power of the Assamites, and its inability to control the various plots and faction-fights which had led some elders to hire Assamite assassins with no thought for the power that they were giving to this potential enemy.

The Anarch Movement was crushed by 1493, and the Convention of Thorns, agreed in October of that year, is regarded by the Camarilla as the end of the Anarch Wars and the Assamite menace. The Assamites, however, date the beginning of the hijra to the Treaty of Tyre, which was concluded two and a half years later, after a Nosferatu scout was captured in the very heart of Alamut and the Master realized that he could no longer play for time.

Though the Camarilla prefer to regard the subjugation of the Assamites as only a part of the crushing of the anarchs, the only Assamites to sign the Convention of Thorns were five middle-ranking *rafiq* who had been betrayed and captured by the Brujah of Barcelona. Because of their great power, the Camarilla assumed that they were dealing with highly-placed elders, but they were simply the members of an Assamite cell which had been active in Spain for more than two centuries.

So far as the clan was concerned, there was no treaty until it was signed by the Master and the *du'at*, in Tyre in the spring of 1496. The Camarilla may think of the Treaty of Tyre as a mere codicil to the Convention of Thorns — when they think of it at all — but to the Assamites, it is the binding agreement, and the Convention of Thorns concerns the clan only in that it was signed by five *rafiq* who had no authority to do so, against their wills and probably under the influence of some powerful Domination.

There is a copy of the Treaty of Tyre in Alamut, in the library of the Old Man of the Mountain, and each clan of the Camarilla also has a copy. Nearly every provision of the Treaty has been violated at one time or another.

The main provisions of the Treaty of Tyre are as follows:

The Clan Assamite shall refrain from taking the Blood of other Kindred, and as surety of this provision shall submit themselves to a ritual to be administered by the Elders of the Clan Tremere, whereby Kindred Blood shall be made poisonous to them;

This article is the one which has been most well kept, though even the Camarilla now realize that not all Assamites submitted to the Tremere ritual. The practice of taking Blood in payment for assassinations is technically in breach of this article, which would be better enforced if the Camarilla knew how much benefit Assamites can still gain from their payment.

The Clan Assamite shall remain peacefully in the territory ceded to them by the Camarilla, which they have historically claimed as their own. They shall seek no expansion of this territory, nor shall they permit any unrest of mortals within their territory to spread to other areas. They shall not travel, either singly or in groups, outside this territory, nor shall they have Retainers or Servitors of any kind travel outside this territory on their behalf. The Princes of the Camarilla have the perpetual right to call a Blood Hunt against any Assamite or Assamites within their fiefs, and need give no other reason for such a Blood Hunt beyond membership of the Assamite bloodline.

This article has been broken more than any other; each side blames the other for breaking it first, and it has now effectively become a dead letter. Assamite cells are active throughout most of the world, existing in some places at the request of the ruling prince and under his or her protection. The Camarilla — especially the Ventrue and Tremere — has sent expeditions into the mountains of Asia again and again in search of the Assamite power base. Though the princes of the Camarilla technically have the right to call a Blood Hunt against any Assamite they find within their fief, this never actually happens. This is partly because princes have many uses for these highly skilled assassins and partly because no individual prince has ever felt strong enough to declare war upon the entire Clan Assamite — which would be the inevitable result of such an action.

The defenses of the castle of Alamut shall be dismantled to the point where the castle can no longer withstand a siege or other attack by the forces of the Camarilla. The Clan Assamite shall permit observers from the Camarilla to verify compliance with this provision. Further, any re-fortification of Alamut, or any attempt to establish a fortification elsewhere, shall be in breach of this treaty, and a worldwide Blood Hunt may be called against those committing the breach.

The castle of Alamut was indeed dismantled in accordance with the Treaty, but no one seriously expected the Assamites not to establish a base elsewhere. In many ways, this provision is impossible to fulfill, for so long as the clan exists there will always be a Master, and wherever the Master is, there, in the eyes of the rafiq, will be Alamut. The Camarilla threats of a worldwide Blood Hunt are little more than posturing; many other provisions of the Treaty show that they had no stomach for the long and protracted war which would have been necessary to destroy the clan.

The Camarilla undertakes to cease all action against the Clan Assamite, and not to violate the borders of its agreed territory without the sanction of a full Convocation of the Camarilla. The Clans of the Camarilla agree among themselves that they shall no longer seek to employ members of the Clan Assamite as hired assassins, and that those violating this provision shall forfeit the protection of their Clans and may be subject to a Blood Hunt. The Clan Assamite undertakes to cease any and all activity of its members as assassins for hire.

As in mortal politics, so it is among vampires. This clause of the Treaty actually means the exact opposite of what it says, and has had the effect of legitimizing the use of Assamite assassins by Camarilla elders. Threats of a Blood Hunt, again, are mere posturing — a scramble to take the moral high ground by denouncing assassination. The Assamites, however, have always been far too useful a weapon to go unused, and most elders justify the matter to themselves by reflecting that if they do not strike first, their enemies most assuredly will — and those enemies would have no scruples about violating the Treaty.

The Hijra

Better that we should die fighting than be outraged and dishonored. Better to die than to live in slavery.

— Emmeline Pankhurst, British campaigner for votes for women

So it was, O beloved, that the Children of Haqim entered upon the *hijra*, in which we all still wander to this day. Yet we do not wander without purpose, but keep the eyes of our hearts fixed upon the teachings of our Ancestor. As a nomadic Tuareg follows a star across the trackless desert, so do we follow the teachings of Haqim until we reach our destiny.

The road of the *hijra* is a long one, and along the way there are three great castles. Each one must be taken before the Children of Haqim may cease their wanderings.

The name of the first great castle is Alamut, the Eagle's Nest. The first Alamut has been discovered, and so the Children of Haqim must prepare another home for themselves, where their enemies may not find them. For though it is written that Alamut lies in the heart of each *rafiq*, the *hijra* may not end until it stands once more in stone.

The name of the second castle is Tajdid, which means Revival. The Blood of Haqim has been injured by the Curse, and must be revived, that we may walk the Path of Blood once more and become One.

The name of the third castle is Umma, which means Community. The Children of Haqim must become a single family once more, and renew their dedication to each other and to the word of the Ancestor.

When all three of these great castles are taken, then shall the *hijra* be at an end, and the Children of Haqim may rededicate themselves to their task.

Present Times

To choose one's victim, to prepare one's plan minutely, to slake an implacable vengeance, and then go to bed... There is nothing sweeter in the world.

— Josef Stalin

These are dark times, O beloved, and the Children of Haqim are weak. Yet our weakness is our shield, for now that we may no longer walk the Path of Blood, the *munafiqun* have less fear of us. They hold back their spears from the wounded lion, thinking not that its wounds shall heal. They believe the *rafiq* to be conquered, and the wolf to have become a mere dog.

Thus, they come to old Alamut increasingly to seek the doom of their enemies, and willingly pay with their own Blood, for they know — so they believe — that the Path of



Blood is closed to us. Our weakness is our shield, and our usefulness our stockade; it is clear that we shall never be destroyed, for the folly of the *kafir* shall always save us.

And there are those Children of Haqim who remain Unconquered. Though many have turned their backs upon us, we are no more enemies than we are friends. They still walk the Path of Blood, and it may be that through the Unconquered ones our own feet may turn back to the footsteps of Haqim. Yet before the *umma* be restored, they must forsake their alliances among the *munafiqun* and rededicate themselves to our holy task.

Still, there are some of the *kafir* wise enough to trust not in the Curse, and still they seek to encompass our doom. The Unconquered ones sought to establish a second Alamut in the east, and were growing powerful when the Ventrue sent their mortal soldiers into the hills of the Northwest Frontier, which they called India. At last this second Alamut was abandoned, though great and terrible tales were told of the Thuggee who defended that place. The Marijava ghoulish family still serves Alamut well on occasion, though their loyalties may not entirely be trusted.

More invaders, this time Brujah, came from the north, searching for another Alamut in the mountains of Afghanistan. They found it not, for all their flying war machines and satellite cameras. The new Alamut was defended not by walls of stone, but by the hearts of Haqim's children. Still they sought to crush us, and brought doom upon themselves. The Children of Haqim stretched forth their hands, and the Elders of Tashkent, Kiev, Rostov and Volgograd were seen no more. Those who survived found their kine in revolt, and must look to their own safety before they may seek Alamut again. At the same time, an ancient power awakened in Russia itself, and claimed the elders of Moscow and St. Petersburg. There are some who credit the *rafiq* with these Endings, which makes us even more greatly feared.

Thus it remains. We are feared and hunted, and at the same time we are sought out for our skills. We endure, and await the day when our strength is rebuilt.







Chapter Two: Culture and Traditions

*Power is not revealed by striking hard or striking often,
but by striking true.*

— Honore de Balzac

Becoming an Assamite

As with everything else, the decision to Embrace a mortal is made by the clan as a whole, and not by an individual clan member. This does not mean, as it does with the Tremere, that the clan recruits rarely and is slow to recover losses. Through centuries of strife and danger the Assamites have developed a recruiting program which is more effective than that of any other clan and ensures that only the best prospects are Embraced.

Part of the duty of Assamites out in the mortal world is to look for possible recruits. Originally, the clan only Embraced males of Middle Eastern and Indian ethnic stock. The first female Assamite was Embraced in 1746, but it was another 150 years before Europeans were admitted. Now, any candidate who shows sufficient promise may be considered.

Selection

The clan looks for a number of qualities in potential neonates. First and foremost, they must be very highly skilled in one or more forms of personal combat, with a proven ability to kill effectively. This requirement is waived

in the case of specialists, who must instead be highly skilled in the areas required by the clan. Secondly, they must have a psychological profile which enables them to kill those who are presented to them as enemies without suffering any psychological damage in the process. They must be able to detach themselves from the destruction they cause and be secure in the knowledge that their acts are justified as acts of war. Finally, they must have the capacity for intense loyalty, and at least the potential for sympathy with the beliefs and goals of the clan.

A prospect may be watched for several years before being approached. It is customary for senior Assamites to watch prospects identified by junior clan members for a while before a decision is made. Once made, though, the decision is as irrevocable as any made by the Assamites. The prospect is conducted to Alamut by some means or another and training begins.

Training

The mortals are trained in groups, and the first stage of training is for them to learn each other's skills. In the past, the Assamites have used mortal organizations as the first stage of the recruiting process; the Thuggee and the *hashashiyyin* are two examples of this. The recruits serve at Alamut for seven years — as guards and menials, and as a Herd for the *rafiq* who reside there. They are inducted into

the outer mysteries of the Path of Blood, becoming ghouls near the end of their training and learning how to handle the superhuman powers conferred by Assamite Blood.

Embrace

At the end of the seven-year training period, the decision is made as to which of the prospects are worthy of the Embrace. This is carried out at a great ceremony, held at the same time each year, which all senior members of the clan attend. Every Assamite tries to return to Alamut for the Embrace; it is one of the clan's most important rituals, and it is important that clan members are able to recognize one another by sight. The Embrace is given using the Heartblood of the clan, symbolizing the fact that the clan, rather than an individual sire, is the true focus of loyalty; the Heartblood is discussed later in this chapter, along with other clan treasures. Those recruits not selected for the Embrace provide the feast which follows the ceremony.

Clan Structure

The Assamites, while emphasizing hierarchy, do not require the coercion of Blood Bonds as do similarly structured clans such as the Tremere. Its members rigidly adhere to clan rules out of a combination of loyalty, love, faith, fear and brainwashing. This process begins even before they are recruited and continues to the night when they meet Final Death. The Assamite indoctrination program may well be the most complete ever devised, and its success can be traced back for millennia.

The *Fida'i*

Newly Embraced neonates receive the title *fida'i* — “those who sacrifice themselves” — in token of their submission to the will of the clan. They remain at Alamut for a further seven years, training to use their vampiric strength and speed, learning to frenzy, being instructed in the clan Disciplines (and any others for which they show aptitude), and being inducted into the second level of the teachings of Haqim.

* Occasionally, one or more *fida'i* may leave Alamut — normally under the tutelage of a more-senior Assamite — on simple errands of various kinds. They learn firsthand about the world of the Kindred, and even get to meet the get of Khayyin on occasion. They also gain experience in the business side of the clan, witnessing contract negotiations and assisting with the collection of vitæ in payment.

At the end of seven years, *silsila* (below) judge the *fida'i* to see if they are worthy of full clan membership. Most Assamites serve the full seven years of their apprenticeship; under exceptional circumstances, however, particularly outstanding individuals may serve only four or five years as *fida'i*, while some are given another seven years at Alamut if they are not found ready to leave.

The end of a neonate's time as a *fida'i* is marked by another ceremony, held at the same time as the ceremony of the Embrace. At this time, the neonates become full-fledged members of the clan and gain the title of *rafiq* — “comrades.”

The *Rafiq*

The *rafiq* make up the clan's rank and file. The majority are assassins, dwelling away from Alamut either in havens of their own or in Assamite strongholds. Some, however, are specialists, serving the clan in other ways. The majority of these specialists stay at Alamut itself, though some are posted to the larger strongholds around the world, so that *rafiq* in need of their skills can contact them quickly and easily.

Specialists include scholars, mages, and, increasingly, scientists. Most are employed in the *tajdid* — the massive research effort aimed at freeing the clan from the Curse — but some serve in other capacities. Historians and archivists are employed to study and compile the fragments of the *Book of Nod* which fall into the clan's possession. The library of Alamut — currently in the process of being transferred to CD-ROM — employs its own specialist scholars and researchers.


The majority of the *rafiq*, though, are field operatives. While the clan is only loosely organized outside the confines of Alamut, the *rafiq* make a habit of staying in touch with one another and are usually aware of all Assamite activity in their area. This is partly to avoid the possibility of situations arising where Assamites may come into conflict with each other, but its main purpose is to make sure that no *rafiq* undertakes a contract without anyone else from the clan knowing about it. Then, if the *rafiq* should fail to return, inquiries can begin to establish whether there is any cause for revenge.

The *Silsila*

These are the elders of the clan, the Keepers of the Blood. They act as a priesthood, instructing the *fida'i* in the Path of Blood and guiding the *rafiq* in the footsteps of the Ancestor. Any Assamite may be appointed to the *silsila* by the Master and the *du'at*; it is a great honor, normally given in recognition of long or outstanding service to the clan and to the teachings of Haqim. The *silsila* are respected by all, and one of their number normally acts as Castellan for an Assamite base away from Alamut.

The *Du'at*

The *du'at* are the three most senior clan members aside from the Master. They serve as a council of advisors for the Master and as his appointed representatives in their own fields of interest: military, political and magical. There is no specialist advisor on philosophy and doctrine, for two rea-



The amr directs the efforts of the clan's magicians, and acts as an advisor to the Master on magical and supernatural matters.

The Master

The Master of Alamut, also known as the Old Man of the Mountain, is the supreme head of the Assamite Clan. His word has the force of law over the *rafiq* and is subject only to the code of the *khobar* (see below) and the teachings of Haqim. He (there has not yet been a female master, though a few female *rafiq* have tried) appoints candidates to all posts of importance within the clan, having first listened to the counsel of the *du'at*.

The Master may be challenged by any clan member to a duel for leadership. The Master chooses the type of duel — physical (mutual assassination), political (a vote at a clan council) or magical — so any challenger must be confident of beating the incumbent Master in all three fields. This ensures that challenges are comparatively rare and normally works to improve the clan's leadership. The loser of a challenge is ritually executed, and his/her blood is added to the Heartblood of the clan.

The Khabar

Everybody has their code. The difference is, the Assamites live by theirs.

— Godefroy, Ventrue Justicar

It has been said that the *khobar* is the true strength of the Assamites, the only thing that has allowed them to endure centuries of persecution. Some call it a code, some a heresy, some a mania — but no one doubts the fierce unity of the clan and the power of the *khobar* in binding them together. Assamite teachings present the *khobar* as a castle guarded by seven towers; if any tower should fall, then the castle is lost. The seven towers of the *khobar* are as follows:

Loyalty (*Asabiyya*)

This refers to the bond of loyalty between clan and individual. Loyalty to the clan is absolute, and the clan's interests always have precedence over the interests of the individual. The clan has become known and feared over the centuries because its members are so willing to risk and face destruction in order to achieve the clan's aims. Less melodramatically, every clan member has a duty of unquestioning obedience, which is balanced by a duty of the clan's leadership to be

sons: Firstly, the Master is the spiritual leader of the Assamites and largely fulfills this role himself; and secondly, it is believed that the teachings of Haqim should live in the heart of each individual and not be subject to interpretation by teachers.

The military head of the Assamites has the title of caliph. He (there has never yet been a female caliph, though it is thought to be only a matter of time) is the commander of all field operatives, and has the power to overrule any assassination contract — though this is hardly ever done because of the importance the Assamites attach to the integrity of their word. He can also declare a Blood Hunt on behalf of the clan and is responsible for administering the policy of *hadd* (see below).

The chief scholar has the title of vizier, and is equal in status to the caliph. This individual has overall responsibility for the maintenance of the library, the search for knowledge of all kinds and the conduct of research into lifting the Curse. In this last duty, the vizier shares responsibility with the amr, since both mundane and magical avenues are being explored. As well as being chief scholar, the vizier acts as a political advisor to the Master and is responsible for mediating between the various factions within the clan, as well as maintaining relations between the clan and *antitribu*.

The third *du'at* is the amr, who is the chief magician of Alamut. The clan's specialist magicians oversee the training of the *rafiq* in the various Disciplines, as well as conducting magical research into lifting the Curse and other matters.

worthy leaders and place the clan's interests above their own ambition. Even the Master is still a child of Haqim and a servant of Alamut.

Brotherhood (*Ikhwan*)

Running alongside the bond of loyalty to the clan is the bond of *ikhwan*, or brotherhood between all the clan's members. Assamites are forbidden to fight each other under any circumstances, even across the clan/*antitribu* divide. They must assist each other in all things, except in an assassination; this is a holy task, to be undertaken alone.

Honor (*Muruwa*)

Though the *khavar* is often referred to as a code of honor, only the concept of *murawa* addresses personal honor directly. The clan's honor comes first according to the doctrine of *asabiyya*, but each Assamite is expected to take great care regarding personal honor. An Assamite's word is practically unbreakable — a rare thing indeed among vampires — and only a fool or an ignoramus would insult an Assamite by demanding an oath or a written contract. Assassination contracts are absolutely unbreakable, since they are regarded as a sacred duty to Haqim. Many stories are told about the fact that, once agreed, an assassination contract cannot be broken, even by the client. Likewise, another's word given to an Assamite is regarded as unbreakable, and the clan will enforce this if necessary. The *munafiqun* may cheat and lie to each other if they wish, but the Assamites require absolute truth in all things.

Vengeance (*Hadd*)

Vengeance is a vital concept to the Assamites — vengeance for the clan as a whole and for fallen comrades. In many ways, it is the prospect of eventual vengeance which gives the Assamites the strength to carry on and stay true to the *khavar* despite enormous pressure. Vengeance is the duty of each individual and of the clan as a whole. There is one exception to the duty of *hadd*: Assamites who were destroyed in the execution of a contract (whether or not the contract succeeded) are not avenged, unless they were betrayed by bad information or tricked to their doom by a false contract. Those betrayed by the *munafiqun* are given the honored title of *shahid*, and are avenged to the uttermost limit of the clan's power. Avenging the *shahid* is the most sacred form of the *hadd*.

Also a part of this tradition is the Assamite custom which the *kafir* find most difficult to understand: the fact that a Cainite who manages to overcome an Assamite assassin is not troubled further, and further contracts against this individual may not be accepted. For all their contempt of the *munafiqun*, the Assamites honor a worthy enemy, and provided that no further action is taken against the clan, no further action will be taken against the individual. Left alive, the one-time target will surely seek vengeance against

those who hired the dead *rafiq*. Not only will the resulting conflict serve to avenge the fallen *rafiq*, but it will set the *munafiqun* against each other and so serve the clan's greater vengeance.

Secrecy (*Taqqiya*)

The duty of secrecy is ingrained in each member of the clan through millennia of danger; in effect, it is a second Masquerade, aimed at Kindred rather than kine. Alamut — the true Alamut, wherever it may be at any time — must never be found by outsiders, and outsiders must never learn anything of the clan from an Assamite. In addition, the principle of *taqqiya* permits an Assamite to pose as an outsider in the furtherance of a contract — something that would normally be forbidden by the strict rule of *murawa*. While posing as a non-Assamite, it is permissible to lie, cheat, steal and murder in order to maintain the deception and facilitate the closing of the contract, without compromising one's personal honor.

Faith (*Mumin*)

The duty of faith demands complete and unquestioning devotion to the *khavar* and to the path set down by Haqim, including the Path of Blood. Assamite beliefs are described elsewhere in this chapter.

Community (*Umma*)

The idea of community is central to Assamite survival, and it is enshrined in the principles of *asabiyya* and *ikhwan* as well as in the duty of *umma*. This last demands that the individual should serve the clan humbly, according to the clan's needs and the individual's gifts, and without reference to the individual's own desires and ambitions. Because of this, the clan's scholars, mages and other specialists are as respected as the warriors and assassins. Members are sometimes required to go out and obtain skills and knowledge needed by the clan, and this is as sacred and honorable a task as performing an assassination.

The Path of Blood

An empire founded by war has to maintain itself by war.

— Montesquieu

Outsiders often interpret the Assamite belief in the Path of Blood as a simple desire for increased power through diablerie. The truth is much more complex and is embedded in the teachings of Haqim, which form the central motivating force of the clan.

The Path of Blood first teaches that it will lead to the downfall of the *munafiqun*, turning their own strength against them. This will lead to the fulfillment of the Assamite's revenge for their sufferings, as well as carrying out Haqim's sacred task of ridding the world of the Kindred.

The second, and more mystical, teaching is that the Path of Blood ascends the peak of Alamut, and the *rafiq* who climbs the Path of Blood to the summit shall become One. This esoteric concept involves achieving spiritual unity with Haqim, and thereby achieving a kind of enlightenment directly comparable to the *munafiqun* idea of Golconda. Only by reaching the summit may a *rafiq* become One.

In many ways, this teaching is very similar to the Sabbat's Path of Caine, a Path the Assamites are often credited with developing. The *munafiqun* are allowed to carry on believing that the Assamites follow the Path of Caine, since this is in the interests of *taqqiya* and prevents outsiders from learning the clan's true goal: the destruction of all Caine's progeny.

If desired, the Storyteller may use the Path of Blood in the same way as the Paths of Enlightenment in **The Players Guide to the Sabbat**, imposing Path rolls in response to characters' behavior instead of Humanity rolls. This would be particularly appropriate for Assamite *antitribu* characters, but could apply equally well to all Assamites, since the clan does not subscribe to many of the *kufir* beliefs of the Camarilla.

The history of the Path of Blood has been covered elsewhere, and much of this chapter is concerned with the task of following the Path in some way or another. Its followers are exclusively Assamites, but may be of the clan or the *antitribu*. They are usually fiercely devoted to the Path, but non-competitive, seeing the Path as a personal quest. Other necessary information on the Path of Blood is presented below in the same format as in **The Players Guide to the Sabbat**.

The Ethics of the Path

- Be faithful to the code of the *khobar* and to the teachings of Haqim.
- Seek all knowledge which will assist the Children of Haqim in their struggle with Khayyin's get. This includes the *Book of Nod*, and any knowledge concerning clans and individuals. Since the Treaty of Tyre, knowledge which might help circumvent the Curse has become particularly important.
- Practice restraint and develop inner strength to withstand the Beast. Resist frenzy at all costs; those mastered by the Beast are touched by Khayyin's corruption.
- Deal honorably with mortals, and do not despise them merely for being mortal. To despise mortals without cause is to become the same as Khayyin's get. Drink from them only when necessary.
- Lose no opportunity to obtain Kindred blood of any generation. The power of the Blood shall ensure the clan's victory.
- Recognize that you are not as the get of Khayyin, and that they are your ancestral enemy. Keep apart from them unless duty requires otherwise, and guard your spirit from Khayyin's corruption, which they carry.

Path of Blood Hierarchy of Sins

Path Rating	Minimum Wrongdoing for Path Roll
10	Failing to pursue an opportunity to obtain Kindred blood of a higher generation than your own, though it may cost your unlife.
9	Succumbing to frenzy.
8	Failing to pursue Kindred blood or knowledge of Caine or the Curse when there is moderate danger.
7	Being disrespectful to clan leaders.
6	Failing to execute an assassination contract yet surviving.
5	Failing to pursue blood or knowledge in the face of minor danger.
4	Not killing a non-Assamite vampire when there is need to do so.
3	Placing personal desires or ambition above other matters.
2	Failing to assist or avenge a clanmate.
1	Revealing clan information to outsiders.

Clan Treasures

The Heartblood of the Clan

They were never defeated, they were only killed.

— Saying about the French Foreign Legion

The Heartblood is one of the clan's most sacred relics and is used in the clan's most important rituals. It is said to contain some of the Blood of Haqim, the clan's founder.

The blood of those Assamites who are destroyed in the line of duty is recovered if possible and brought back to Alamut. It is used in a special Ritual of Creation and added to the store of treated blood which is known as the Heartblood of the clan. Only the blood of Assamites is used in the creation of the Heartblood, and it is a powerful symbol of the clan's heritage and unity.

While each Assamite still has an individual sire, the sire also feeds the newly Embraced fledgling some of the Heartblood. Also, on those rare occasions when the clan feels the need to Blood Bond one of its members, it uses the Heartblood so that the thrall is bound to the clan instead of to an individual sire. It is often mixed with the treated blood of other Kindred in the rituals of the Path of Blood. The Assamites believe that the Blood of Haqim, upon which it is based, counteracts the corruption of the Blood of Caine and protects them from straying from the teachings of Haqim.

Alchemical Weapons

The clan's alchemists have produced a number of useful substances in the course of the *tajdid* research program; a few are described below. These substances may be obtained from Assamite alchemists at the Storyteller's discretion. According to the circumstances, a character may be issued one or more alchemical weapons for a mission, or may have to buy them with blood, or may have to use clan influence or get a signed requisition from the amr.

Plague Dust: This dust looks very much like dried blood, which in fact it is. It may be reconstituted with the blood of a vessel, or introduced into a vessel's bloodstream directly or orally. Any Kindred who drinks blood which has been tainted with Plague Dust must make a Stamina + Fortitude roll (difficulty of 7), or suffer the effects of the Quietus power Diseased.

Bitter Dust: Another dried blood product, Bitter Dust may be reconstituted with one Blood Point of the character's own blood, and the resulting paste used to coat a weapon. The weapon causes aggravated wounds as if by the use of the Quietus power Blood Agony, but this effect only lasts for three successful hits or one hour, whichever is shorter.

Bloodwater Dust: This brownish dust renders any blood unusable to a vampire of any kind; the blood's nutritious qualities are completely destroyed. Worse still, any Kindred who drinks blood which has been tainted with Bloodwater Dust must roll Stamina + Fortitude (difficulty of 6). Each failure costs the victim one Blood Point, as the Bloodwater Dust corrupts the drinker's own vitæ. A ghoul who ingests Bloodwater Dust gets no benefit from it.

Accursed Dust: This is the most powerful of the Assamites' alchemical weapons and the most difficult and expensive to manufacture. When ingested by a non-Assamite, it transforms the drinker's vitæ into Assamite blood. The drinker must roll Stamina + Fortitude (difficulty of 8): Each failure costs one Blood Point and inflicts one aggravated wound. Each botch counts as two failures.

Kali's Fang

A relic of the Thuggee cult, this is an Indian *katar* or punch-dagger with a grip and blade of inlaid silver. When used against Kindred, the dagger always causes aggravated wounds; if it strikes the heart, the vampire is destroyed.

The Ancestor's Talisman

This item is a gold pendant, cast into the form of Haqim's name written in Arabic script. There are four such talismans: One is owned by the Master of Alamut and the others by the three *du'at*. A *du'at* may lend a Talisman to a *rafiq* for a specific mission. An Assamite wearing an Ancestor's Talisman may roll one extra dice on all dice rolls, being buoyed up by zeal and the desire to live up to Haqim's teachings; characters with the Nature of Fanatic gain two

dice. In addition, the wearer is immune to most effects of Dominate and Presence Disciplines used by non-Assamites. If the Talisman is worn by a mortal, the mortal's blood becomes as poisonous to Kindred as the blood of an Assamite, although Assamites may still drink it normally.

The Arrows of Vengeance

Five of these arrows have survived to the present day and are kept in the armory of Alamut. They are made of hawthorn wood, with fire-hardened points instead of metal or stone arrowheads. Their enchantment makes them actually seek out the heart of a vampire, reducing the required number of successes from five to three. If the vampire has the Misplaced Heart Merit, five successes are still required to hit her.

New Merits and Flaws

Assamite characters may take these Merits and Flaws in addition to any listed in *The Players Guide*.

Marijava Contact (1 pt Merit)

You have an ally who is a member of the Marijava ghoulish family (see *Dirty Secrets of the Black Hand*), and can be called upon for a favor from time to time. Likewise, your Marijava friend may call upon you for help occasionally. The clan is aware of this relationship and will normally grant you leave to help your ally (knowing that you have given your word to do so), provided that the clan's interests are not compromised in the process. The Storyteller creates the ghoul character, but should not reveal Trait scores and other game-sensitive information to you.

Unconquered Ally (2 pt Merit)

You have a friend and ally among the Unconquered. The Storyteller creates this character, but should not reveal any information to you beyond that warranted by the two characters' acquaintance. Your Unconquered ally may be called upon for assistance and may also enlist your support from time to time. Naturally, neither of you may do anything which endangers your side of the clan without incurring the considerable wrath of your superiors.

Unconquered Enemy (1 pt Flaw)

You have an enemy among the Unconquered who will try to thwart your plans and may even try to destroy you if this can be done without being found out. Your enemy has been blackening your name, and as a result you find that all dealings with the Unconquered are at +1 difficulty.

Disgraced (2 pt Flaw)

You broke the laws of the *khabar* at some point during your training, and though you have since partially made amends (enough to prevent yourself from being destroyed on the spot, and to be grudgingly accepted as a *rafiq*), your name still bears the stain of your misdeed. All dealings with other Assamites are at +1 difficulty, though the Storyteller has the discretion to vary this penalty for individuals who know you well or whom you have served well or badly in the past. Clearing your name will be a strong motivation for performing well in all respects while on an assignment.

Silsila Enemy (2 pt Flaw)

A member of the *silsila* has taken against you for some reason — faction enmity, for example — and will exert influence to thwart your chances of promotion, make sure you get difficult or inglorious jobs, and generally make your existence uncomfortable. The Storyteller should decide whether you know who your enemy is at the start of the game, though you may do what you can to find out.

Du'at Enemy (4 pt Flaw)

During your apprenticeship at Alamut, you somehow incurred the displeasure of one of the *du'at*, and your existence will be considerably more difficult as a result. Your enemy is unlikely to be your direct commander (the caliph in the case of warriors), and you may not even know his identity — though you may certainly try to find out and make your peace somehow.

Quietus

Level Six

Cleansing of Influence: By spending a Blood Point and touching a single subject with a droplet of her blood, the character can remove non-blood based influences such as Dominate. The subject must successfully roll Willpower (difficulty of the level of the power to be removed + 3).

Thin Blood: By spending Blood Points and touching an opponent with a blood-stained hand, the character can weaken the opponent's blood so that it cannot be used to heal wounds. This requires physical contact plus a successful Manipulation + Medicine roll (difficulty of the opponent's Stamina + 3). The number of successes gained on the roll determines how long the effect lasts.

1 success	One turn
2 successes	One hour
3 successes	One day
4 successes	One month
5 successes	Until the opponent lowers her generation

Level Seven

Blood of the Cobra: This power enables the character to use any other Quietus power, such as Weakness or Diseased, without the need for physical contact. Instead, the character need only spit blood at the target. This attack has a range of 10 feet for every point of the character's Strength + Potence, and requires a Dexterity + Perception roll to hit. The character may aim (see below) if desired.

Level Eight

Blood Curse: By spending a Blood Point and touching an opponent, the character makes the opponent's blood thin and weak. The opponent can no longer heal aggravated wounds at all, and two Blood Points are required to heal one health level of non-aggravated damage. Furthermore, the character may no longer make ghouls, Embrace progeny or Blood Bond other Kindred. In addition to physical contact, this power requires the character to roll Charisma + Occult against the opponent's Stamina + 3. The number of successes gained on the roll determines how long the effect lasts.

1 success	One turn
2 successes	One hour
3 successes	One day
4 successes	One month
5 successes	Until the opponent can lower her generation

Thaumaturgy Rituals

The Tremere are not the sole masters of Thaumaturgy, and the Assamites have developed a number of rituals in the course of the *tajdid*. Many of these rituals are linked to the Path of Blood for obvious reasons. Incidentally, the Assamites see no confusion in applying the name "Path of Blood" to their Thaumaturgical specialization as well as to their Path of Enlightenment — as far as they are concerned, the one serves the other, and the distinctions between them are negligible.

Level One Ritual

Blood of Peace: This ritual allows the caster to convert one point of blood into a potent drug. Used to spike a drink or simply applied to the base skin, the treated blood can cause the subject to fall into a deep sleep, though the subject may attempt a Willpower roll to resist this power (difficulty of the creator's Intelligence + Science). The ritual takes 10 minutes and costs two Blood Points — one to bring forth the caster's blood, and one to treat it.

Level Two Ritual

Blood Call: This ritual creates a limited psychic link between two willing characters. If either character is destroyed, the other will know instantly and will have a clear but fleeting vision of the manner of the character's demise — for instance, whether the character fell honorably in the performance of a contract, or was fatally tricked or betrayed. The ritual costs each participant two Blood Points (though only one of them need actually know the ritual), and takes an hour to complete.

Level Five Ritual

Light of Vengeance: By spending a Blood Point and using the resulting blood to filter a light source (by smearing it on the lens of a flashlight, for example), the character can turn any artificial light source into a temporary weapon with almost the potency of sunlight. Any Kindred struck by the filtered light must roll Stamina + Fortitude as if struck by a direct ray of sunlight; the difficulty of the roll is equal to the character's Thaumaturgy score. The effect lasts until the blood dries (2-10 minutes, depending on the amount of heat generated by the light source), and the ritual itself takes three turns. Wounds caused by this means are not aggravated wounds.

Level Six Ritual

Evade Curse: One of the first successes of the *tajdid* research program, this ritual enables the character to tolerate the blood of other Kindred for a short time. The ritual takes five minutes while feeding, and the effects last a number of turns equal to the successes on a Stamina + Occult roll (difficulty of the number of Blood Points taken + 2). The Kindred Blood Points should be marked with a "T" on the character sheet; they will be the first Blood Points to be used for healing, Quietus powers, Thaumaturgy rituals, or other purposes. On the next turn, the character's immunity to the Curse ends; remaining Blood Points which are marked with a "T" are lost, and the character suffers an equal number of aggravated wounds.

Level Seven Ritual

Healing Blood: By meditating for 10 minutes without any interruption, the character can use Blood Points to heal aggravated wounds. Healing takes place at the rate of one Blood Point per health level, with no Willpower expenditure required and no limit to the number of health levels that may be recovered per day.

Optional Combat Systems

Assamite assassins use a variety of techniques in stalking and dispatching their quarry, and some expansion of the combat systems given in the *Vampire* rulebook and *The Players Guide* is necessary to cover them. Storytellers should feel free to disallow any or all of these systems.

Aiming

Under certain circumstances, a character may aim a shot at a specific area of the target's body; most commonly, the head or the heart. There are rules for aimed blows in *The Anarch Cookbook* that cover aiming at the head, limbs and chest; the difficulty modifier to hit the heart is +3, rising to +5 if the target has the Misplaced Heart Virtue from *The Players Guide*.

When dealing with missile weapons there are additional modifiers for circumstances, as follows:

Circumstances	Difficulty Modifier
Aiming at limb on far side of body	+3
Target walking	+1
Target running	+3
Target running and dodging	+5
Target area behind soft cover	+3 or more*

* An aimed shot may only be made against a body area which is behind soft cover (e.g. drapes, a lacquer screen, a thin wooden door) if the firing character can see enough of the target's body to be able to judge the position of the target area. The Storyteller is the final arbiter in such circumstances.

Aimed Bursts

If a called shot is made with an automatic weapon set for a three-round burst, only the first round may be a called shot. The second and third rounds are handled normally, since recoil prevents their being aimed as carefully as the first.

Surprise Attacks

The easiest target is a target taken unawares — stabbed from behind or shot from ambush. To gain the advantage of surprise, the victim must be entirely unaware of the assailant's presence, or must be off-guard and unable to see the assailant ready the weapon (if any) and wind up to the attack. Victims who are caught off-guard but see the assailant preparing to attack may roll Wits + Brawl (difficulty of the assailant's Dexterity + Stealth) in order to take some action before the attack. If the victim wins, the assailant loses the difficulty

Aiming Effects

The following aiming difficulties are reprinted from *The Anarch Cookbook*.

Head — Difficulty: +3, Damage: A Wounded result means unconsciousness for a mortal, but a vampire is only stunned and cannot do anything that turn. A Crippled result means the vampire is stunned until she successfully rolls Stamina (difficulty 8). Incapacitated means the vampire's neck is broken and she is paralyzed until she can spend enough Blood Points to restore herself to the Crippled level. If the weapon is sharp and the damage is one more than required to bring the vampire to Incapacitated, then the vampire is decapitated — the Final Death.

Hands/Arms — Difficulty: +3/+2, Damage: A Wounded result means his hand/arm is broken and any weapons in that hand cannot be used, so swords are dropped, the fingers will not be able to pull the trigger on a pistol, etc. If the weapon used is sharp, a Crippled result means the limb is sheared off. To reattach, the limb must be recovered and held to the wound while the vampire spends enough Blood Points to restore himself to at least Mauled level. The limb cannot be used until it fully heals (treat as if it has taken aggravated damage).

Legs — Accuracy: +1, Damage: A Wounded result means the limb is broken; the penalties to the Dice Pool apply to any activities requiring running. An Incapacitated result with a sharp weapon means the limb is cut off, with the same results as severing a hand or arm.

Chest/Torso — Accuracy: +1, Damage: An Incapacitated result means shock: The vampire has temporarily lost control of her blood. She must roll Stamina + Fortitude (difficulty = total lost Health Levels + 2) to regain control, spending a full turn to try. She cannot spend Blood Points until she does this. A mortal will have the air knocked out of her lungs on a Wounded result (stunned for the turn), and her ribs broken on a Mauled result (neither of these results bother a vampire). If the vampire is attacked from behind and the result is one more than needed to Incapacitate, then the spine is broken, and she is paralyzed until she can spend sufficient Blood Points to restore herself to the Crippled level.

modifier for attacking with surprise, and if the victim botches the roll, he or she is rooted to the spot with shock and surprise, unable to take any action of any kind that turn.

Missile Fire: A sniper firing on an unaware target reduces the difficulty rating of the shot by two.

Melee Combat: A character backstabbing an unsuspecting target reduces the difficulty rating of the attack by three. The attacker may choose to 'trade' one, two or all of these points for extra damage points, on a one-for-one basis. This reflects the assailant's opportunity to place a blow with greater care when attacking with surprise. For example, the *rafiq* Jamal (see **Appendix**) has approached a victim undetected and is preparing to backstab with a dagger. His Melee score is high enough that it would be of little benefit to him to reduce the difficulty rating of the attack by 3 points — he can hardly fail to hit, even without the difficulty modifier — so he elects to trade all three for increased damage. The dagger normally does Strength + 1 damage, but Jamal has gained a +3 damage bonus by foregoing the difficulty modifier, and his attack will do Strength + 4 damage.

Darkness

Darkness is the greatest ally of the thief and assassin; it offers concealment for approach and escape. The following rules are suggestions only, and the Storyteller should feel free to adapt or ignore them as desired.

The cover of darkness reduces the difficulty of all activities based on visual concealment by two to no less than a difficulty of three. It increases the difficulty of all other activities by three.

Characters with the *Auspex* power Heightened Senses ignore all negative modifiers for darkness unless in total darkness (e.g. in a sealed, unlit underground chamber). In total darkness, the character's other senses compensate in part for the lack of visual input, halving all penalties (round halves up).

Characters with the *Protean* power Gleam of Red Eyes ignore all negative modifiers for darkness, since they can see as well as in normal daylight.

Some technological devices counteract darkness to a greater or lesser extent.

Image intensifiers (also known as owl eyes and star scopes) work by concentrating the small amount of light that is available from the night sky, but are useless underground or in other circumstances where there is no natural light to intensify.

Passive infrared sensors detect heat and may use it to build up an image; sensitive devices can pick up the body heat of a mouse at a range of tens of yards, though any source of heat will register on the device, and an image can be swamped by background 'noise' unless ambient tempera-

tures are extremely constant across the scanning area. A vampire has far less body heat than a mortal; heat from ingested blood disperses over time, so a recently-fed vampire will have a stronger infrared presence than a hungry one.

Active infrared sensors fire a beam of infrared light at a receiver and detect interruptions to the beam. They are normally used in fixed configurations — in building alarm systems, for instance.

Radar and sonar work by emitting energy waves and noting differences in patterns of reflection which might indicate the presence of an intruder. Like active infrared systems, they require cumbersome equipment and are only used in fixed configurations. Most sonar systems used for security work at a pitch far above normal human (and even vampire) hearing.

New Secondary Talent

Clan Impersonation

This is the ability to imitate the characteristics of another clan sufficiently well to be mistaken for a member. It involves changes to behavior, knowledge of clan jargon and politics, and sometimes an element of physical disguise as well. Successful use of this skill (which is normally paired with Manipulation) will convince another Kindred that the character is a member of the imitated clan and not an Assamite.

- **Novice:** Fool anyone who hasn't had direct dealings with the clan
- **Practiced:** Fool anyone who is slightly familiar with the clan
- **Competent:** Fool a clan neonate
- **Expert:** Fool a clan ancilla
- **Master:** Fool a clan elder

Possessed by: Assamites, a very few witch-hunters, some Inconnu, some Antediluvians

Specialties: Each clan is a separate specialty.

New Secondary Skills

Blowgun

This skill is required to use a blowgun accurately, though unskilled characters may use Dexterity + Strength with a difficulty modifier of +3.

- **Novice:** Kid with peashooter
- **Practiced:** Class peashooter ace

- **Competent:** Ninja wannabe
- **Expert:** Rainforest dweller
- **Master:** Ninja

Possessed by: Kids, survivalists, ninja fans, professional assassins, rainforest hunters

Specialties: Short (up to 20 feet), long (20 feet or more)

Garrotte

The Storyteller may decide whether this is a specialty of the Melee skill or a new skill in its own right. The character rolls Dexterity + Garrotte (difficulty of 6) to loop the garrotte around a surprised or restrained victim's neck; otherwise, the victim may roll Dexterity + Dodge (difficulty of the attacker's Dexterity + Garrotte) to avoid the attack. The garrotte does no damage on the first turn, but causes damage automatically thereafter if the victim does not break free by rolling Dexterity + Melee against the attacker's Dexterity + Garrotte.

Because they do not need to breathe, Kindred do not suffer choking damage from a garrotte, though a successful attack means that the victim has been grappled and must either wound the attacker or roll Dexterity + Melee against the attacker's Dexterity + Garrotte to break free. It is possible to decapitate a victim with a wire garrotte: This requires a roll of Strength + Garrotte against a difficulty of 8 + the victim's Fortitude, and may be attempted during any round where the garrotte is still in place.

- **Novice:** Street punk
- **Practiced:** Unarmed combat instructor
- **Competent:** Special forces
- **Expert:** Professional assassin
- **Master:** Ninja or Thuggee

Possessed by: Assassins, ninja, special forces, street criminals

Specialties: None

New Weapons

Blowgun

This is a hollow tube of about 1/2" diameter, which may be anywhere from 1 - 6 feet long. It is used to fire darts, which cause little damage in their own right but may be coated with drugs or poison.

Difficulty: 5

Minimum Strength: 2

Range: Strength x 5 yards

Damage: None (may use poison or drugs)

Weight: 1/4 lb. per foot length

Cost: Free to \$20, depending on size and where obtained

Garrotte

This is a strangling cord, about 2 feet long and made of any flexible substance from thin cord to electrical cable. Silk scarves have often been used as garrottes, and so, on occasion, has wire. Wire is particularly unpleasant as it is thin enough to break the skin of the victim's neck, severing blood vessels and the windpipe if pulled hard.

Difficulty: 6

Damage: Strength + 2 (Strength + 4 for wire)

Ability: Melee (the Storyteller may wish to insist on Garrotte specialty for characters using the garrotte)

Weight: less than 1 pound.

Cost: Free to \$5

Punch Dagger (*Katar*)

This weapon originated in India, and was much-favored by the Thuggee sect. It is a broad-bladed stabbing dagger with a transverse grip, so that the blade continues the line of the forearm rather than being perpendicular to it. This configuration adds power to the stabbing action, but makes the weapon less suitable for slashing. The punch dagger can be chosen as a specialty of the Melee skill, though characters without this specialty may use the punch dagger with a +1 difficulty modifier.

Difficulty: 6

Damage: Strength + 3

Ability: Melee

Weight: Approx. 1 pound

Cost: \$5 - \$100, depending on age, decoration and where bought

Tiger's Claws (*Bakh Nagh*)

Another Indian weapon favored by the Thuggee, this is essentially a set of brass knuckles fitted with four or five metal claws 2-3 inches long, meant to be used with a raking action. They can do about as much damage as a small knife and can also be used to introduce poison into a victim's system, or to simulate an animal or Lupine attack. An investigator must roll Perception + Zoology or Perception + Forensics against the attacker's Dexterity + Melee to realize that a faked animal attack was carried out with this weapon. The ninja of Japan used spiked gloves called *nekode* as a climbing aid; when used as improvised weapons, these would perform in a similar way to tiger's claws, though they cannot be used to simulate an animal attack.

Difficulty: 6

Damage: Strength + 2

Ability: Brawl or Martial Arts

Weight: Less than 1 pound.

Cost: \$10 - \$50, depending on where bought.

Leopards Among Jackals

Despite their widespread contempt for the *munafiqun*, Assamites will occasionally associate with non-Assamites, though they are unlikely to form strong or lasting bonds with them. This section presents a few notes and ideas for players and Storytellers who are wondering how to work an Assamite character into a non-Assamite coterie. It is recommended that the player and Storyteller carefully consider the reasons why an Assamite character is associating with kafir, and the Storyteller should expect the player to play the character in accord with these reasons.

Brothers in Life

A common technique for tying a group together is to say that they were friends, relatives or associates in their breathing days, and this may be applied to Assamite characters as well as those of other clans. Assamites tend to be recruited from a very exceptional class of mortals, and that class — assassins, mercenaries, special forces operatives and the like — would also attract the interest of the kafir.

While it is quite possible that a group of characters of widely differing clans could have been comrades-in-arms at some time or another, the Storyteller will have to work a little harder to justify why an Assamite character would continue to associate with non-Assamites. After seven hard years at Alamut, the Assamite's ties to any former life will have been overridden almost completely by ties and duties to the clan, and the clan will certainly have to find some benefit in the character's returning to the company of former associates — especially if these associates are now effectively the clan's enemies.

There will have to be some secondary reason for the group to include an Assamite, such as a contract of employment or some shared goal. The following paragraphs give some examples which may be useful.

False Brothers

The Talent of Clan Impersonation is described earlier in this chapter. Assamites have been known to act as members of other clans and insinuate themselves into coteries for their own ends — normally to gain information of use to the clan, or to further the performance of an assassination. Applied to characters, this approach creates a number of problems. None is insurmountable, but they need to be weighed up well in advance or the chronicle may suffer.

Firstly, long acquaintance makes the risk of discovery ever greater. It is one thing to impersonate a member of another clan for a few hours or days, but spending months or years in close proximity to a fixed group of other characters

increases the chance of making a fatal slip and giving away one's true colors. No matter how skilled the character may be at Clan Impersonation, the Storyteller will be demanding (or secretly making) rolls to see if the

character's cover is blown. It can only be a matter of time —

and when the truth does emerge, who can ever trust the character again?

Secondly, the player and Storyteller will have to agree on a suitable pretext which will justify the character spending a long period in deep cover among the enemy. A starting character will probably be a fairly junior *rafiq*, low on both Rank and Skills, and therefore not well suited to such a dangerous mission, so there will need to be a very special reason. As a junior operative, the character will answer to a more senior Assamite; probably the *silsila* who is Castellan of the nearest base.

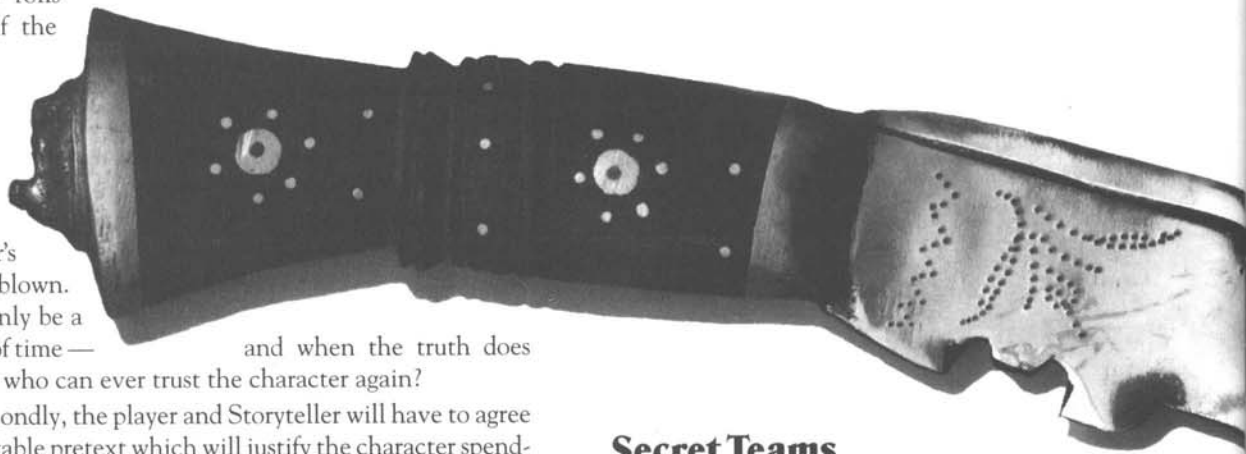
If handled well, this kind of situation offers many opportunities for a very demanding and rewarding roleplaying experience for the player of the Assamite character, as the young *rafiq* has to balance obedience to orders with maintaining cover, and loyalty to the clan and devotion to the teachings of Haqim with the growing comradeship which inevitably springs up between members of the same coterie.

However, by focusing on the Assamite character, the other characters — whether they (or their players) know it or not — are in danger of being overshadowed and reduced to the role of extras in their own chronicle. It is a fiendishly difficult balancing act to handle a situation like this while ensuring that all players have equal opportunities to contribute to the progress of the chronicle.

Finally, the player's own motives must be questioned before accepting this approach. The thought of playing an Assamite character can be a very beguiling one, since they have the mystique that attaches itself to assassin castes like the *hashashiyin*, the Thuggee and the ninja. If the player is interested in playing such a character for its own sake, and is prepared to deceive fellow players as well as their characters in order to do so, then there may be trouble ahead.

The Assamite character will have the opportunity and the motivation to manipulate, deceive and even destroy members of the coterie in pursuit of personal goals, and while this may be a perfectly logical thing for an Assamite to do, it does not make a good game for the other players and

can lead to friction within the gaming group. It is for this reason that many Storytellers restrict Assamite characters to all-Assamite coteries or to Black Hand warbands.



Secret Teams

The world of the Kindred is a complex and deadly one, and the machinations of the Jyhad are such that mortal minds can scarcely comprehend them. Wheels turn within wheels, and the conditions of this secret war can beget strange bedfellows. Thus, it is not unknown for a hired Assamite to join a coterie of *munafiqun*, and such associations can sometimes last for years or decades. This kind of arrangement would suit a gaming group which prefers action to talk and enjoys working together to achieve common goals.

Though the notoriety of the *rafiq* springs mainly from their activities as hired assassins, the skills developed by the clan over the centuries also make Assamites ideal spies, mercenaries and operational advisors. Princes, anarch leaders and other powerful individuals often set up elite coteries for special operations, and it is not unknown for a hired Assamite to be added to such a team to add fighting strength and undercover skills. Many *rafiq* find this kind of duty distasteful, demanding as it does a long period of close proximity to a band of *kafir*. However, their duty of *asabiyya* overrides their personal feelings, and they will work toward the group's goals to the best of their considerable ability, provided the terms of their employment are adhered to and they are not called upon to violate the *khobar*.

Before an Assamite character is introduced to the group on these terms, the player and Storyteller must draw up the terms of the character's association with the group. It is important to know who has hired the *rafiq* and upon what terms.

The *rafiq*'s client will normally be the group's patron: a prince, elder, anarch leader or some other powerful individual who has collected the characters together for some purpose and who issues the group orders from time to time. Only powerful and respected Cainites would have the confidence and resources to deal with Clan Assamite, so it is highly unlikely that an Assamite character would join a coterie as a hireling of one of the group's members.

Common Goals

An Assamite character may also join a group of *munafiqun* in order to pursue a common goal, and this is commonly supposed to have been the origin of the prominent role of the Assamite *antitribu* in the Black Hand.

From the outset, such alliances of convenience are often fraught with mistrust and suspicion, and on more than one occasion the group has been torn apart by internal dissension and has failed in its purpose. However, this has largely been due to the attitude of the *kafir*, who have been unable to tolerate the presence of an Assamite in their midst. The *rafiq* are expected to act with complete professionalism when on assignment, and lapses are invariably punished.

This kind of arrangement requires that before the start of the

chronicle, the Storyteller agrees with each player on their character's goals and motivations and ensures that the shared goals provide sufficient motivation to hold the group together. This arrangement would suit a gaming group with a strong interest in character interaction within the group itself.

Contracts

Contract terms are agreed between the client and the clan, so the individual *rafiq* very seldom has any say in the matter; however, for gaming purposes it is a good thing to have the player agree on the terms with the Storyteller, and ensure that both player and Storyteller are clear on the main provisions of a contract. Common elements of a contract are as follows:

- The *rafiq* shall never be called upon to violate the *khobar* and may legitimately refuse any command which would lead to such a violation. The *rafiq* shall be the judge of when a command may be refused for this reason and need not explain such refusal to any non-Assamite, beyond the fact that it

concerns the clan's laws. As a part of this condition, the *rafiq* shall not be called upon to reveal any clan secrets or to instruct others in any clan Disciplines or rituals.

- The *rafiq* is at the command of the client and is pledged to carry out the client's orders. However, it is for the *rafiq* to decide how these orders will be carried out. The client shall permit the *rafiq* to operate freely.

- The agreement shall last for an agreed term, which may be a fixed period of time or may be conditional upon the achievement of an objective, such as the downfall of a named target or the crushing of an enemy group. The client may negotiate further agreements with the clan for the services of a *rafiq* who has completed an agreed term of employment.

- The clan shall appoint a *silsila* to act as a liaison with the client, and to oversee the *rafiq* on behalf of the clan. In game terms, this gives the Assamite character a sympathetic contact with whom to raise any complaints. Players should be discouraged from overusing this arrangement; it is intended mainly to let clients know that the clan will be aware of any abuses on their part and not to simply make life easier for the *rafiq*. Assamites in the field are expected to take care of themselves.

The *silsila* may also provide the *rafiq* with equipment and training from time to time, in the case of a prolonged period of employment, though this is entirely at the discretion of the Storyteller. The *silsila* is also responsible for punishing any *rafiq* who violates the *khobar* or the terms of employment, or brings the clan into disrepute by some other means.

- In payment for the services of the *rafiq*, the client shall hand over to the *silsila* an agreed amount of *vitæ*, of an agreed generation or range of generations.

One payment is normally made to seal the agreement, one on its completion and one or more

others during course of ploy-

forms of Infor-
mation, magical training and fragments of the *Book of Nod* have all been traded in this way. The *silsila* is responsible for ensuring safe transit of the payment to Alamut or any other destination required by the clan.



R.M.



Chapter Three: Inside and Outside

*Everything fades away
To the color of blood.*

— Hollyfaith, "Color of Blood"

For all their seeming unity, the Assamites are riven with factionalism and discord. Devotion to the teachings of Haqim, the *khobar* and the Path of Blood are about the only points on which the various factions agree, but it is the interpretation of these laws which lies at the root of most of the disagreements. However, all factional differences are forgotten when dealing with *munafiqun* — no one forgets who is the true enemy.

It is quite possible for a character to support more than one faction, since most of the factions represent a point of view on a single issue. Players may like to note a character's faction loyalties on the character sheet, to give an idea of how the character fits into the clan as a whole.

Traditionalists

The Traditionalist faction, as its name suggests, is composed of the more conservative members of the clan and includes some of the oldest Assamites. The Traditionalists disapprove of the relaxing of traditional restrictions on recruitment in recent decades, and look down upon female *rafiq* and those not of Middle Eastern ethnic stock. They have a great love of formality and hold the clan's rituals and social structure very dear. Many refuse to speak any language

other than Arabic unless *taqiyya* demands otherwise; some go as far as to eschew any weapon other than the traditional dagger. The Traditionalists are among those closest to the Assamite *anūtribu*, and work constantly to bring about reunification while maintaining the clan's ancient neutrality. The Traditionalists oppose the Progressives, seeing in their questioning of tradition the potential for an anarchlike movement to develop within the clan.

Progressives

Opposed to the Traditionalists are the Progressives, a faction composed mainly of younger Assamites. They believe that changing times require a change in the clan's approach, and welcome the lifting of ethnic and gender restrictions which have hampered the clan's effectiveness by making *rafiq* easy to recognize among a group of *munafiqun*. Among themselves, the Progressives whisper that some of the older Traditionalists are seeking refuge in anachronism because they can't handle the present, which surely calls into question their suitability as leaders. Progressives are more likely to make use of anarchists in their work than are other Assamites; some have even infiltrated anarchist cells, living among them in the guise of Caitiffs.

Militants

The Militant faction is strongest within the Assamite *antitribu* and believes that the clan should step up its campaign against the other Kindred, eliminating clan leaders and other important *munafiqun* without any need for an assassination contract. To do otherwise, they maintain, is to betray the spirit of Haqim.

Moderates

The Moderates oppose the Militants, advising caution at least until the Curse can be lifted and the *hijra* brought to an end. It would not serve Haqim's purpose, they maintain, if the clan got itself wiped out. The clan needs to rebuild its strength before open warfare has any chance of succeeding.

The Antitribu

There are still very strong links between Alamut and the Assamite *antitribu*, though neither the Camarilla nor the Sabbat are aware of this. The *antitribu* tends to regard itself as superior since its members did not submit to the Treaty of Tyre and are not afflicted with the Curse; the members of the *antitribu* take great pride in their title of Unconquered. Within the main body of the clan, attitudes to the *antitribu* vary. Some regard them as the clan's main hope for the future, and are trying to bring the *antitribu* leadership more into line with the clan's long-term goals. Others see them as prodigals, and worry that their activities within the Black Hand might lead to another period of persecution against the clan.

Most look forward to the day of *umma*, when the clan and *antitribu* can be reunited, though many of the *antitribu* brag that that day can never come until the Curse is lifted, for the Unconquered cannot be hampered in their task by weak brethren. For the meantime, though, the *antitribu* are useful agents and spies within the Sabbat, and their Black Hand war parties ensure that the Sabbat and Camarilla are continually weakening each other, to the eventual benefit of the children of Haqim.

The Warriors

Outsiders often make the mistake of assuming that the clan is made up entirely of assassins. While Warriors are in the majority, the clan has always employed scholars and other specialists, and their numbers have grown at an increasing rate in the last century or so. The clan's Warriors regard themselves as truer to the clan's ideals than the others (the scribes, as they contemptuously call them), and tend to look down on their lack of martial prowess.

The Scholars

This is a loose alliance at best, made up of those Assamites who are neither warriors nor magi: the historians and archivists who tend the library of Alamut, the scientists

who are researching ways to lift the Curse, and the few artisans who have been Embraced into the clan so that their skills will not be lost to old age and death. They regard the Warriors as vain and boastful, and have a mixed attitude toward the Magi: The older Scholars look on them as natural allies, while those more recently Embraced — especially the scientists — find it difficult to acknowledge that their methods can be effective, and tend to sneer at what they were educated to regard as mere superstition.

The Magi

The Magi have always been a class apart, and do not mix with other Assamites very much. They have a tendency to regard themselves as the only *rafiq* with any intelligence and understanding — an attitude which irritates the scientists enormously, and which some other Scholars find difficult to tolerate. Their operations are often shrouded in secrecy, and inquiries are usually met with a patronizing reply to the effect that a non-mage could never hope to understand the doings of the Magi. For all their arrogance, most Assamites are forced to admit that they have made the only significant advances in the *tajdid* so far — though the scientists claim that it is only a matter of time before the Rite of Creation will be replaced by a simple drug or radiation-based treatment.

Attitudes Toward Others

The Camarilla

The Assamites hold the clans of the Camarilla in widespread contempt. Beside the fact that Kindred of all persuasions are regarded as the enemy, the Camarilla inspires particular scorn for its constant internal strife and for the fact that it did not wipe out the Assamites when it had the chance. The *rafiq* would not have been so merciful had positions been reversed....

Brujah

Their love of fighting is their weakness, and has served us well in the past. They are fools, but useful fools. Take care, though, when you must end one of the Brujah, for they fight like lions.

Caitiff

These are the lowest of the munafiqun: abandoned bastard children, mongrels of no lineage. They are often ignorant, and this can make them willing pawns.

Gangrel

Their closeness to animals is an unclean thing — and they are dangerous for all their protestations of innocence. They are scattered across the Earth, apart from one another, and this

keeps them from being dangerous.

Malkavian

Truly it is written that it is blessed to show mercy and compassion to one whose mind is broken, just as the righteous would not harm the blind or the lame. Yet charity comes hard to one who has suffered their tricks. Few others could pull our beards as they do and live to boast of it.

The Assamite attitude to the Malkavians is full of contradictions. Their attitude and moral values inspire the most searing contempt, but at the same time many of the *rafiq* have been raised according to Islamic values, which hold that a lunatic must be treated with kindness and charity. Older Assamites, in particular, are inclined to treat Malkavians



with more indulgence than many think they deserve, and non-fatal pranks against Assamites are overlooked far more frequently than anyone would expect.

Nosferatu

Do not despise the ugly ones, for they are worthy opponents. They know the value of brotherhood, and their skills are almost as great as our own. Whenever you see nothing, remember that you may be looking at a Nosferatu. Still, they serve the princes, and deserve neither trust nor mercy.

Toreador

Of all the *munafiqun*, these wastrels are surely the most worthless. They are weak with vanity and pride; little glory comes from ending these wretches.

Tremere

Hate these witches as you would the scorpion, for they are the worst of our enemies. They owe us a great vengeance for the Curse which taints our blood, and that vengeance will be a hard one. Their sorcery is strong, and their weaknesses are few. While they exist, we are forever in danger.

The Tremere are one of the few Camarilla clans not to inspire contempt in the Assamites; instead, they are regarded with unremitting hatred. The seven elders of the clan are exempt from the tradition that no second attempt will be made to assassinate one who has defeated an Assamite assassin; several carefully-planned attacks have been mounted against the Chantry of Vienna—so far without success.

Ventruue

These are surely the greatest fools of the *munafiqun*. Their hunger for power lets us use them as we will,

and they will pay us into the bargain, thinking that it is they who are using us. They are the weakness by which the Camarilla shall be destroyed.

The Ventruue would no doubt be dismayed to learn that they do not rank highly on the Assamites' list of enemies. They are regarded as good customers, though, and are favorite pawns, since they are so easily manipulated by appealing to their ambition.

The Sabbat

The Sabbat is viewed with more caution and less contempt than the Camarilla, because it is less prone to internal dissension (or at least, less willing to allow internal dissension to harm its goals), and because the majority of its

members are dangerous and wary opponents. The Assamite *antitribu* are an important point of contact with the Sabbat, and the clan has been known to work with the Sabbat in order to weaken Camarilla power in an area. For the most part, though, the clan intends that the Camarilla and the Sabbat should carry on weakening each other until the Assamites can destroy them both.

Lasombra

If the Ventruue were more like these, we should have greater fear of the Camarilla — or more likely, we should all have perished rather than merely being Cursed. Their weakness is the same, for they love power more than blood itself. Beware of them, though, for they are wary and not easily used.

Serpents of the Light

*Well are they given the name of Cobra, for these are as dangerous as any snake. Even the Unconquered must beware of them, for they are strong and have great skill. They will become stronger still and must be watched with care. Proud is the *rafiq* who ends one of these, for they are tigers in the grass, a most dangerous quarry.*

Tzimisce

*These ones are useful since they often thwart the Lasombra, but only the most wary *rafiq* may use them as pawns, for they are wise and alert, and their sorcery almost rivals that of the accursed Tremere. Some say they are no more than Tremere in the clothes of the Sabbat. Tread carefully among them.*

Sabbat Antitribu

*These are mainly rabble, whose only distinction is that they eschew the *kufr* beliefs of the Camarilla. They are still fools, though more dangerous fools.*

Setites

*These are the most unclean of the *munafiqun*, and they are as hateful to the world as their plagues and poisons. Crush them underfoot whenever you discover them, even though no blood may be yours for the deed.*

Giovanni

*Their doors are as closed to us as to others, and they almost never require our services. They do not appear dangerous, so absorbed are they in their own doings, but their necromancy is not to be trusted. Watch them — for who will say they may not advance their knowledge of death so that the *tajdid* may benefit, or the balance of power within the *kafr* be disturbed?*

Ravnos

Liars and thieves, even among themselves — these are surely the most contemptible of all. There is no honor in any dealing with them, even if it be their ending.

Lupines and Other Shapechangers

The Assamites have few dealings with Lupines for various reasons, chief among which is the paramount importance of their struggle against the *munafiqun*. This, and the task of rebuilding the clan's strength, takes up all their energy. Hunting Lupines brings no blood, no glory, and no greater closeness to the Ancestor, and so it is largely regarded as a waste of time. Most Assamites will try to avoid confrontation with Lupines, though some — especially those of the Black Hand — may join forces to attack Kindred on occasion. When confrontation is inevitable — when Lupines attack an Assamite base, for instance — retribution is as swift and total as it would be against Kindred.

The *rafiq* have few dealings with other shapechangers, though they conduct a watching campaign of move and countermove with the Bastet, much as they do with the Nosferatu.

Mages

Some mortal mages know of the existence of the Assamites, and some have even been recruited for the magical research program of the *tajdid*. Unless they present a threat, the clan normally treats mages like other mortals — ignored and avoided for the most part, and occasionally protected from the *munafiqun*. Assamites will go to some lengths to prevent a mortal mage being Embraced by the Tremere.

Wraiths

A few Assamites — normally the sorcerers of the amr — deal openly with wraiths in order to gain information. Such dealings are rare, however, and wraiths are widely mistrusted.

Faeries

Like many other clans, the Assamites have great difficulty in dealing with faeries, and would sooner avoid them. However, it is not unknown for faeries of various types to seek out Assamites in order to play pranks on them and exploit their general lack of humor. They become bored with the game very quickly, but often cause untold damage before they are either beaten off or decide to leave. The Assamites hate and fear faeries because they know that for some reason they are easy prey to faerie pranks, but cannot understand how to mend the situation without losing all the virtues they admire.

Mummies

With their long history in the Middle East, the Assamites are well aware of the existence of mummies. It is rumored that there are friendships, if not actual allegiances, between certain powerful mummies and several high-ranking

Assamites. The two groups leave each other alone for the most part, though coincidence has made allies of them on occasion.

Mortals

It is the Assamite tradition of *taqiyya*, as much as the Kindred law of the Masquerade, which leads the Assamites to keep their existence secret from mortals. Older, wiser Assamites have not lost sight of the fact that Haqim's

purpose in creating the clan was to protect mortals from the get of Khayyin, and while the younger *rafiq* are sometimes impatient to create an army of ghouls and resort to open warfare, all are held back by *taqiyya*, and the fear that the *munafiqun* may find out too much if too much is revealed to mortals. Mortal monster-hunters are tolerated for the most part, and the best of them may be taken to Alamut; however, any mortal who learns too much about an Assamite cell or base must be destroyed to protect the clan.





Chapter Four: Character Templates

At first glance, it may seem that Assamite characters are all the same; certainly many of the Camarilla think so, and several have lived just long enough to regret holding this opinion.

In fact, the Assamite clan offers as much variety as any other. Not all Assamites are even assassins, since the clan supports its own scholars, magicians and other specialists.

Here are a few examples, based on common stereotypes, which may be used for inspiration or for those occasions when the Storyteller needs an instant supporting character.

The templates presented here are similar to those in **The Players Guide**, and can easily be altered to fit your particular requirements. Feel free to change things around and experiment with different Traits. Though the Path is offered only to a few, all kinds may seek it out.



Playboy

Quote: *You are mistaken. I have heard of these Assamites, but I have never seen one myself and am not of their company. I have presented myself to your prince and been accepted, so how could I be such an outcast? My apologies, and good luck in your quest. Naturally, this conversation has never taken place, nor do I know the name of your enemy. Good night to you.*

Prelude: Born poor, you saw the rich and wanted what they had. Starting as a petty thief, you bought yourself an education, observed how the rich spoke and acted, and developed a talent for gambling and an interest in fine jewelry. Soon, you were rich yourself, dining with merchants and princes like a childhood friend. But you never let yourself forget. You were the greater; the rich were your prey, and their money ensured your comfort.

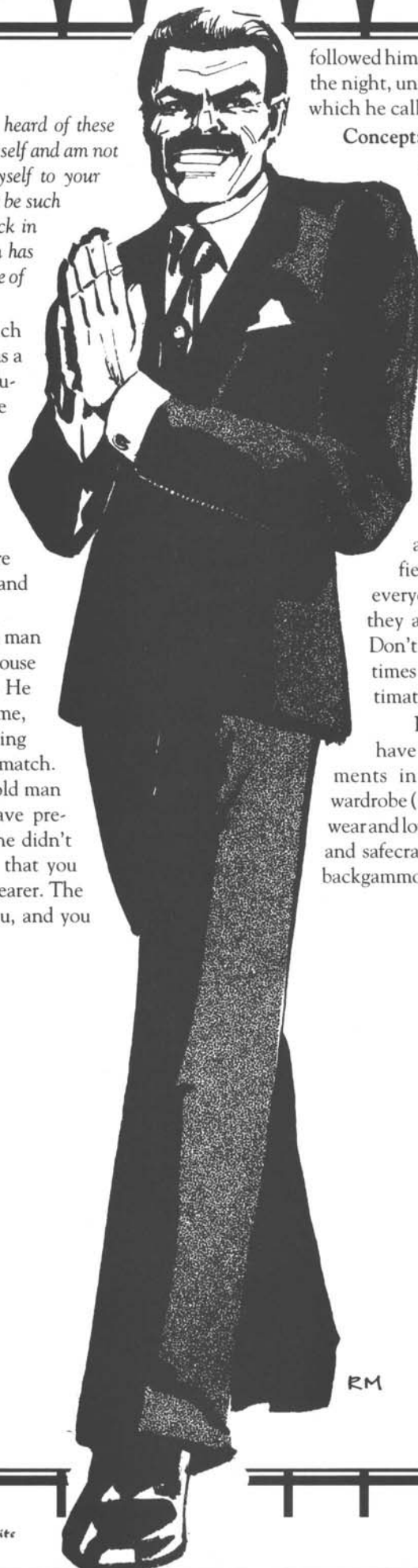
Then, one night, you met an old man who sat on the veranda of a coffeehouse near the place where you were born. He challenged you to your favorite game, backgammon, handed you a resounding defeat, and invited you to return for a rematch. A month later, still undefeated, the old man claimed his winnings. You could have presented the entire street to him, but he didn't want money. Instead, he demanded that you accompany him on a journey, as his bearer. The irony of the situation appealed to you, and you

followed him north, traveling only in the cool of the night, until you came to a mountain fortress which he called Alamut. You had been chosen.

Concept: You work by charm and guile, appearing as a well-heeled playboy who loves to gamble. You're extremely social, and people trust you almost despite themselves, suspecting everyone but you when their jewels go missing, and unable to hold a grudge when you clean them out at the tables. In your heart, though, you're still an outsider. Millionaires or vampires (and there really isn't that much difference): They are all prey of one kind or another.

Roleplaying Tips: Cultivate a wide, lazy smile and the self-satisfied attitude of a well-fed cat. Make everyone you speak to feel as though they are the only person in the world. Don't be afraid to appear a little slow at times — it helps to have people underestimate you. Be charming at all times.

Equipment: Maserati (Porsches have become so *common* ...), apartments in several major cities, designer wardrobe (no business clothes — only evening wear and lounge suits), Walther PPK, lockpicks and safecracking tools, collection of antique backgammon sets



RM

Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: Plotter

Sire:

Player:

Demeanor: Bon Vivant

Generation: 10th

Chronicle:

Concept: Playboy

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

Celerity ●○○○○○○○
 Obfuscate ●○○○○○○○
 Quietus ●●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

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

Virtues

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

Other Traits

Bribery ●○○○○○○○
 Carousing ●○○○○○○○
 Gambling ●●○○○○○○○
 Masquerade ●○○○○○○○
 Seduction ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Path of Blood

● ● ● ● ● ● ● ○ ○ ○ ○ ○

Willpower

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

Blood Pool

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

Health

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

Weakness

Consuming Kindred Blood
 Causes Damage

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

Holy Warrior

Quote: Listen well. You still exist because I will it so, that is all. You think one of the rafiq can be bought like a harlot? You know nothing. Go now. You shall have my answer and my price. Dishonor either, and you die in place of your enemy. Go.

Prelude: You were born into one of the many corners of the world that suffers attack and oppression. One of your earliest memories is of the soldiers coming to your parents' home, tearing it apart, beating everyone with rifle butts, and taking your father, uncle and brothers away. Naturally you grew up fighting — as soon as your hand was large enough to hold a stone and your arm strong enough to throw it, you began to fight for your people and your faith. By the age of 15, you could strip and reassemble an assault rifle, make bombs and set fuses. The soldiers looked for you many times, but you always survived your encounters with them.

Your faith was the strength that sustained you through the endless fighting, hiding and reprisals, and places of worship served as safe havens and lines of communication. No matter what else the soldiers might destroy, even they had enough regard for international law to leave these places alone. It was in one such place that you first



met the guerrilla leader known only as the Eagle. He knew your name and your reputation and warned you of a trap that the soldiers had set for you. Following his instructions, you left your home for a secret training base in the mountains.

The training was the hardest thing you ever did, but you survived and grew strong, in faith as well as in arms. You discovered great things, and now your whole life has changed. The battles of your former life are only one part of the picture, as you now realize, and you have dedicated yourself to a greater cause.

Concept: Depending on your birthplace, you might be called a *mujaheddin*, a *contra*, or a freedom fighter. To your enemies, you are a terrorist, pure and simple. Though you now acknowledge a wider picture than the conflicts of your breathing days, you are still an instinctive fighter, with a firm grasp of irregular tactics and a selfless dedication to your cause. Your death will be nothing to you — if it harms your enemies.

Roleplaying Tips: You have seen a great deal of death and brutality, and your experiences have left a mark on you. Work on acquiring a rock-steady gaze, and always wait for the other person to break off eye contact. Speak little, but be quick to anger. Refuse all temptation to enter into philosophical, political or religious debates: Your faith is unshakable, with no room for discussion. Those who hold other views are wrong — it's as simple as that.

Equipment: Outdoor clothing, AK-47 assault rifle, large-bore pistol, spare mags, grenades, knife

Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: Visionary

Sire:

Player:

Demeanor: Fanatic

Generation: 11th

Chronicle:

Concept: Holy Warrior

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

Celerity _____ ●●○○○○○○○
 Obfuscate _____ ●○○○○○○○
 Quietus _____ ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Allies (Armed group) _____ ●●●○○○○○
Contacts (International Black Market) _____ ●○○○○○○○
Generation _____ ●●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

Demolition _____ ●●○○○○○○○
Theology _____ ●○○○○○○○
 _____ ○○○○○○○○
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Path of Blood

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○

Willpower

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

Blood Pool

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

Health

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

Weakness

Consuming Kindred Blood Causes Damage

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

Psycho Killer

Quote: *Keep still. It only hurts more if you struggle.*

Prelude: You were always drawn to death. The transition from living to non-living fascinated you, even as a child — the way a living creature, with thoughts, feelings and hopes, would suddenly become just a thing, not feeling, not moving, like a log or a rock. Your early experiments worried your parents and teachers, and when you first went into therapy, you learned that it's best to experiment in secret. No one paid much attention to you during high school, which was the way you wanted it. You got a job and a small apartment, and made everything ready for your true career.

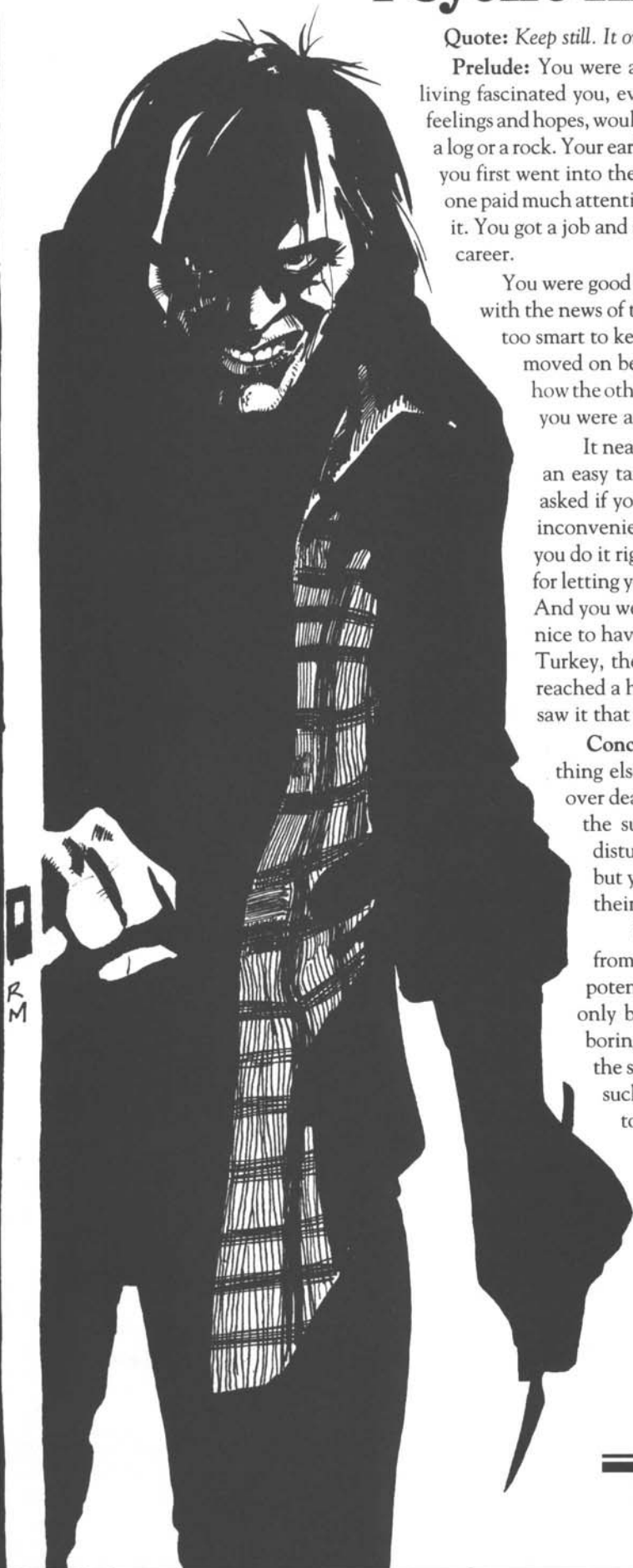
You were good at it, as you always knew you would be. The papers filled up with the news of the disappearances, and you kept all the clippings. You were too smart to keep other trophies, though, and you varied your pattern and moved on before things got too busy. You'd studied your art, and knew how the others had been caught. But then, they were just amateurs, while you were answering your true calling. You didn't want it to ever end.

It nearly did, one time. A kid of about 14 — he should have been an easy target. But you were overpowered and helpless, and the kid asked if you wanted to find out about death firsthand. You'd been an inconvenience, the kid said, stirred up too much trouble. From now on you do it right or you don't do it. At first you thought the kid was weak for letting you live, but then you realized that he was strong, very strong. And you were special — you'd always known that, of course, but it was nice to have it confirmed. That night, you and he took a private jet to Turkey, then a helicopter, then a jeep, and finally donkeys until you reached a huge castle far into the mountains. You knew as soon as you saw it that you were born for this.

Concept: You're obsessed by killing and can't think about anything else. Death is the ultimate mystery, and killing — the power over death — is the ultimate power. You ponder and intellectualize the subject in a way that most people would find profoundly disturbing. They might think of you as another crazy serial killer, but you know you're more than that — much more. It's just that their small, cowardly minds could never appreciate you.

Roleplaying Tips: Play the loner, but always be watching from the corner of your eye — assessing everyone you meet as a potential victim. You appear shy and ill at ease socially, but that's only because you find the interests and conversations of others boring. You've dreamt of finding someone who relates to death in the same way you do, but deep down you hope you never will, for such a one would be as much of a threat to you as you would be to them. You will go along with others to serve your own ends, but neither you nor they are ever comfortable.

Equipment: College dissection kit, selection of combat knives, rope, nondescript clothing



Assamite™

VAMPIRE: The Masquerade™

Name: _____ **Nature:** Deviant **Sire:** _____
Player: _____ **Demeanor:** Loner **Generation:** 10th
Chronicle: _____ **Concept:** Psycho Killer **Haven:** _____

Attributes

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

Abilities

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

Advantages

Disciplines		Backgrounds		Virtues	
Celerity	●○○○○○○○	Generation	●●●○○○○○	Conscience	●●○○○
Obfuscate	●●○○○○○○	Resources	●●○○○○○○	Self-Control	●●●●●
Quietus	●○○○○○○○	_____	○○○○○○○○	Courage	●●●○○
_____	○○○○○○○○	_____	○○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		

Other Traits

Chemistry ●○○○○○○○
 First Aid ●●○○○○○○
 Forensics ●●●○○○○○
 _____ ○○○○○○○○
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Path of Blood

● ● ● ● ● ● ● ○ ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○
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Blood Pool

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

Health

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

Weakness

Consuming Kindred Blood Causes Damage

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

Professional

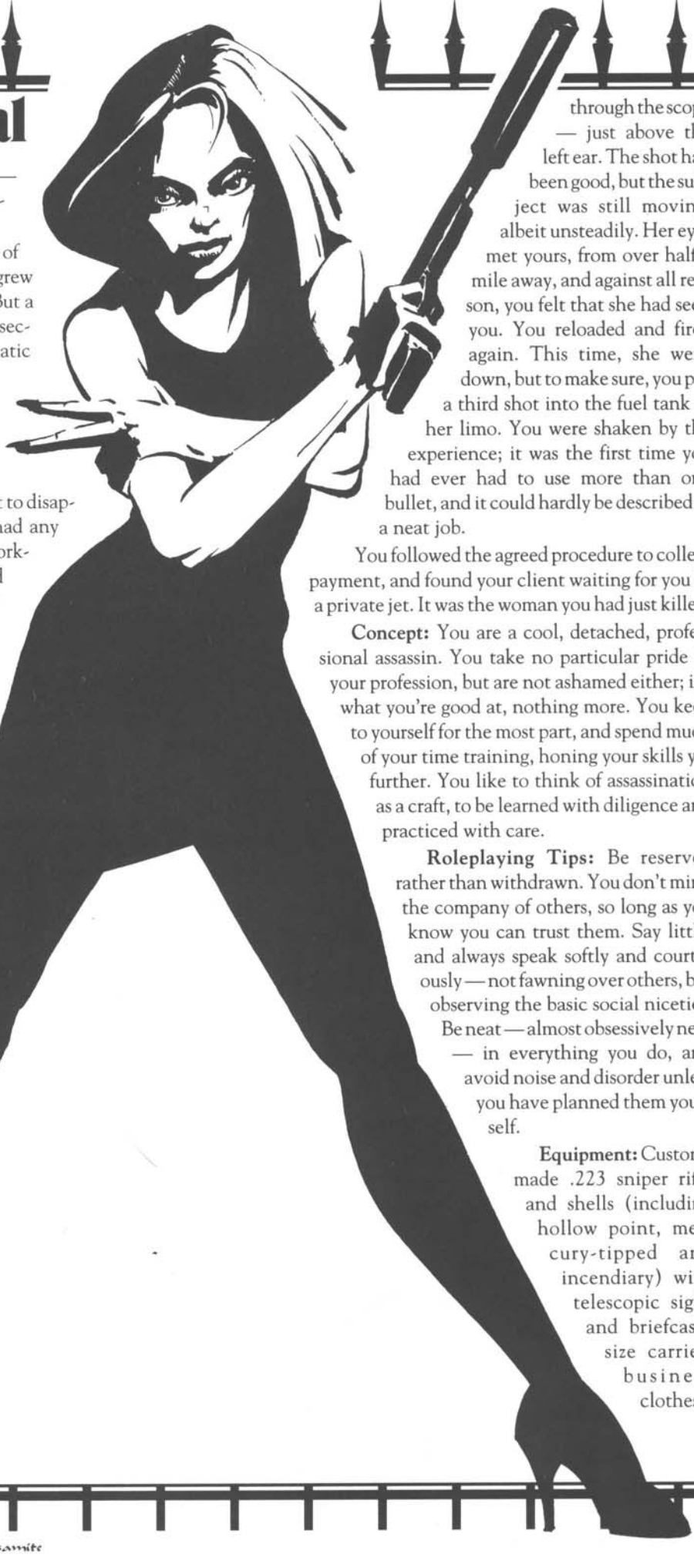
Quote: *A head shot, I think — hollow point for stopping power. Phosphorus grenades to finish.*

Prelude: You never thought of yourself as the military type. You grew up a loner and were not athletic. But a talent for sharpshooting got you seconded to a special unit. Diplomatic protection duties gave way to other, more special assignments, and you became known for your neatness.

After a particularly nasty scandal broke, you found it prudent to disappear for a while. You had never had any interest in the politics of your workplace, but the Agency was inclined to panic under pressure, and only the year before you had closed the file on one of your colleagues under similar circumstances. Faking your death in an apartment fire, you picked up a new passport and some other essentials from a cache you'd set up earlier and got on a plane.

You drifted for a year, taking underworld contracts to keep your hand in. Most were almost childishly straightforward, but the last one was something of a challenge. The subject lived in a virtual fortress, and seldom appeared in public, varying her movements widely. The job took three months of watching and planning.

Your first thought was to blame the rifle, but then you saw the entry wound



through the scope — just above the left ear. The shot had been good, but the subject was still moving, albeit unsteadily. Her eyes met yours, from over half a mile away, and against all reason, you felt that she had seen you. You reloaded and fired again. This time, she went down, but to make sure, you put a third shot into the fuel tank of her limo. You were shaken by the experience; it was the first time you had ever had to use more than one bullet, and it could hardly be described as a neat job.

You followed the agreed procedure to collect payment, and found your client waiting for you in a private jet. It was the woman you had just killed.

Concept: You are a cool, detached, professional assassin. You take no particular pride in your profession, but are not ashamed either; it's what you're good at, nothing more. You keep to yourself for the most part, and spend much of your time training, honing your skills yet further. You like to think of assassination as a craft, to be learned with diligence and practiced with care.

Roleplaying Tips: Be reserved rather than withdrawn. You don't mind the company of others, so long as you know you can trust them. Say little, and always speak softly and courteously — not fawning over others, but observing the basic social niceties. Be neat — almost obsessively neat — in everything you do, and avoid noise and disorder unless you have planned them yourself.

Equipment: Custom-made .223 sniper rifle and shells (including hollow point, mercury-tipped and incendiary) with telescopic sight and briefcase-size carrier, business clothes

Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: Plotter

Sire:

Player:

Demeanor: Loner

Generation: 11th

Chronicle:

Concept: Professional

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

Celerity ●○○○○○○○
 Obfuscate ●○○○○○○○
 Quietus ●●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Contacts (Espionage) ●●○○○○○○○
Generation ●●○○○○○○○
Resources ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

Gunsmithing ●●○○○○○○○
 Scan ●●○○○○○○○
 _____ ○○○○○○○○
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Path of Blood

● ● ● ● ● ● ● ○ ○ ○

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

Consuming Kindred Blood Causes Damage

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

Sportsman

Quote: *If you want a wall full of trophies, that's your business. But if you want a real challenge...*

Prelude: You stowed away on a boat to Africa at 15 and made a life for yourself as a safari guide. You learned fast and made some good kills. The credit usually went to some titled layabout. All the guides gave kills away — it was good business.

The decades passed, and the world changed. You lost the old thrill, and anyhow, hunting big game went out of style — so you brought 'em back alive for zoos and game reserves. You even did some tracking for TV crews. That was a *real* challenge, getting them close to an animal. The only lions they filmed were old, deaf ones, but they were happy.

Then the poachers came. The old eastward trade in hunting by-products — bones, hooves, horns, organs and such — didn't go away just because animals weren't being hunted anymore. Suddenly, the poachers had assault rifles and SMGs instead of spears and the odd ancient 30-03. One day you found a female rhino, her horn chainsawed off, with a whole clip of .762 in her. They'd shot her calf in the legs to make her stick around so she could be killed. You said a prayer an old Zulu once taught you and declared war on the poachers. Their weapons alone made them the most dangerous prey you'd ever hunted, and added to that was the fact that they were usually locals who knew the bush as well as you did. You felt the old thrill once again.

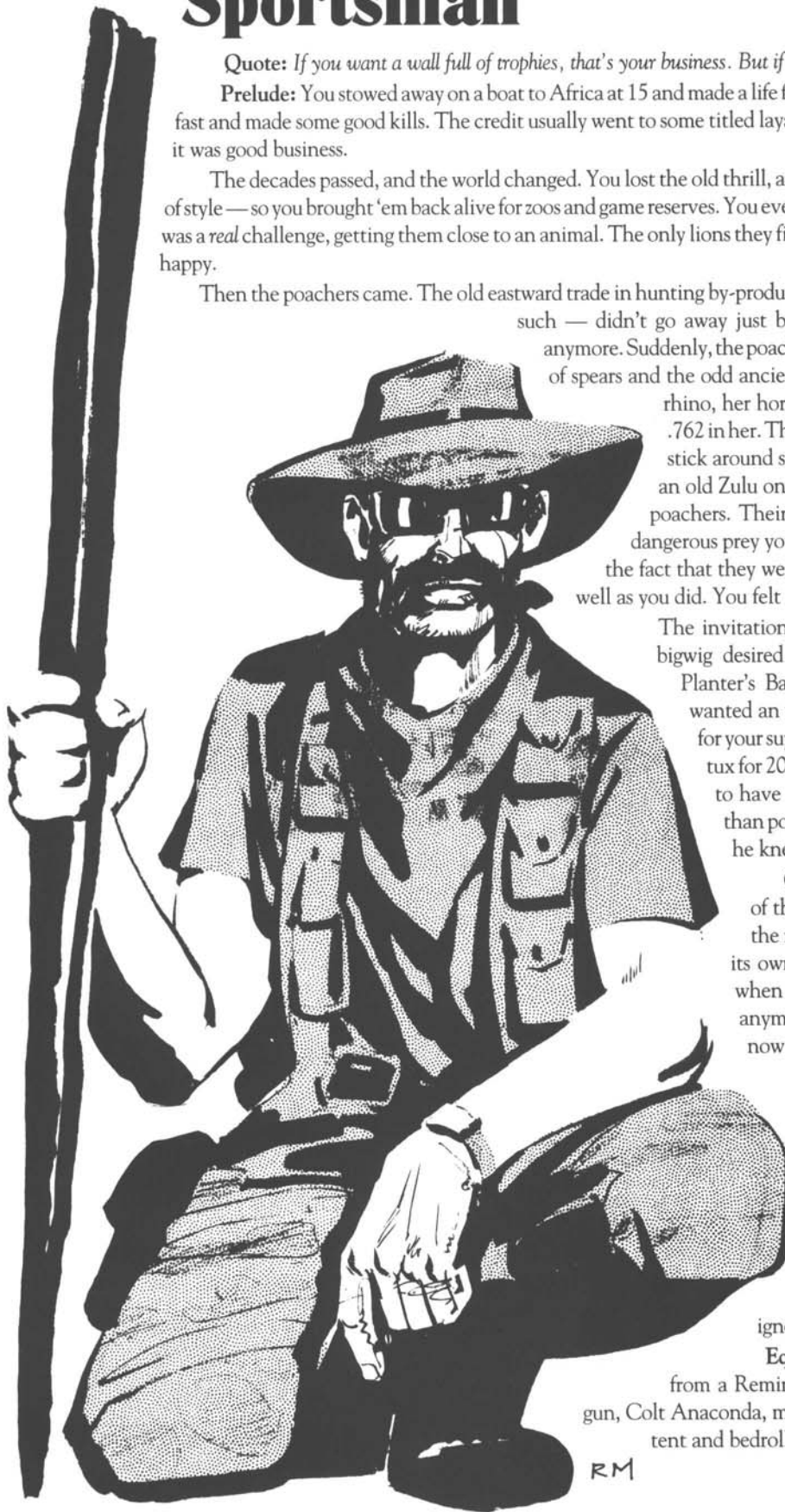
The invitation was gold-edged, and said some Arab bigwig desired the honor of your company at the Planter's Bar. Maybe he'd seen you on TV and wanted an evening of hunting stories. You'd sung for your supper before — you rented the only spare tux for 200 miles and went. You weren't prepared to have the good prince offer you bigger game than poachers. You couldn't leave it alone, and he knew it.

Concept: You've always loved the thrill of the hunt, the risk involved in taking on the most dangerous quarry you can find, on its own home ground. But where do you go when lions and leopards aren't a challenge anymore? You won't be short of a challenge now, that's for sure.

Roleplaying Tips: Keep your eyes slightly narrowed, and develop the habit of scanning the horizon continually as if looking for a sign of some kind. Speak softly and don't waste words. Don't waste energy in arguments — apart from anything else, raised voices give your position away. If someone's acting like a jerk, ignore her and carry on by yourself.

Equipment: A selection of hunting rifles from a Remington 30-06 to a Weatherby elephant gun, Colt Anaconda, machete, bowie knife, outdoor clothing, tent and bedroll

RM



Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: Cavalier

Sire:

Player:

Demeanor: Survivor

Generation: 10th

Chronicle:

Concept: Sportsman

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

Celerity ●○○○○○○○
 Obfuscate ●○○○○○○○
 Quietus ●●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Generation ●●●○○○○○
 Resources ●●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Virtues

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

Other Traits

First Aid ●○○○○○○○
 Hunting ●●○○○○○○○
 Scan ●●○○○○○○○
 Tracking ●●○○○○○○○
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Path of Blood

● ● ● ● ● ● ○ ○ ○ ○

Willpower

● ● ● ● ● ● ○ ○ ○ ○
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Blood Pool

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

Health

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

Weakness

Consuming Kindred Blood Causes Damage

Mercenary

Quote: *Woo-oooh! We havin' fun yet?*

Prelude: You love the life. From the Eagle Scouts to ROTC, to the Service and the Legion, it's been one big party. When your time was up in the Legion, an old buddy got in touch and you picked up some consultancy work — training farmboys to kill each other in brushfire wars all over the globe.

Occasionally Uncle Sam needed something doing in a place where Uncle Sam shouldn't be, and you answered your country's call. Or anyone else's country, for that matter, so long as the money was good. The mercenary's creed: In Gold We Trust. You made some fun friends, too — you can call in favors from tinpot generals and two-bit dictators from Cambodia to Columbia, and you have enough dirt on the great and the good back home to ensure a peaceful retirement if you ever get old and tired.

Of course, it all kind of pales into insignificance now. Since that job in Whatever-stan — you never were much of a study at geography, but anyhow, it was one of the bits that hit the fan when the USSR fell apart. They all seemed much the same to you. You'd stormed plenty of presidential palaces in your time, but this one was a honey. They built castles good in the Middle Ages, that's for damn sure, and you were expecting claymores and other modern-day surprises, but this freaky stuff, it was right out of some half-assed CIA wet dream. People don't just vanish as soon as you 'scope 'em, and they sure as hell don't make a trained soldier turn his own gun on himself just by looking at him. John-Boy should've had these bastards at the Bay of Pigs — Castro'd be history.

Concept: You're a soldier of fortune, right through to the bone. It's all a great and glorious game to you — even though it sometimes gets ugly, it's still better than working in an office or auto shop, which is where you would probably have ended up otherwise.

Roleplaying Tips: Act loud and larger than life, but keep a bluff, hearty kind of humor until someone annoys you — then pound 'em. Bore people senseless with stories and reminiscences from war zones across the globe, each one more improbable than the last. Be cool under stress, and act like you don't take anything seriously — until it really comes down; then let your training take over and turn into an efficient killing machine.

Equipment: Assault rifle or machine gun, lots of ammo, at least one large-caliber pistol, combat knife, camo fatigues, frag and phosfor grenades, two or three stakes, camo tent and bedroll



Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: Bravo

Sire:

Player:

Demeanor: Jester

Generation: 12th

Chronicle:

Concept: Mercenary

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

Celerity ●○○○○○○○
Obfuscate ●●○○○○○○
Quietus ●○○○○○○○
____ ○○○○○○○○
____ ○○○○○○○○
____ ○○○○○○○○
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Backgrounds

Contacts ●●●○○○○○
Generation ●○○○○○○○
Resources ●○○○○○○○
____ ○○○○○○○○
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Virtues

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

Other Traits

Demolitions ●○○○○○○○
Heavy Weapons ●●○○○○○○
Scan ●○○○○○○○
____ ○○○○○○○○
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Path of Blood

● ● ● ● ● ● ○ ○ ○ ○

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

Consuming Kindred Blood Causes Damage

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



Angel of Death

Quote: *Are you ready?*

Prelude: In your part of town, kids grew up fast and they grew up mean. You grew up faster and meaner than most. The trouble was, you made waves for the *real* bad guys, and after a while a few of them showed up to teach you a lesson. You left two dead, one dying, and two vanishing over the horizon. You got to their boss before they did. His expression was a real treat — you saw just a flicker of true, honest fear before he started acting tough. But you were the one holding the gun. You told him he needed a better class of help, and you happened to know he had three recent vacancies, so you were applying. Better a friend than an enemy, right?

You rose fast, seeing off your old boss personally along the way. You went to the ballet and opera with the men of respect, and developed a taste for the good things in life. For seven glorious years, you made a handsome, satisfying living. You killed unreasonable judges, unwise journalists, and anyone else who made trouble for your friends. Best of all, you liked the hoods — they thought they were so tough, but they all cried and pleaded in the end.

You gave everyone a fitting send-off: fast or slow, neat or messy, simple or elaborate, according to their character and situation. It became an art for you. You suffocated a cheating wife with a pillow, you stabbed an incautious *capo* and framed his driver — you even drowned one poor bastard in a cask of wine. You guarded your back, like anyone in your business has to, so it came as a surprise when you woke up in a Learjet at 25,000 feet over the Atlantic, with a Middle Eastern-looking character telling you you'd been recruited for the big league.

Concept: If killing is a drug, then you're an addict. But you're not the stupidly-dependent type of addict — oh, no, you throw yourself into your addiction with a passion. You're an artist, a dancer in a ballet of blood. And you're with the best now, where you belong.

Roleplaying Notes: You are gracious and refined in your appearance, your manners, and everything you do. You are always calm and soft-spoken, though an occasional giggle breaks through when you are contemplating a particularly fine killing. People sometimes mistake you for a classical actor or a ballet star, and you forgive them — after all, the only difference is in the medium.

Equipment: Silenced .22LR pistol, air pistol with darts, various pots of poisoned salve, antique stiletto with silver inlay, silk scarf with coin sewn in one end, lockpicks, cheese wire, selection of handmade suits, Gucci shoes, this year's Mercedes, luxury apartment, collection of books, videos, and CDs of great literature, theatre, ballet and music

Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: Deviant

Sire:

Player:

Demeanor: Bravo

Generation: 11th

Chronicle:

Concept: Angel of Death

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

Celerity _____ ●○○○○○○○
 Obfuscate _____ ●○○○○○○○
 Quietus _____ ●●○○○○○○
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Backgrounds

Generation _____ ●●○○○○○○
 Resources _____ ●●●○○○○○
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 _____ ○○○○○○○○

Virtues

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

Other Traits

_____ ○○○○○○○○
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Path of Blood

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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

Consuming Kindred Blood
 Causes Damage

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

Avenger

Quote: *Shahid rafiqin!*

Prelude: Your mortal life seems so long ago. It's as though you half-remember someone else's life. You were a soldier, and a good one, but your people were betrayed, and you had to flee. For years you wandered from camp to camp. It was in the camps that you first met the old man. You sat up all one night talking — reflecting on the glories of the past and the problems of the future. His words hypnotized you. The way he spoke of Saladin and Suleyman, it was as if he had known them as friends. You sought his company every evening for weeks.

After a few months, the time came for you to move on to another camp, and you asked the old man if he would help the cause by working as a contact point in the camp. You were surprised and a little offended when he refused. He said he was a soldier like yourself, with his own duties to attend to — and when you challenged him, he pinned you to the ground and disarmed you, holding you as helpless as a baby. Then he laughed — kindly, not mockingly — and said that you owed him your life because he had spared you. You would accompany him on a journey, leaving that night. That is how you came to Alamut.

When it was all made clear to you, you realized that the cause of Alamut was the same as your cause, and you threw yourself into training. The old man was proud of you the day you were admitted to the clan. You learned the history of Alamut, and of how it was so often betrayed and attacked — just like your own people. You

swore revenge against those who had poisoned the clan's Blood — your Blood — and swore that the glories of the past would be restored.

Concept: The clan expects devotion from every member, but you are Assamite in every cell of your body. You live and breathe Alamut — and you hunger to burn out the shame and humiliation of the clan's forced submission to the Camarilla. Every Camarilla vampire you destroy is another blow for the clan — and to think they actually seek you out to do this. Fools.

Roleplaying Tips: Keep a small, dangerous light burning at the back of your eyes all the time. Be irritable and contemptuous when dealing with members of Camarilla clans, and dismissive when dealing with the Sabbat and other groups. Your only reason for dealing with any of them is to encompass the doom of Camarilla members, and you don't care who knows it. You are a little in awe of the Assamite *antitribu*; they have escaped the curse, and embody everything that the Assamites should be.

Equipment: Pair of mini-Uzis with hollow-point ammunition, combat knife



Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: Martyr

Sire:

Player:

Demeanor: Fanatic

Generation: 9th

Chronicle:

Concept: Avenger

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

Celerity ●●○○○○○○
 Obfuscate ●○○○○○○○
 Quietus ●●○○○○○○
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Backgrounds

Generation ●●●●○○○○
 Status ●○○○○○○○
 _____ ○○○○○○○○
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Virtues

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

Other Traits

_____ ○○○○○○○○
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Path of Blood

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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

Consuming Kindred Blood Causes Damage

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

Gamester

Quote: *Most impressive. Ghouls, dogs, electric fences, passive infrared, triple-redundant electronics, video surveillance — everything but crosses and garlic. I think I shall enjoy this.*

Prelude: You became a thief not because you needed money, but because you needed mental stimulation. You'd tried chess, Go, code-breaking, hacking — even aikido — looking for a challenge. Every time, you found that once you'd mastered the rules and principles, there was nothing more to learn, no more challenges. You tried burglary hoping that at least the variety of security systems and the number of possible combinations of measures would keep you occupied for a while. What you found was a world as endless as human ingenuity — living, changing, constantly updating and constantly facing you with new puzzles. You were hooked.

You only lost once, when you broke into the fortress home of a reclusive financier and art collector. You didn't know anything about vampire princes, and though you defeated the security, nothing could have prepared you for what you found. Minutes later, you were lying in an alley, drained of blood and with almost every bone in your body broken. You were dying, and you knew it. Then liquid fire started pouring down your throat. At first you thought some bum was trying to revive you with cheap liquor, but when your eyes cleared you saw a guy in a suit standing over you, wiping his wrist with a handkerchief.

You drifted in and out of consciousness, and have vague memories of a car, then a plane, then a helicopter and a castle in the mountains. Your unknown benefactor spent some time talking with a group of people in Middle

Eastern dress, in some language you couldn't understand, and then he gave you some more of the fiery medicine and you regained full consciousness. He explained that these were very important people, and he wanted you to tell them how you'd gotten into the fortress. They listened carefully, asking occasional questions in almost-perfect English. When you'd finished, they nodded and talked among themselves for a while, then your friend told you that you would be looked after here, and when you were better you'd go to work for the clan.

Concept: You can't resist a mental challenge. If you see a locked door, you just have to know what it's guarding. If you see a security system, you have to find out its weaknesses. You've found that killing vampires can be a challenge in itself — and you've never forgotten the first time you met one. After all, it's the only time you ever lost.

Roleplaying Tips: You're a hacker, a puzzle freak — the macho types might regard you as a nerd, but you get the job done quicker and more neatly than charging in with cannons and grenades.

Talk a little too quickly, and get excited and highly technical on the subjects of security systems and computers. Without rubbing their faces in it, let people know that you think you're smarter than them — which in your scale of values means you're better than them.

Equipment: Custom laptop computer with every kind of connector and adapter, lockpicks, electronics toolkit, collection of home-made anti-security gadgets



Assamite™

VAMPIRE: The Masquerade™

Name:

Nature: *Plotter*

Sire:

Player:

Demeanor: *Competitor*

Generation: 11th

Chronicle:

Concept: *Gamester*

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

Celerity ●○○○○○○○
 Obfuscate ●●○○○○○○
 Quietus ●○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Backgrounds

Generation ●●○○○○○○
Resources ●●○○○○○○
Status ●○○○○○○○
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Virtues

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

Other Traits

Game Playing ●●○○○○○○
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 _____ ○○○○○○○○

Path of Blood

● ● ● ● ● ● ● ○ ○ ○

Willpower

● ● ● ● ● ● ○ ○ ○ ○
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Blood Pool

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

Health

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

Weakness

Consuming Kindred Blood Causes Damage

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

Scholar

Quote: *It's a good deal more complex than this, but for your purposes the simpler explanation will be sufficient.*

Prelude: Your doctoral thesis was on the role of the bloodstream in the immune system, and you went onto post-doctoral research into the possibility of genetically altering blood to enhance its effectiveness. You even produced a few altered white cells that would hunt pre-cancerous tissue, but they turned unstable and started eating everything in sight. Despite what you'd told them, your sponsors expected a cure for cancer by next week, and your funding suddenly dried up. You kept your research staggering along by teaching and writing, but you couldn't attract more sponsorship.

Then you got a letter from Turkey. The writer asked penetrating questions about some results you'd published in the *American Journal of Serology* reporting modest success in an experiment to retrain bone marrow. You'd gotten a culture to produce altered blood, and were working to control the nature of the alteration. In your dreams, you might have the basis of a cure for leukemia, but it

would take years of work to find out. The letter posited a non-leukemic blood condition where cells had mutated and asked if your process could restore the original pattern, given the healthy DNA of a close relative to work from. The letter closed with an open invitation to examine the condition for yourself, in a fully-funded research institute somewhere in the Middle East.

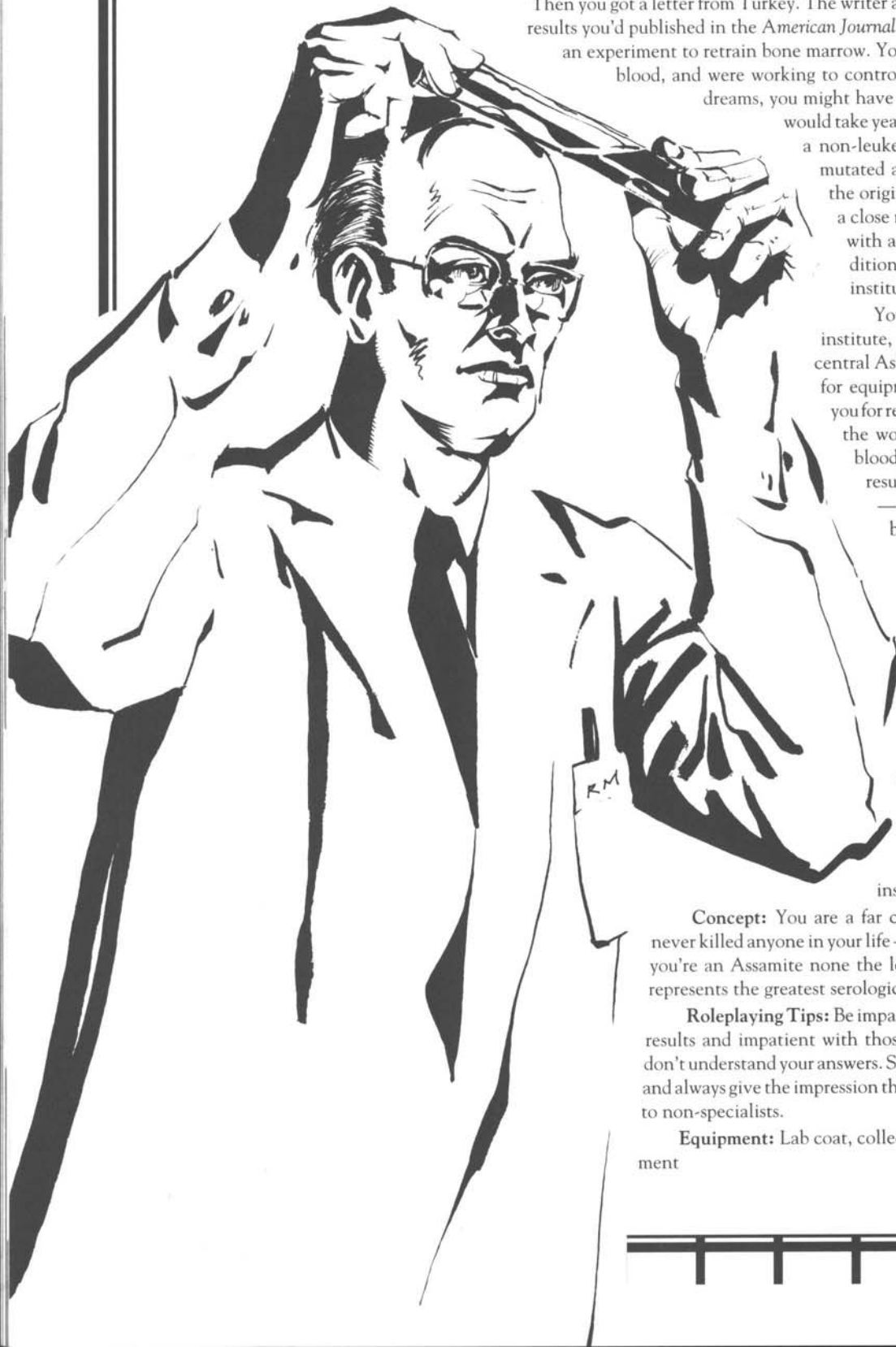
You took a sabbatical and went to see this institute, which was high in the mountains of central Asia. The backers met your every demand for equipment and assistants and never pressed you for results. Your colleagues came from around the world, representing the very pinnacle of blood science. The only stipulation was that results should be given to the backers first — they decided what could and couldn't be published, and who could and could not go to conferences. It was irksome, but a small price to pay. You put your resignation in the mail.

After five years at the institute, your health had begun to fail. Although the backers didn't press for results, you were given every opportunity to work, and were beginning to have nightmares — about being bled to death and having your blood poisoned. Overwork, you told yourself. Then you awoke one evening with a terrible thirst and learned the truth about the institute.

Concept: You are a far cry from the Assamite stereotype. You never killed anyone in your life — not even in the course of feeding. But you're an Assamite none the less. You share the clan's Curse, and it represents the greatest serological challenge you've ever faced.

Roleplaying Tips: Be impatient all the time — impatient with your results and impatient with those who ask asinine questions and then don't understand your answers. Sprinkle your speech with medical terms, and always give the impression that you have better things to do than talk to non-specialists.

Equipment: Lab coat, collection of scrawled notebooks, lab equipment



Assamite™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Architect
Demeanor: Curmudgeon
Concept: Scholar

Sire:
Generation: 12th
Haven:

Attributes

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

Abilities

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

Advantages

Disciplines		Backgrounds		Virtues	
Celerity	●○○○○○○○	Contacts	●●○○○○○○	Conscience	●●●○○○
Obfuscate	●○○○○○○○	Generation	●○○○○○○○	Self-Control	●●●●●
Quietus	●○○○○○○○	Resources	●○○○○○○○	Courage	●●○○○
_____	○○○○○○○○	Status	●○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		

Other Traits

Biology	●●○○○○○○
Chemistry	●●○○○○○○
Kindred Lore	●●○○○○○○
Research	●●●●○○○○
_____	○○○○○○○○
_____	○○○○○○○○
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_____	○○○○○○○○

Path of Blood

● ● ● ● ● ● ● ● ○ ○

Willpower

● ● ● ● ● ○ ○ ○ ○ ○

Blood Pool

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

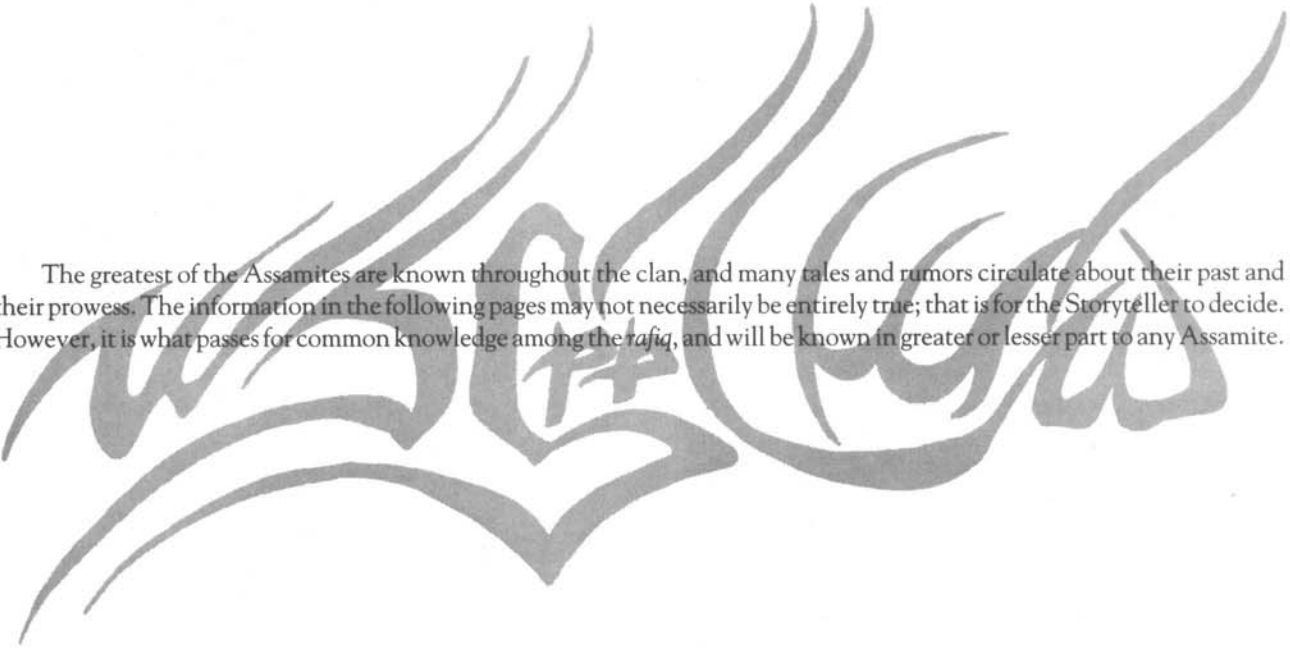
Consuming Kindred Blood Causes Damage



R.M.



Appendix: Assamites of Note



The greatest of the Assamites are known throughout the clan, and many tales and rumors circulate about their past and their prowess. The information in the following pages may not necessarily be entirely true; that is for the Storyteller to decide. However, it is what passes for common knowledge among the *rafiq*, and will be known in greater or lesser part to any Assamite.

Jamal

Throughout the Holy Wars which were fought over the Holy Land, the name of the *hashashiyyin* was a name of dread. Of all the *hashashiyyin*, no name was greater or more terrible than

that of Jamal.

It is whispered that he has been defeated only once, by the Inconnu Drakulya, and that the previous Master invited his challenge after the shame of the Convention of Thorns, and charged him to guard the *rafiq* and bring them through the *hijra* so that they might avenge themselves for the Curse. Some say that he is of the Unconquered, and some that he walks but two paces behind the Ancestor. All know that he has been challenged but three times and remains Master.

Thetmes

He began as a soldier, fighting for the boy-king Ptolemy against his sister Cleopatra and her Roman minions. When Ptolemy fell, it pleased the barbarian Antonius to have his followers fight each other in the arena; this provided sport for the nervous populace, as well as saving the trouble and expense of mass executions. Thetmes fought for his life, and the Romans were impressed. Antonius took him to Rome, where he was sold and became a gladiator. He found killing Romans much more to his taste. He became famous, and his owner became rich. At the height of his fame, Thetmes was bought by a Syrian cloth merchant. His retirement was announced a few months later, and he went quietly to the mountains of Asia, and Alamut.

Thetmes is the caliph of Alamut and oversees the training of the *fida'i* personally whenever time allows. He is a stern master, and only the best and most diligent may expect a single word of approval from him. All the *rafiq* look up to him, and would sacrifice themselves without hesitation upon his command.

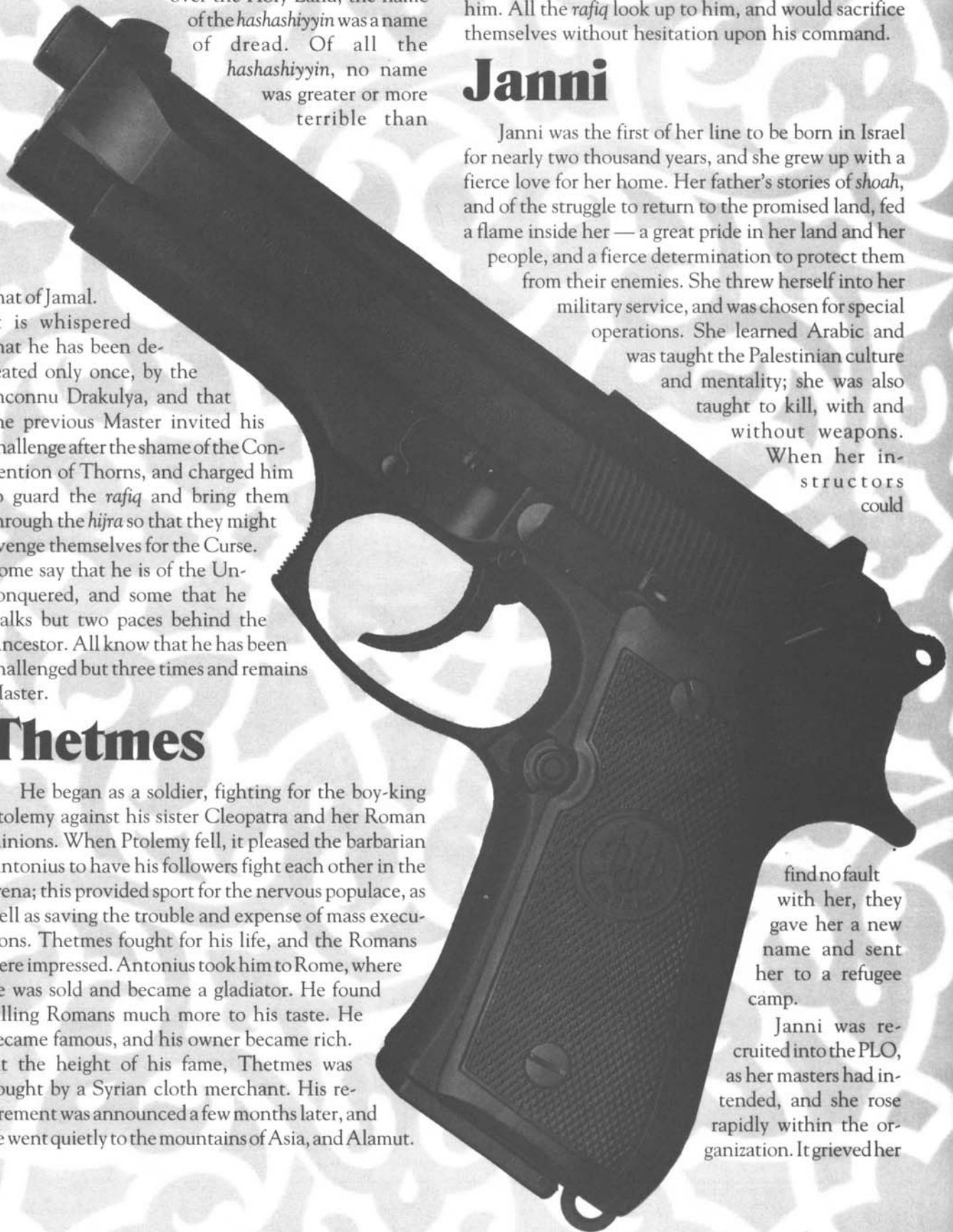
Janni


Janni was the first of her line to be born in Israel for nearly two thousand years, and she grew up with a fierce love for her home. Her father's stories of *shoah*, and of the struggle to return to the promised land, fed a flame inside her — a great pride in her land and her people, and a fierce determination to protect them from their enemies. She threw herself into her military service, and was chosen for special operations. She learned Arabic and was taught the Palestinian culture and mentality; she was also taught to kill, with and without weapons.

When her instructors could

find no fault with her, they gave her a new name and sent her to a refugee camp.

Janni was recruited into the PLO, as her masters had intended, and she rose rapidly within the organization. It grieved her





to kill her own people, but she consoled herself with the prospect of revenge — she was getting closer to the leaders. But revenge was never to be hers, for one night she found herself in a mountain fortress, with no clear idea of how she had come there. Women were rare among the *fida'i*, even then, but Janni silenced all criticism. It is even whispered that this young *rafiq* may become the first female caliph in time.

Shankar

Many young men were attracted to the Thuggee by their fearsome reputation and their antipathy to the overbearing British. Shankar's mother and sister had been dishonored by a British soldier, and when he went with his father and brothers to the soldier's commander, they were sent away scornfully, and told to teach their women better morals. Shankar swore revenge for this insult, and sought out the Thuggee in the mountains. Many soldiers fell to his knives and garrote as he avenged his kinswomen, and he was found worthy of the greater battle, against the *kafir* Ventrue who had sent the British into India.

Shankar learned as a *fida'i* about those who call themselves Kindred, and the many wrongs they had inflicted upon his new-found clan. Like many of the younger *rafiq*, he is impatient for revenge, and he is prominent among the Militant faction, preaching open warfare upon the *munafiqun*. It is said that he has accompanied the Unconquered ones of the Black Hand on some of their war parties, and that the Elders question his allegiance.

Al-Ashrad

The amr Al-Ashrad is regarded askance by many of the *rafiq*, for magic inspires fear and mistrust in the heart of a warrior. Yet none can deny that he has done great work for the clan since the falling of the Curse. It was he who discovered the Ritual of Creation, and he works constantly to strengthen the Heartblood of the clan and weaken the hold of the Curse upon it.

He is also responsible for sorcerous weapons that have been the ending of some very powerful *munafiqun*, and more than once, so it is whispered, he has fought hand-to-hand with demons sent by the hated Tremere to destroy him. While the *rafiq* fear Al-Ashrad, they take pride in the fact that he is the greatest magician in the world — for if

he were not, would there not be another amr in his place?

Tariq

The name of Tariq inspires as much dread as that of Jamal, or perhaps even more. Once, Tariq was as a brother to Jamal, and among the greatest of the *rafiq*. But he would not submit to the Curse, and went out into the wilderness. He is sometimes seen among the *antitribu*, but is not of them, as much as they would wish

it. He follows his own vengeance against the clan's enemies, and although Jamal was pressured by the Camarilla into declaring a Blood Hunt against him, only the most troublesome *rafiq* are given the task of carrying it out; Tariq will not destroy them, for they are of the clan, but their inevitable defeat serves them as a lesson in humility. Meanwhile, Tariq is free to pursue his own ends, and coincidentally provides a scapegoat for the deeds of other *rafiq*, should one be required.



Assamite™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Sire:
Generation:
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

Celerity ○○○○○○○○
Obfuscate ○○○○○○○○
Quietus ○○○○○○○○
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Backgrounds

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Virtues

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

Other Traits

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Path of Blood

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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

**Consuming Kindred Blood
Causes Damage**

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

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Expanded Background

Allies

Clan Prestige

Contacts, Minor

Contacts, Major

Herd

Influence

Mentor

Resources

Retainers

Status

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description



C L A N B O O K :

Assamite™



Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, the Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought out by the Kindred to dispose of their enemies. Fearful tales are told of their skill in hunting the most dangerous prey, their bravery in combat, and their fierce loyalty to their clan. Yet the tellers of these tales do not guess at the truth: the millennia of warfare, the roots of the Jihad, and the clan mysteries which no outsider has ever seen.

Clanbook: Assamite includes:

- The history of the clan, from the First City to the present day;
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- New Skills, Quietus powers and advanced combat rules.

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