



20TH ANNIVERSARY EDITION

VAMPIRE

READY MADE CHARACTERS



A Sourcebook for
Vampire: the Masquerade
Twentieth Anniversary Edition

20TH ANNIVERSARY EDITION

VAMPIRE

READY MADE CHARACTERS



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VAMPIRE
READY MADE CHARACTERS

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Levi "Macca" MacDonald

"I believe in a fair go for all to reach Golconda, regardless of race, ethnicity, or religion. Excepting Poms, Seppos, and Kiwis, of course."

"All the evil in nature's been developed and nourished by harsh and cruel kindling."

"Listen mate, I'm helping you out by knocking these fellas off. You can whine about the blood in your hair, or you can pick up a gun and help."

Background: Macca's never been to Alamut, but he's seen it through a rifle scope. That's close enough as far as he's concerned. Macca has his own agenda, and it doesn't involve kneeling before the Old Man in the Mountain.

In life, Macca was a decorated soldier of the Australian Army. He signed up for the love of his country and the desire to fire big guns, but after two decades of service an offer of retirement arose, with a well-paid contract for a so-called "First Team" of mercenaries. He didn't hesitate in applying for discharge.

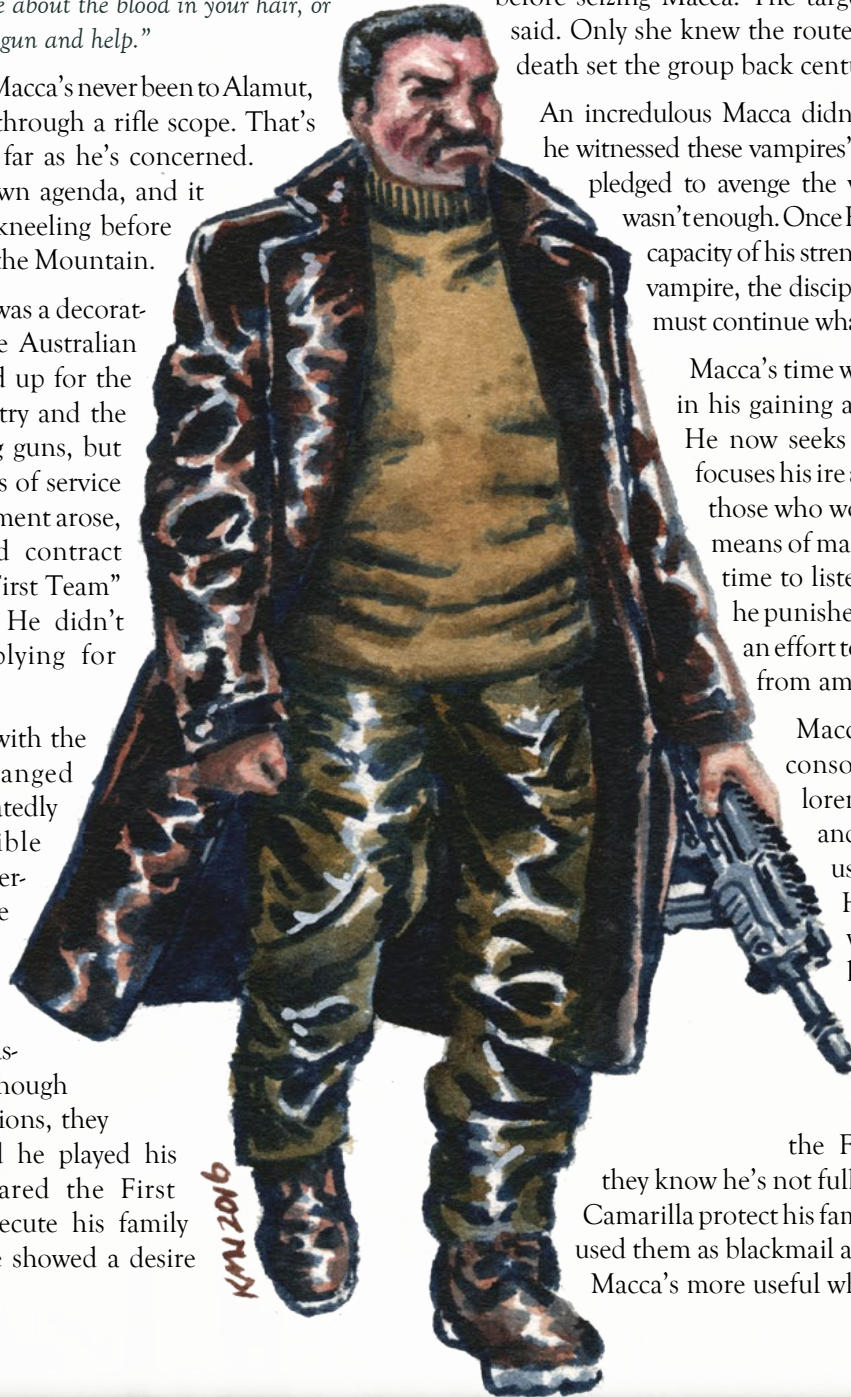
Macca's time with the First Team changed him, as he repeatedly witnessed terrible atrocities, often perpetrated by the companies he was protecting. Several missions were civilian assassinations and, though he voiced objections, they went ahead and he played his part. Macca feared the First Team would execute his family back home if he showed a desire to back out.

One network's objective had him shooting a target as she engaged in a nighttime meeting with her friends. The squad were to use hot rounds to send a message to the target's group. Macca attempted to inform the target ahead of time, but his fellow mercenaries murdered her before he could send a warning. The victim's allies easily tracked and attacked the hired guns, killing the shooter before seizing Macca. The target was a prophet, they said. Only she knew the route to Golconda, and her death set the group back centuries.

An incredulous Macca didn't believe a word, until he witnessed these vampires' powers. He desperately pledged to avenge the victim's death, but this wasn't enough. Once Embraced and shown the capacity of his strengths and limitations as a vampire, the disciples made it clear: Macca must continue what his victim started.

Macca's time with the coterie resulted in his gaining a glimpse of Golconda. He now seeks clues to its path, and focuses his ire and rifle on eliminating those who would use Golconda as a means of manipulation. He's got no time to listen to false prophets, so he punishes liars and charlatans in an effort to discover the pure road from among the weeds.

Macca's spent more time consorting with Camarilla loremasters than any other, and in turn has become a useful asset to the Sect. He'll turn his guns on whoever he's paid to kill, providing the target doesn't conflict with his interests. He's still hunted by the corporation that hired the First Team. Somehow, they know he's not fully dead. The Australian Camarilla protect his family, and to date haven't used them as blackmail against him. They know Macca's more useful when happy and willing.



Description: Macca's receding hairline, paunch, and shadowed eyes mean he's not a looker. He's stocky, and lopes lazily with his shoulders hunched. There's something darkly appealing to him though, in the sinister smile between his moustache and chin strip, and the way his gaze never wavers.

In his role as a killer for hire, Macca knows not to dress ostentatiously – unless the job requires it. He wears heavy jackets in which he can hold weapons, often carries a case, and has been known to wear rolled-neck sweaters just because they provide another place in which to hold a small explosive or blade.

Roleplaying Hints: Macca's all business when talking about a hit. He doesn't believe in joking about killing, even

when he's dismissive of a victim. He thinks death-related puns are the purview of soft sods who've not experienced war or fired a gun for a living.

When on the subject of Golconda, Macca is sober. He's not a true believer, but knows he must atone by allowing others to attempt to discover the path. He feels it's his duty to protect those who seek the nigh-mythical state.

Macca's broad Australian accent is uncultivated. He's proud of his heritage and speaks fondly of his time in the army and back home, despite feeling he can never return. He's decidedly irreverent and tells vulgar anecdotes freely, when not caught on a somber topic.



20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Levi "Macca" MacDonald

Player:

Chronicle:

Nature: Celebrant

Demeanor: Director

Concept: Gun-Toting Enigma Seeker

Clan/Bloodline: Assamite

Generation:

Sect: Independent

Attributes

Physical

Strength ●●●●○
 Dexterity (Precision Aim) ●●●●○
 Stamina ●●●●○

Social

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

Mental

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

Abilities

Talents

Alertness ●●●●○
 Athletics ●●●●○
 Awareness ○○○○○
 Brawl ●○○○○
 Empathy ○○○○○
 Expression ●○○○○
 Intimidation ●●○○○
 Leadership ○○○○○
 Streetwise ●○○○○
 Subterfuge ●●○○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts (Weapon Maintenance) ●●○○○
 Drive ●●●○○
 Etiquette ○○○○○
 Firearms ●●●○○
 Larceny ●○○○○
 Melee ●●○○○
 Performance ○○○○○
 Stealth ●●○○○
 Survival ●●○○○
 ○○○○○

Knowledges

Academics ○○○○○
 Computer ○○○○○
 Finance ○○○○○
 Investigation ●●○○○
 Law ○○○○○
 Medicine ○○○○○
 Occult ●●●○○
 Politics ○○○○○
 Science ○○○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

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

Backgrounds

Alternate Identity ●●●○○
 Contacts ●●○○○
 Generation ●●●○○
 Mentor ●○○○○
 Resources ●○○○○
 ○○○○○

Virtues

Conscience/~~Conviction~~ ●●○○○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●○○

Merits & Flaws

Merit	Cost
Sectarian Ally (LotC, p. 26)	1
_____	_____
_____	_____
_____	_____
Flaw	Cost
Hunted Like a Dog	3
Recruitment Target	1
_____	_____
_____	_____
_____	_____

Humanity/Path

●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

Combo Discipline:
 Shadow Feint (LotC, p. 30)

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

MAMA POLARI

“Harpy or not – you’re shady as hell, and your look is busted. Bye, Felicia.”

“It’s okay to be new, girl. You come under Mama’s wing, an’ I’ll look out for you.”

“Bitch, you ‘bout to get the hook. Somebody hold my motherfuckin’ wig and earrings; I will feed you those ratchet-ass Louboutin knockoffs and make you thank me for it.”

Background: Mama Polari was a queen in life, and sees no need to abandon her role as a monarch in death. Her friends tell her any partner she wants is hers with her stunning looks, confidence, and passion, but Mama never settles for a single lover. Mama needs to slip into a dazzling dress, adorn a spectacular wig, apply makeup, and convince an entire beloved audience to love her, over and over.

As a mistress of song, seduction, and acerbic quips, Mama Polari is a hotly-attended act. She wins the hearts of

those who watch her float effortlessly around the club and the cabaret. She adores playing fast and loose with hearts, bewitching all with her elegance and poise.

One frequent devotee of Mama Polari was a Brujah, who recognized not only a goddess of sass, but also a potential speaker for the Camarilla. The vampire allowed Mama to think she was seducing him, when he was turning his unnatural charms on her. The Embrace was one of apparent love and tenderness, but this lie soon wore thin. Mama kicked him to the curb openly when she discovered her sire’s true intentions, humiliating him before other Kindred. Pettily, he turned his Brujah peers on Mama, and called his childe a failure.

Mama continues to perform on the circuit, growing in fame among the kine and infamy among her Clan for her flagrant onstage references to “vamps” and “bloodsuckers.” When approached by Camarilla representatives with orders to be silent, she always responds with her typical attitude and charm. Rather than punish her outright, a Prince once offered her the role of Harpy. She told him where to stick his proposal, and joined the Anarchs out of defiance.

Mama Polari’s a frequent mentor for fledglings. She plays the role of a cynical bitch, but looks out for those prone to be taken advantage of, as she was. She operates under various names when performing, including Lady Polari, Mama Eleganza, and Gigi Travolta. Skilled in the patois of underground clubs and cultures, she’s contemplating setting up a sub-Sect with its own language within the Anarchs. She finds appeal in the idea of communicating in a vernacular outsiders won’t understand.

Description: Mama is stunningly beautiful in or out of a dress. She has a large, curvaceous figure, and carries it confidently. The padding she wears while in drag increases her buxom stature, while her long legs and round bottom are always



accentuated in her dresses. Mama tends to favor outfits designed to dazzle, but never looks tasteless. A sequined dress with an open back, a slit up the side to show off some leg, and, of course, a perfect wig to complement the clothing are necessary.

When not performing, Mama looks to be a heavysset man with a soft, kind appearance. Her smile is ever present, occasionally changing to a sly pout, accompanied by a raised eyebrow or a wink. She keeps her head shaved to better fit the hairpieces she dons, often taking other Kindred off guard when they're used to seeing the voluptuous, made-up, extravagant-haired Polari.

Roleplaying Hints: Mama is always ready with a laugh or a swift put down, most being made in good fun. It's

better to make jibes both the joker and the mark can smile about, if the sole aim is humor.

She loves getting a rise from those she disrespects, typically in public places so others can benefit from the ribbing. The key to a good rib is researching the target, whether through direct questions or perceiving something of their personality through clothing, mannerisms, and reputation.

Mama speaks as an Anarch, but isn't an idealist. When talking about her own Sect, she's quick to denigrate its failings. She's more comfortable among fledglings and neonates, where she can act as mother hen. Mama's rarely violent, but physically stands up for anyone being unduly persecuted.



VAMPIRE

THE MASQUERADE

Name: Mama Polari

Nature: Caregiver

Clan/Bloodline: Brujah

Player:

Demeanor: Gallant

Generation:

Chronicle:

Concept: Vivacious Queen

Sect: Anarch

Attributes

Physical

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

Social

Charisma _____ ●●●●○
 Manipulation _____ ●●●●○
 Appearance (Unforgettable) _____ ●●●●●

Mental

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

Abilities

Talents

Alertness _____ ○○○○○
 Athletics _____ ●○○○○
 Awareness _____ ○○○○○
 Brawl _____ ●○○○○
 Empathy _____ ●●●○○
 Expression _____ ●●●○○
 Intimidation _____ ●●○○○
 Leadership _____ ●○○○○
 Streetwise _____ ●○○○○
 Subterfuge _____ ●○○○○
 _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ○○○○○
 Etiquette _____ ●●○○○
 Firearms _____ ●●○○○
 Larceny _____ ○○○○○
 Melee _____ ○○○○○
 Performance (Singing) _____ ●●●○○
 Stealth _____ ○○○○○
 Survival _____ ●○○○○
 _____ ○○○○○

Knowledges

Academics (Drama) _____ ●●○○○
 Computer _____ ○○○○○
 Finance _____ ○○○○○
 Investigation _____ ○○○○○
 Law _____ ●○○○○
 Medicine _____ ○○○○○
 Occult _____ ○○○○○
 Politics _____ ●○○○○
 Science _____ ○○○○○
 Technology _____ ○○○○○
 _____ ○○○○○

Advantages

Disciplines

Celerity _____ ●○○○○
 Potence _____ ●○○○○
 Presence _____ ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Backgrounds

Alternate Identity _____ ●●○○○
 Contacts _____ ●●○○○
 Fame _____ ●●○○○
 Generation _____ ●○○○○
 Herd _____ ●○○○○
 Resources _____ ●●○○○

Virtues

Conscience/~~Conviction~~ _____ ●●●○○
 Self-Control/~~Instinct~~ _____ ●●●○○
 Courage _____ ●●●●○

Merits & Flaws

Merit	Cost
Dynamic Personality (LotC, p. 48)	5
Language	1
_____	_____
_____	_____
Flaw	Cost
Disgrace to the Blood	3
Old Flame	2
Unconvinced	1
_____	_____
_____	_____

Humanity/Path

●●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

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

VAMPIRE

THE MASQUERADE

Name: Mama Polari

Player:

Chronicle:

Nature: Caregiver

Demeanor: Gallant

Concept: Killer Queen

Clan/Bloodline: Brujah

Generation:

Sect: Anarch

Attributes

Physical

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

Social

Charisma _____ ●●●●○
 Manipulation _____ ●●●○○
 Appearance (Unforgettable) _____ ●●●●●

Mental

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

Abilities

Talents

Alertness _____ ○○○○○
 Athletics _____ ●●○○○
 Awareness _____ ○○○○○
 Brawl _____ ●●●○○
 Empathy _____ ●●●○○
 Expression _____ ●●●○○
 Intimidation _____ ●●○○○
 Leadership _____ ●●○○○
 Streetwise _____ ●●●○○
 Subterfuge _____ ●●○○○
 _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ○○○○○
 Etiquette _____ ●●○○○
 Firearms _____ ●●○○○
 Larceny _____ ○○○○○
 Melee _____ ○○○○○
 Performance (Singing) _____ ●●●●○
 Stealth _____ ○○○○○
 Survival _____ ●○○○○
 _____ ○○○○○

Knowledges

Academics (Drama) _____ ●●○○○
 Computer _____ ○○○○○
 Finance _____ ○○○○○
 Investigation _____ ○○○○○
 Law _____ ●○○○○
 Medicine _____ ○○○○○
 Occult _____ ○○○○○
 Politics _____ ●●●○○
 Science _____ ○○○○○
 Technology _____ ○○○○○
 _____ ○○○○○

Advantages

Disciplines

Celerity _____ ●●○○○
 Potence _____ ●●○○○
 Presence _____ ●●●●○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Backgrounds

Alternate Identity _____ ●●●○○
 Contacts _____ ●●●○○
 Fame _____ ●●●○○
 Generation _____ ●○○○○
 Herd _____ ●●○○○
 Resources _____ ●●●○○

Virtues

Conscience/~~Conviction~~ _____ ●●●○○
 Self-Control/~~Instinct~~ _____ ●●●○○
 Courage _____ ●●●●○

Merits & Flaws

Merit	Cost
Dynamic Personality	5
(LotC, p. 48)	
Language	1
_____	_____
_____	_____

Flaw	Cost
Disgrace to the Blood	3
Old Flame	2
Unconvinced	1
_____	_____
_____	_____

Humanity/Path

●●●●●○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

Combo Discipline:
 Scourge of Alecto
 (LotC, p. 51)

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

Ezequiel Coyotl

"I do not believe in Caine or your Antediluvians. I know of ancient gods stirring beneath the earth, far older than anything in some Book of Nod."

"My respect for your domain matches your Sect's appreciation for mine."

"Heed my warnings or don't; I will be by your side when the mirror breaks, either way."

Background: Ezequiel claims a new cycle has begun, and the lineages of the ancients are rising. The gods once again manifest in the water, the stars, and the dark.

Ezequiel was once a missionary and hobby archaeologist of mixed Argentinian-Nahua heritage. He and a group of friends hired a guide to take them to a remote Acolhua ruin, where they performed minor excavations. When the group of youngsters emerged from the ruins to ask the guide to set up camp, they discovered he'd disappeared with their vehicle. The sky darkened, and within minutes the screams started.

Ezequiel remembers the events as something from a horror movie, his companions picked off one at a time by vampires from the temple. When it came down to him and his best friend, he threw her into the jaws of the deformed wretch bursting from the earth, and fell to his knees to beg for mercy.

The vampire spared Ezequiel. During the day his ghoul – the guide – returned, and Ezequiel's education began. As the last survivor of his party, he showed wherewithal and cunning. His intelligence allowed him to learn the language of the Tlacique and be one of dozens to serve the Smoking Mirror.

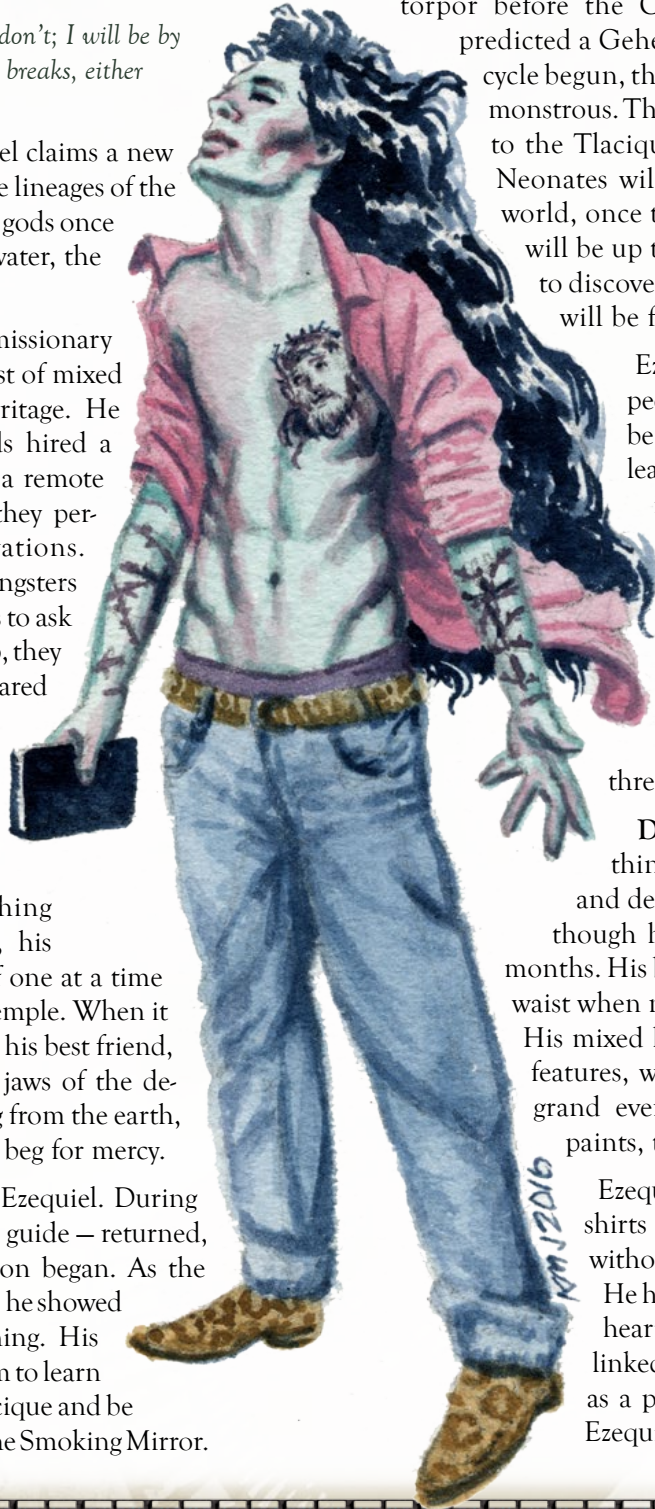
After several years as a ghoul, Ezequiel was Embraced and sent into the tunnels beneath the flood plain, where his sire introduced him to other sleeping members of his bloodline.

Ezequiel's sire explained a score of lineages entered torpor before the Conquistadors arrived, as they predicted a Gehenna for their kind. With a new cycle begun, those lineages will rise hungry and monstrous. The vampires of Europe can be allies to the Tlacique or sacrifices to the ancients. Neonates will be the ones who reshape the world, once the Methuselahs rise and fall. It will be up to the Smoking Mirror's childer to discover which are of benefit and which will be food.

Ezequiel has the charm to make people listen, and the youth to not be seen as a threat. He's tasked with learning about the Sects, integrating into them, and assessing the Clans. As he becomes familiar with the histories espoused by other vampires, a small part of him wonders whether his sire speaks truth. It's a minor doubt; Ezequiel believes, and convinces others of the coming ancients' threat as if lives depend on it.

Description: Ezequiel is a tall, thin male with a sallow complexion and deeply indented cheeks. It looks as though he's not eaten a decent meal in months. His black hair is long and flows to his waist when not tied in an elaborate topknot. His mixed heritage is apparent in his facial features, which during Elysium and other grand events he sometimes adorns with paints, to appease others.

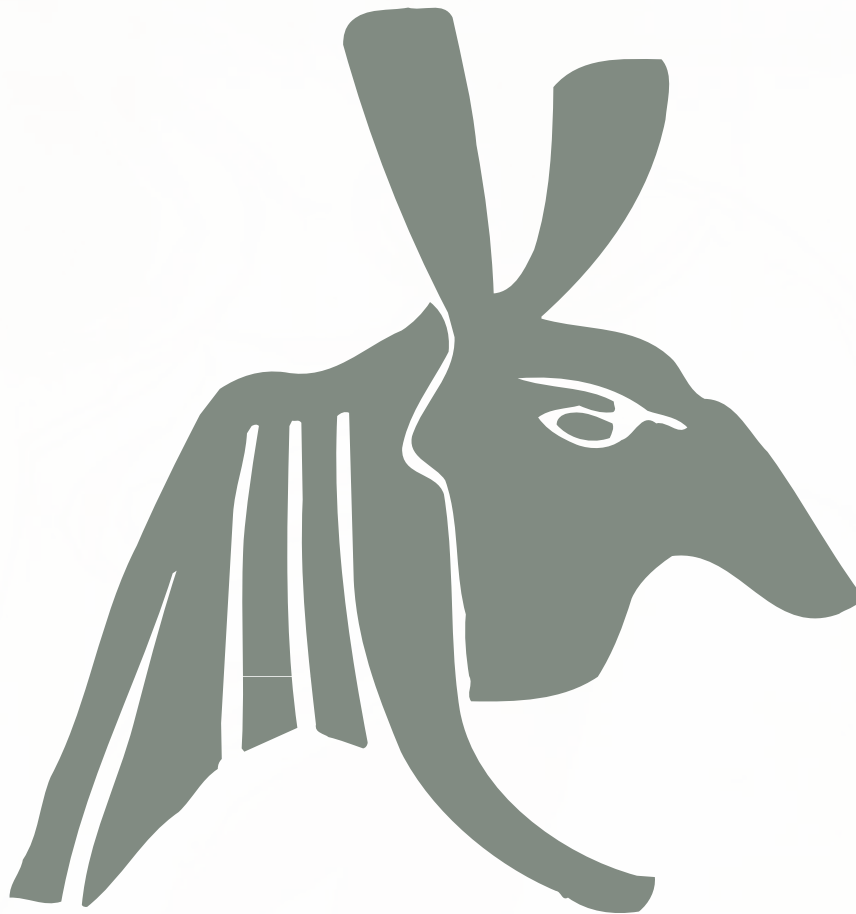
Ezequiel predominantly wears linen shirts and trousers, and is rarely seen without his snakeskin belt and boots. He has a tattoo of Christ's face over his heart and a crucifix on each forearm, linked with a briar of thorns. Much as a preacher may carry a small bible, Ezequiel is rarely without his own small



black book, in which he compiles the vampires he's met, his impressions of them, their origins, and their Sects.

Roleplaying Hints: Ezequiel truly believes the danger of hundreds of waking vampires scattered across the Americas. Much of his conversation is impassioned, with frequent gesticulation used to emphasize his points. He doesn't believe in forcing people to come around to his beliefs, but wants those he speaks with to come of their own volition.

He's spellbound by the scheming of the Sects, and is tantalized by rumors he's heard of the True Black Hand. His treatment of vampires belonging to each Sect is one of curious wonder as he scribbles notes and refers to his book, like a tourist in a foreign land. Ezequiel is interested in discovering the veracity of his bloodline's connection to the Followers of Set. His sire never mentioned the Serpents, so Ezequiel leaps upon any opportunity to study them.



VAMPIRE

THE MASQUERADE

Name: Ezequiel Coyotl

Nature: Fanatic

Clan/Bloodline: Tlacique

Player:

Demeanor: Idealist

Generation:

Chronicle:

Concept: Rhetorician of Omens

Sect: Independent

Attributes

Physical

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

Social

Charisma (Silver Tongued) ●●●●○
 Manipulation (Soft Sell) ●●●●○
 Appearance ●○○○○

Mental

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

Abilities

Talents

Alertness ●○○○○
 Athletics ●○○○○
 Awareness ●●○○○
 Brawl ○○○○○
 Empathy ●○○○○
 Expression ●●●○○
 Intimidation ●●○○○
 Leadership ○○○○○
 Streetwise ○○○○○
 Subterfuge ●●●○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ●○○○○
 Etiquette ●○○○○
 Firearms ●●○○○
 Larceny ○○○○○
 Melee ○○○○○
 Performance ●●○○○
 Stealth ●●●○○
 Survival ●○○○○
 ○○○○○

Knowledges

Academics (Archaeology) ●●○○○
 Computer ○○○○○
 Finance ○○○○○
 Investigation ●○○○○
 Law ○○○○○
 Medicine ○○○○○
 Occult ●●●○○
 Politics ●●○○○
 Science ○○○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

Obfuscate ●○○○○
 Presence ●○○○○
 Protean ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Backgrounds

Contacts ●●○○○
 Generation ●●○○○
 Mentor ●●○○○
 Resources ●○○○○
 Retainers ●●○○○
 ○○○○○

Virtues

Conscience/~~Conviction~~ ●●●○○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●○○

Merits & Flaws

Merit	Cost
Former Ghoul	1
Language	2
_____	_____
_____	_____
_____	_____
Flaw	Cost
Bound	2
Forked Tongue	2
(LotC, p. 67)	_____
_____	_____
_____	_____

Humanity/~~Path~~

●●●●●○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Ezequiel Coyotl

Player:

Chronicle:

Nature: Fanatic

Demeanor: Idealist

Concept: Walking Portent

Clan/Bloodline: Tlaciue

Generation:

Sect: Independent

Attributes

Physical

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

Social

Charisma (Silver Tongued) _____ ●●●○○
 Manipulation (Soft Sell) _____ ●●●○○
 Appearance _____ ●○○○○

Mental

Perception _____ ●●●○○
 Intelligence (Hereditary Knowledge) _____ ●●●○○
 Wits _____ ●●○○○

Abilities

Talents

Alertness _____ ●●○○○
 Athletics _____ ●●○○○
 Awareness _____ ●●○○○
 Brawl _____ ○○○○○
 Empathy _____ ●●○○○
 Expression _____ ●●●○○
 Intimidation _____ ●●○○○
 Leadership _____ ○○○○○
 Streetwise _____ ○○○○○
 Subterfuge (Complex Tales) _____ ●●●○○
 _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ●○○○○
 Etiquette _____ ●○○○○
 Firearms _____ ●●○○○
 Larceny _____ ○○○○○
 Melee _____ ○○○○○
 Performance _____ ●●●○○
 Stealth _____ ●●●○○
 Survival _____ ●●○○○
 _____ ○○○○○

Knowledges

Academics (Archaeology) _____ ●●○○○
 Computer _____ ○○○○○
 Finance _____ ○○○○○
 Investigation (Authenticity) _____ ●●●○○
 Law _____ ○○○○○
 Medicine _____ ○○○○○
 Occult _____ ●●●○○
 Politics _____ ●●○○○
 Science _____ ○○○○○
 Technology _____ ○○○○○
 _____ ○○○○○

Advantages

Disciplines

Dominate _____ ●○○○○
 Obfuscate _____ ●●○○○
 Presence _____ ●●○○○
 Protean _____ ●●○○○
 _____ ○○○○○
 _____ ○○○○○

Backgrounds

Contacts _____ ●●○○○
 Generation _____ ●●●○○
 Mentor _____ ●●●○○
 Resources _____ ●○○○○
 Retainers _____ ●●○○○
 _____ ○○○○○

Virtues

Conscience/~~Conviction~~ _____ ●●●○○
 Self-Control/~~Instinct~~ _____ ●●●○○
 Courage _____ ●●●○○

Merits & Flaws

Merit	Cost
Former Ghoul	1
Language	2
_____	_____
_____	_____

Flaw	Cost
Bound	2
Forked Tongue	2
(LotC, p. 67)	_____
_____	_____
_____	_____

Humanity/Path

●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

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

Mu'tazz Bechara

"Ever felt your atlantoaxial joint pop out and the pains go up to your cervical joint? How about now?"

"I cannot trust myself to fight one of the kine. No matter how big and fast they come, it is no honor to snap a twig."

"To be the best, you've got to beat the best."

Background: As the fourth son in a litter of seven children, Mu'tazz has always pushed himself to stand above the rest. His father was an acclaimed wrestler for an international promotion, and each of his brothers and sisters was in some way involved in the business. Rather than taking the route of donning a costume and stage name to leave Beirut and wrestle for family entertainment, Mu'tazz embarked upon a different trajectory. He embraced shootfighting, legitimately pummeling and stretching his opponents until they were knocked out or screaming for mercy. He always went by his real name, proud to declare himself the authentic hard man of the Bechara family.

Throughout his 20s and 30s, Mu'tazz scored victories the world over. He even set up his own promotion – The Shoot Dojo – in which he schooled aspirants and began a paid online broadcast for viewers of the sport. A pack of Sabbat became avid fans of the show. They traveled to watch Mu'tazz fight live, and one of them – a Country Gangrel – answered his open call to fight live in an unprepared matchup.

In the contest of man versus vampire, man did surprisingly well. Despite possessing resistance to any severe harm Mu'tazz inflicted, the pain was impossible to avoid. The fighter held the Gangrel in locks and struck his nerves with devastating precision. In a result the rest of the pack considered unsporting, the Gangrel grew frustrated and broke the mortal's neck without warning. The online broadcast was terminated, the pack expelled everyone in the live audience, and Mu'tazz was Embraced as reward for his fine performance.

While grateful for a second attempt at life,

Mu'tazz is not happy in his current state. He accepts he's more than human, and partakes in the Sabbat *ritae*, but as in life he only wants to pit his skills against those who prove worthy competition. Humans rarely cut it, so he's inclined to challenge other Cainites in battles of Monomacy. He calls his gymnasium and the surrounding block his territory, to give



him an excuse to fight any vampire who mistakenly steps onto it, but he also seeks a greater challenge.

His sire and pack loudly admonish Mu'tazz's apparent humanity. His unwillingness to harm mortals and damn well enjoy it has made him distant from his sire. Hearing of the neonate's views, a vampire on the Path of Honorable Accord has since begun to teach Mu'tazz her philosophy about rewarding civility and integrity with inner strength.

Mu'tazz would love nothing more than to eventually fight the best the Camarilla has to offer. He's eager to take on the roughest Sheriff or meanest Archon; he doesn't discriminate based on Clan or bloodline.

Description: Mu'tazz is a tightly muscled man of Lebanese extraction. His bald head and thick, dark beard are his trademarks. Mu'tazz's hands are like sledgehammers, and he's prone to flexing his arms and bringing his fists up in a guard unconsciously. Mu'tazz is rarely

still, unless he's about to strike, at which point his eyes darken and he rapidly springs into motion.

When fighting, Mu'tazz wears shorts, boots, and gloves. In the world outside the gym, he wears loose training gear good for concealing how muscular he is. He attempts to not look intimidating, but as his head is at a perpetual forward angle due to his broken spine, it looks as though he's constantly glowering.

Roleplaying Hints: Mu'tazz is an unexpectedly pleasant Cainite. He's physically affectionate, clapping people on the back, giving them laughing taps to the face, and often roughhousing. In fact, he never ceases to assess potential opponents. Engaging them in mock fights and busting chops to see what kind of reaction he gets are trials he sets for others.

Mu'tazz is always attempting to test his mettle and assert his dominance. He frowns on those who use undue force or cruelty in a fight, seeing it as a breach of his personal code if a challenger is killed.



20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Mu'tazz Bechara

Player:

Chronicle:

Nature: Visionary

Demeanor: Thrill-Seeker

Concept: MMA Retiree

Clan/Bloodline: Country Gangrel

Generation:

Sect: Sabbat

Attributes

Physical

Strength ●●●●○
 Dexterity (Relentless Strikes) ●●●●○
 Stamina ●●●●○

Social

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

Mental

Perception ●●○○○
 Intelligence ●●○○○
 Wits (Reactions) ●●●●○

Abilities

Talents

Alertness ●●○○○
 Athletics (Shoot Wrestling) ●●●●○
 Awareness ○○○○○
 Brawl (Cage Fighting) ●●●●○
 Empathy ●○○○○
 Expression ○○○○○
 Intimidation (Imposing) ●●●●○
 Leadership ○○○○○
 Streetwise ●○○○○
 Subterfuge ○○○○○

Skills

Animal Ken ●○○○○
 Crafts ○○○○○
 Drive ●●○○○
 Etiquette ●○○○○
 Firearms ○○○○○
 Larceny ○○○○○
 Melee ○○○○○
 Performance (Showman) ●●○○○
 Stealth ●○○○○
 Survival ●●○○○

Knowledges

Academics ○○○○○
 Computer ●○○○○
 Finance ○○○○○
 Investigation ○○○○○
 Law ○○○○○
 Medicine ●○○○○
 Occult ●○○○○
 Politics ○○○○○
 Science ●●○○○
 Technology ○○○○○

Advantages

Disciplines

Fortitude ●●○○○
 Protean ●●○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Backgrounds

Contacts ●○○○○
 Domain ●●○○○
 Fame ●●○○○
 Generation ●○○○○
 Mentor ●○○○○
 Resources ●●○○○

Virtues

Conscience/~~Conviction~~ ●●●○○
 Self-Control/~~Instinct~~ ●●○○○
 Courage ●●●●○

Merits & Flaws

Merit	Cost
Language <u> </u>	1
<u> </u>	<u> </u>
<u> </u>	<u> </u>
<u> </u>	<u> </u>
Flaw	Cost
Territorial <u> </u>	2
<u> </u>	<u> </u>
<u> </u>	<u> </u>
<u> </u>	<u> </u>

Humanity/Path

Path Of Honorable Accord
 ●●●●●●○○○○○
 Bearing: Devotion (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn:

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"/>

Notes

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Mu'tazz Bechara

Player:

Chronicle:

Nature: Visionary

Demeanor: Thrill-Seeker

Concept: MMA Legend

Clan/Bloodline: Country Gangrel

Generation:

Sect: Sabbat

Attributes

Physical

Strength *(Won't Let Go)* ●●●●○
 Dexterity *(Relentless Strikes)* ●●●●○
 Stamina ●●●●○

Social

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

Mental

Perception ●●○○○
 Intelligence ●●○○○
 Wits *(Reactions)* ●●●●○

Abilities

Talents

Alertness ●●○○○
 Athletics *(Shoot Wrestling)* ●●●●○
 Awareness ○○○○○
 Brawl *(Cage Fighting)* ●●●●○
 Empathy ●○○○○
 Expression ○○○○○
 Intimidation *(Imposing)* ●●●●○
 Leadership ○○○○○
 Streetwise ●○○○○
 Subterfuge ○○○○○
 ○○○○○

Skills

Animal Ken ●●○○○
 Crafts ○○○○○
 Drive ●●○○○
 Etiquette ●○○○○
 Firearms ○○○○○
 Larceny ○○○○○
 Melee ●○○○○
 Performance *(Showman)* ●●○○○
 Stealth ●○○○○
 Survival ●●○○○
 ○○○○○

Knowledges

Academics ○○○○○
 Computer ●○○○○
 Finance ○○○○○
 Investigation ○○○○○
 Law ○○○○○
 Medicine ●●○○○
 Occult ●○○○○
 Politics ○○○○○
 Science ●●○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

Fortitude ●●●●○
 Protean ●●●●○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Backgrounds

Contacts ●○○○○
 Domain ●●○○○
 Fame ●●○○○
 Generation ●○○○○
 Mentor ●○○○○
 Resources ●●○○○

Virtues

Conscience/~~Conviction~~ ●●●●○
 Self-Control/~~Instinct~~ ●●○○○
 Courage ●●●●○

Merits & Flaws

Merit	Cost
Language	1
_____	_____
_____	_____
_____	_____
Flaw	Cost
Territorial	2
_____	_____
_____	_____
_____	_____

Humanity/Path

Path Of Honorable Accord
 ●●●●●○○○○
 Bearing: Devotion (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

Combination Disciplines:
 Shatterproof
 (LotC, p. 90)

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

“Mad Dog” Diarmid Dunsirn

“Ah broke an Anarch Baron’s heid once; a so-called hard cunt. He square goes me; says ah’m on his turf. Ah tell him he’s on ma midden. Clever cunt corrects me; it’s a soccer stadium, he says. Ah beat seven colors of vitae oot ah that cunt’s face. Soccer? Cunt.”

“Kick him harder yeh shower of useless cunts! This is the world fucking cup and yeh’s worried about getting your fucking boots dirty!”

“Henrik’s is a good Catholic club with good Catholic values. Now get tae fuck.”

Background: Few would approach Diarmid regarding political or philosophical matters, or even for directions to the nearest Rack. He remains aloof of the Jyhad, taking his time to build a loyal herd of teenagers while honing his black arts and practicing excessive violence for pay. A mercenary for those who know how to find him; hiring Diarmid is like making a deal with Satan. He’s highly effective, but leaves a wide trail of carnage.

Diarmid is not what Kindred expect from a gun-for-hire. The Scotsman was Embraced in his late 70s. He was brought back from the dead after losing a fight against a sudden cerebral hemorrhage. Family members from the Clan interrupted his autopsy and brought the old warrior back, his resurrection accompanied by an even crueler outlook.

Diarmid’s Embrace didn’t rob him of his passions. He’s an enthusiastic fan of Celtic F.C. and once coached a youth team in Glasgow.

His reputation as a merciless taskmaster was well founded, as he once beat a referee blind; the boy needed his face rebuilt afterwards. Charges were never filed, and Diarmid was sent to pastures new. After his Embrace he continued his coaching career, setting himself up as a volunteer assisting St. Henrik’s foster home in developing the youth of tomorrow. He’s formed a new team of players – St. Henrik’s Christian F.C. – who follow him with slavish devotion. He puts the kids to work shaking down those he calls “weak cunts,” and keeps them clean of drugs and other malign, outside influences. Those who impress him are directed to Milliner businesses to find jobs, with a strong reference from Diarmid.

Diarmid hoots at the idea of the “near-death experience” felt by Kindred during their Embrace. He feels he experienced a genuine death and resurrection, and knows this grants him an intuitive ease in practicing his Clan’s Necromancy. He enlists the ghosts of children who die under the St. Henrik foundation’s watch, and is contemplating using these spirits as hired eyes. Diarmid’s a bruiser, but perceptive enough to know information can occasionally be better obtained from covertness instead of a beating.

Kindred call him “Mad Dog” Dunsirn for his quick temper and callous aggression. Diarmid likes the name so much that he’s given it to his youth team as an epithet. Everyone dreads the fixture when they’re up against the Mad Dogs and their madder coach. When the team loses, they tear up the opposition’s ground and, if Diarmid was awake to see the match played, visit worse upon the other team.

Description: Diarmid is a stout, crabby man possessing deep lines in a pudgy face. He wears thick, broad-lensed spectacles and is rarely seen without a tartan bunnet upon his head and a long, Celtic-branded overcoat. Other members of



the Dunsirn household commonly refer to Diarmid as “Mr. Magoo,” much to his chagrin.

If anyone were unfortunate enough to see Diarmid without clothing, a long scar cuts through his thin white hair. An autopsy Y jaggedly marks his experience on the pathologist’s table.

Roleplaying Hints: Contrary to appearances and reputation, Diarmid affects deferential airs around those of title, though he’s known for malapropisms and stumbling through etiquette before getting frustrated and swearing

profusely. He tends towards a saccharine form of politeness when with clergy, and especially nuns.

When among others, Diarmid’s a violent, bullish tyrant. He’s quick to claim that sparing the rod spoils the child, but a smile cuts across his face as he administers beatings. For those few he considers his peers, Diarmid has the vulgar jocularity of an old cove in a bar, talking about the big game or a filthy anecdote. He’s wary of those who might laugh at him rather than with him though, and hastily resorts to threats if he feels he’s being mocked.



20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: "Mad Dog" Diarmid Dunsirn
Player:
Chronicle:

Nature: Perfectionist
Demeanor: Bravo
Concept: Purist Coach

Clan/Bloodline: Giovanni
Generation:
Sect: Independent

Attributes

Physical		Social		Mental	
Strength <small>(Vicious)</small>	●●●●●	Charisma	●●○○○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●○○○○	Wits <small>(Unpredictable Moves)</small>	●●●●○

Abilities

Talents		Skills		Knowledges	
Alertness	●○○○○	Animal Ken	○○○○○	Academics	○○○○○
Athletics	●●○○○	Crafts	○○○○○	Computer	○○○○○
Awareness	●●○○○	Drive	●○○○○	Finance	●●○○○
Brawl <small>(Dirty Fighting)</small>	●●●●○	Etiquette	○○○○○	Investigation	●○○○○
Empathy	●○○○○	Firearms	○○○○○	Law	○○○○○
Expression	○○○○○	Larceny	○○○○○	Medicine	●●●○○
Intimidation	●●○○○	Melee	●●○○○	Occult	●●○○○
Leadership	●●○○○	Performance	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	●○○○○	Science	○○○○○
Subterfuge	○○○○○	Survival	●○○○○	Technology	●○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Dominate	●○○○○	Domain	●●○○○	Conscience/ Conviction	●●○○○
Necromancy	●●○○○	Herd	●●○○○	Self-Control/ Instinct	●●●○○
(The Sepulchre Path)	○○○○○	Influence	●○○○○	Courage	●●●●○
Potence	●○○○○	Resources	●●○○○		
	○○○○○	Retainers	●○○○○		
	○○○○○	Spirit Slaves (LotC, p. 108)	●●○○○		

Merits & Flaws

Merit	Cost
Mortuario	2
(LotC, p. 106)	
Flaw	Cost
Short Fuse	2

Humanity/Path

●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

Rituals:
 Death's Communion
 (LotC, pp. 108-109)

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: "Mad Dog" Diarmid Dunsirn

Player:

Chronicle:

Nature: Sadist

Demeanor: Bravo

Concept: Purist Club Owner

Clan/Bloodline: Giovanni

Generation:

Sect: Independent

Attributes

Physical

Strength *(Vicious)* ●●●●●
 Dexterity ●●●●●
 Stamina ●●●●●

Social

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

Mental

Perception *(Tactical)* ●●●●●
 Intelligence ●●●●●
 Wits *(Unpredictable Moves)* ●●●●●

Abilities

Talents

Alertness ●●●●●
 Athletics ●●●●●
 Awareness ●●●●●
 Brawl *(Dirty Fighting)* ●●●●●
 Empathy ●●●●●
 Expression ○○○○○
 Intimidation *(Physical Coercion)* ●●●●●
 Leadership ●●●●●
 Streetwise ○○○○○
 Subterfuge ○○○○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ●○○○○
 Etiquette ○○○○○
 Firearms ○○○○○
 Larceny ○○○○○
 Melee ●●○○○
 Performance ○○○○○
 Stealth ●●○○○
 Survival ●●○○○
 ○○○○○

Knowledges

Academics ○○○○○
 Computer ○○○○○
 Finance ●●●○○
 Investigation ●○○○○
 Law ○○○○○
 Medicine ●●●○○
 Occult ●●●○○
 Politics ○○○○○
 Science ○○○○○
 Technology ●○○○○
 ○○○○○

Advantages

Disciplines

Dominate ●○○○○
 Necromancy ●●●○○
 (The Sepulchre Path) ○○○○○
 Potence ●●●○○
 ○○○○○
 ○○○○○

Backgrounds

Domain ●●○○○
 Herd ●●●○○
 Influence ●○○○○
 Resources ●●○○○
 Retainers ●○○○○
 Spirit Slaves (LotC, p. 108) ●●○○○

Virtues

Conscience/~~Conviction~~ ●●○○○
 Self-Control/~~Instinct~~ ●●●●○
 Courage ●●●●○

Merits & Flaws

Merit **Cost**
 Mortuario 2
 (LotC, p. 106)

Flaw **Cost**
 Short Fuse 2

Humanity/Path

●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

Rituals:
 Death's Communion
 (LotC, pp. 108-109),
 Eldritch Beacon,
 The Hand of Glory

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

ALFIE ROSSELLINI

"It's my burden to be this handsome."

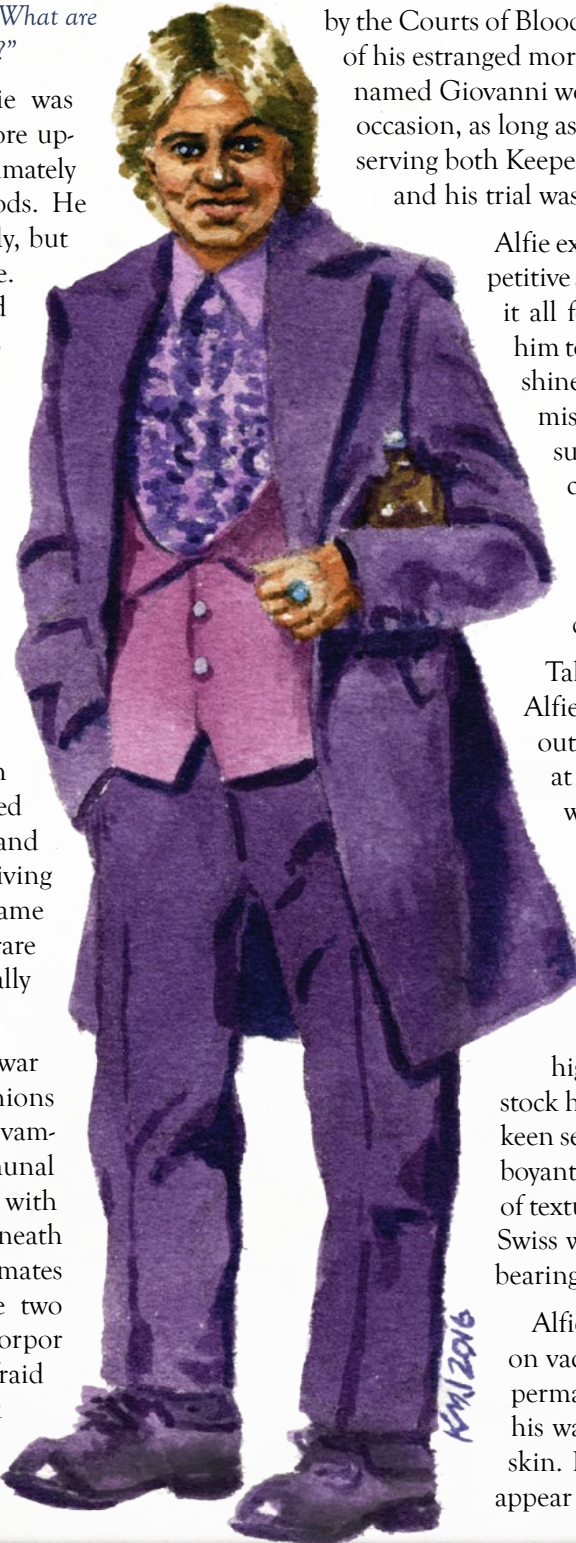
"Baby, I've been digging holes for years."

"Don't give me that look! I was hungry and it was a fucking Camarilla lick! What are you, a vegetarian all of a sudden?"

Background: In life, Alfie was robbing people in alleys, before upgrading to armed heists and ultimately extorting entire neighborhoods. He was a top earner for the family, but never got his due while alive. Something about him rubbed others the wrong way; his painful vanity and dangerous overconfidence all contributing to his not rising above the rank of soldier.

For a power-hungry individual like Alfie, the Embrace was a gift. He was treated in the same style as any shovel-head, forced to dig his way out of a burial pit he came to share with two fellow hoods. His sire was a Lasombra with little patience, but she recognized the darkness in Alfie's eyes and had high hopes for his surviving the *ritae*. He skillfully overcame each ordeal and experienced a rare period of vogue, his star finally ascendant. It was not to last.

Acting as part of a Sabbat war pack, he found his companions unexpectedly demolished by vampires infiltrating their communal haven. After being riddled with shotgun blasts, Alfie hid beneath the bed as one of his packmates took on their attacker. The two vampires sent each other to torpor after a protracted combat. Afraid to move but aware of his lack of vitae, Alfie drained his packmate first, and then



the Camarilla fledgling, and healed. While he didn't commit diablerie, he developed a taste for vitae.

After the conflict came to an end, other Lasombra branded Alfie a coward. In the nights leading up to his trial by the Courts of Blood, he was approached by members of his estranged mortal family. A favor owed to a Clan named Giovanni would get him off the hook on this occasion, as long as in future he acted as go-between, serving both Keepers and Necromancers. He agreed, and his trial was cancelled.

Alfie exists in a conflicted state. His competitive side makes him want to jeopardize it all for status in the Sabbat, pushing him to take risks so the Sect can see him shine. He's not been a vampire long, and misses the benefits of being a mortal, such as drugs, sex, and strangely, the comfort of family he never felt when alive. The approach by mortal Rossellinis who offer him aid in his time of need has touched him, despite the conditions applied.

Talk of diablerie stirs a hunger in Alfie to again taste a vampire's blood outside the vaulderie. He wonders at how accepting his mortal family would be if he were to act as a double agent against the Sabbat, with his reward being the consumption of his sire.

Description: Alfie wants everyone believing he pays a personal tailor, but he's just highly adept at robbing stores that stock high-quality clothing, and he has a keen sense for fashion. Alfie favors flamboyant—but never garish—combinations of textures and colors. He always wears a Swiss watch and a signet ring, the latter bearing the Rossellini seal.

Alfie spent the time before his Embrace on vacation in Acapulco, resulting in a permanent and even tan, and leaving his wavy blonde hair golden against his skin. His eyes are remarkable for what appear to be large pupils, but are actually

greysclera instead of normal white. These darken to black as he gets more aggressive.

Roleplaying Hints: Alfie thinks he's funnier than he is, and has insulted more people than he cares to remember through misjudged humor. He's aware people dislike him, but waves this off as envy rather than his having earned their revulsion. When provoked he has a furious temper but, strangely, it's controlled. Alfie chooses to be a monster, and can switch it off and act charming if he

prefers. When he does utilize his charm, Alfie's everyone's favorite gentleman.

At Alfie's heart is a deep insecurity. He feels he has to be the center of attention, or otherwise be overlooked. He's disposed to using force, not realizing he has the talents to make this unnecessary. The feelings of calm and acceptance he experiences when among members of his mortal family is a sign he's capable of being much more than a vulgar bully.



20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Alfie Rossellini

Player:

Chronicle:

Nature: Competitor

Demeanor: Monster

Concept: Arrogant Mafia Soldier

Clan/Bloodline: Lasombra

Generation:

Sect: Sabbat

Attributes

Physical

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

Social

Charisma ●●○○○
 Manipulation ●●○○○
 Appearance (Fashion Sense) ●●○○○

Mental

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

Abilities

Talents

Alertness ●○○○○
 Athletics ●○○○○
 Awareness ○○○○○
 Brawl ●●○○○
 Empathy ○○○○○
 Expression ○○○○○
 Intimidation (Threats) ●●●●○
 Leadership ○○○○○
 Streetwise ●●○○○
 Subterfuge ●●○○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ●●○○○
 Etiquette ●○○○○
 Firearms ●●○○○
 Larceny ●●○○○
 Melee ●○○○○
 Performance ○○○○○
 Stealth ●●○○○
 Survival ●○○○○
 ○○○○○

Knowledges

Academics ○○○○○
 Computer ○○○○○
 Finance ●○○○○
 Investigation ●●○○○
 Law ●○○○○
 Medicine ○○○○○
 Occult ●○○○○
 Politics ○○○○○
 Science ○○○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

Dominate ●○○○○
 Obtenebration ●○○○○
 Potence ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Backgrounds

Allies ●●○○○
 Contacts ●●○○○
 Generation ●●○○○
 Influence ●●○○○
 Resources ●●○○○
 Rituals ●●○○○

Virtues

Conscience/~~Conviction~~ ●○○○○
 Self-Control/~~Instinct~~ ●●●●○
 Courage ●●●●○

Merits & Flaws

Merit	Cost
Clan Friendship (Giovanni)	4
Eyes of Shadow (LotC, p. 121)	2
_____	_____
_____	_____
Flaw	Cost
Insubordinate (LotC, p. 123)	3
Sleeping With the Enemy	3
_____	_____
_____	_____

Humanity/Path

●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Alfie Rossellini

Player:

Chronicle:

Nature: Competitor

Demeanor: Monster

Concept: Arrogant Mafia Capo

Clan/Bloodline: Lasombra

Generation:

Sect: Independent

Attributes

Physical

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

Social

Charisma _____ ●●○○○
 Manipulation _____ ●●○○○
 Appearance (Fashion Sense) _____ ●●○○○

Mental

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

Abilities

Talents

Alertness _____ ●●○○○
 Athletics _____ ●●○○○
 Awareness _____ ○○○○○
 Brawl _____ ●●○○○
 Empathy _____ ○○○○○
 Expression _____ ○○○○○
 Intimidation (Threats) _____ ●●●●○
 Leadership _____ ○○○○○
 Streetwise _____ ●●●○○
 Subterfuge (Feigned Innocence) _____ ●●●●○
 _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ●●○○○
 Etiquette _____ ●○○○○
 Firearms _____ ●●○○○
 Larceny (Misdirection) _____ ●●●●○
 Melee _____ ●●○○○
 Performance _____ ○○○○○
 Stealth _____ ●●●○○
 Survival _____ ●○○○○
 _____ ○○○○○

Knowledges

Academics _____ ○○○○○
 Computer _____ ○○○○○
 Finance _____ ●○○○○
 Investigation _____ ●●○○○
 Law _____ ●○○○○
 Medicine _____ ○○○○○
 Occult _____ ●●○○○
 Politics _____ ○○○○○
 Science _____ ○○○○○
 Technology _____ ○○○○○
 _____ ○○○○○

Advantages

Disciplines

Dominate _____ ●●●○○
 Necromancy _____ ●○○○○
 (The Sepulchre Path) _____ ○○○○○
 Obtenebration _____ ●●○○○
 Potence _____ ●●○○○
 _____ ○○○○○

Backgrounds

Allies _____ ●●○○○
 Contacts _____ ●●○○○
 Generation _____ ●●○○○
 Influence _____ ●●○○○
 Resources _____ ●●○○○
 Rituals _____ ●●○○○

Virtues

Conscience/~~Conviction~~ _____ ●○○○○
 Self-Control/~~Instinct~~ _____ ●●●●○
 Courage _____ ●●●○○

Merits & Flaws

Merit **Cost**
 Clan Friendship _____ 4
 (Giovanni)
 Eyes of Shadow _____ 2
 (LotC, p. 121)

Flaw **Cost**
 Insubordinate _____ 3
 (LotC, p. 123)
 Sleeping With the Enemy _____ 3

Humanity/Path

●●●●●○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

Combination Discipline:
 Mind Strike (LotC, p. 125)

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

Big Keith

"This shit drives most people crazy. You though? You're gonna enjoy it. I guarantee it."

"It's show time."

"Somewhere out there's the Beast, and he's hungry tonight. Let's see if we can't track him down."

Background:

From holding a position at a scientific research firm, to taking his knowledge of chemistry to the streets and synthesizing compounds for Kindred and kine alike, Keith's path has been meandering. These nights, he's a guru to those seeking spiritual ascension, assisting them through drug-induced vision quests. To some, he's even a step on the road to Golconda.

Big Keith grew up in Harlem, his father a science teacher and his mother the head of the church choir. His upbringing was disjointed, leading to his spending more time on the streets and at gymnasiums than school. His father was murdered when Big Keith was about to become a dealer, the emotional impact moving Keith to throw himself into study. Determinedly, he earned his degree in chemistry. Finding a career in pharmaceutical research with a company called Magadon, Big Keith took care of his mother and earned a legitimate income. He stayed in touch with the corner boys from his youth, and still worked out with them, but he grew soft from his humdrum life.

A vampire intrigued by the psychedelic



effects of drugs changed all that, when she broke into Keith's laboratory, unintentionally disturbing the scientist as he was seducing an intern. The vampire forced Keith to take the most potent hallucinogens in the lab, and then fed from him. Hit by the drugs' effects, the Malkavian lost track of both time and the volume of blood she imbibed. Realizing she'd killed him, she Embraced Keith who, in a hallucinogenic frenzy, killed the intern. The two vampires panicked for the next few hours before realizing they needed to hide the body, which remains undiscovered.

Keith hired his criminal friends to steal chemicals, compounds, and equipment, before torching the building. Setting himself up inconspicuously in a laboratory built in an abandoned row-house, Keith continued the work his sire started by sampling pharmaceuticals synthesized in mortal blood, while forming an income by selling more mundane drugs to street dealers.

Keith recently experienced a chemically-induced epiphany. His LSD's always been top grade, but the latest batch induced hallucinations of oracular ability. These visions allowed him to save a Sabbat vampire from a burning building, indebting the Cainite to him. Keith's been told he's somehow tapped a mainline into the Cobweb. Feeling spiritually uplifted by this experience, he's begun to market his drug to other Kindred. Those who don't exhibit such dramatic symptoms from drugged blood alone are pushed over the edge through use of his Malkavian powers.

Description: Big Keith lives up to his name in all respects. He stands a head above other people, is broad

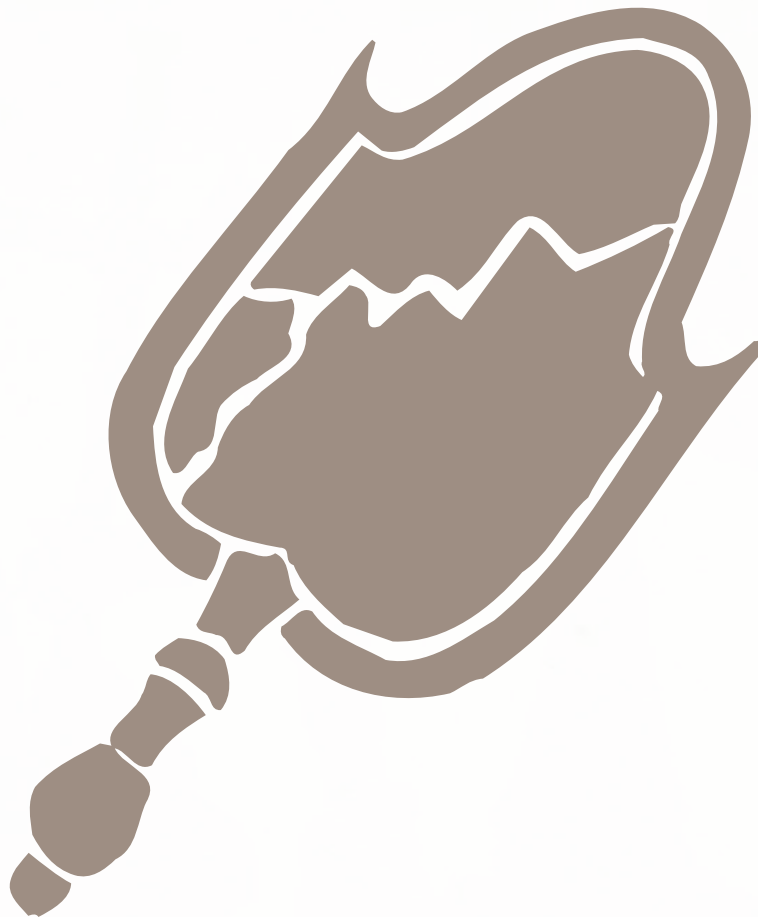
shouldered, thick armed, and has legs like tree trunks. Keith's gut also pushes its way through whichever slim-fit tonic suit he's wearing on any given night. His proportions are, in a way, indicative of his bipolar existence: committed to an aspirational ideal, but falling to slothful pleasures and wanderlust.

Big Keith's hair is in cornrows, and his small beard gets shaved off if he feels like looking a little different one night. He has a disarming smile constantly on show, a single gold incisor apparent to anyone looking. Keith wears two pendants on the outside of his shirt, one being a jade ankh, the other being a long rectangle necklace reading downwards as C20H25N30.

Big Keith has Bipolar Disorder as a Derangement (V20, p. 290), due to being a Malkavian.

Roleplaying Hints: Big Keith is incredibly affable, ever grinning and joking. This warm personality is largely sincere. He's friendly because he genuinely believes he can help Kindred. He's always smiling because he knows the answers to the world's mysteries, within and without. Keith is therefore patronizing without intending to be. He's smooth when it comes to lovers and feeding. He looks down on those who use Disciplines to assist feeding, but feels no guilt for plying vessels with drugs.

It takes a lot to make Big Keith lose his genial composure. If his mother — whom he still looks after — is mentioned, he becomes defensive. He gets cagey about his time working for Magadon, as the intern he slaughtered is still being looked for by her family and the police.



20th ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Big Keith

Player:

Chronicle:

Nature: Guru

Demeanor: Bon Vivant

Concept: Street Authority

Clan/Bloodline: Malkavian

Generation:

Sect: Camarilla

Attributes

Physical

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

Social

Charisma _____ ●●●●○
 Manipulation (Seductive) _____ ●●●●○
 Appearance _____ ●●●●○

Mental

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

Abilities

Talents

Alertness _____ ●○○○○
 Athletics _____ ●●○○○
 Awareness _____ ●○○○○
 Brawl _____ ●○○○○
 Empathy _____ ●●○○○
 Expression _____ ●●○○○
 Intimidation _____ ○○○○○
 Leadership _____ ●●●○○
 Streetwise (Illegal Drugs) _____ ●●●●○
 Subterfuge _____ ●●○○○
 _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ○○○○○
 Etiquette _____ ●●○○○
 Firearms _____ ●●○○○
 Larceny _____ ○○○○○
 Melee _____ ○○○○○
 Performance _____ ○○○○○
 Stealth _____ ●○○○○
 Survival _____ ○○○○○
 _____ ○○○○○

Knowledges

Academics _____ ○○○○○
 Computer _____ ○○○○○
 Finance _____ ●○○○○
 Investigation _____ ●○○○○
 Law _____ ●○○○○
 Medicine _____ ●●○○○
 Occult _____ ●●○○○
 Politics _____ ○○○○○
 Science (Science) _____ ●●●●○
 Technology _____ ○○○○○
 _____ ○○○○○

Advantages

Disciplines

Auspex _____ ●○○○○
 Dementation _____ ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Backgrounds

Allies _____ ●○○○○
 Contacts _____ ●●○○○
 Domain _____ ●○○○○
 Resources _____ ●○○○○
 Status _____ ●●○○○
 _____ ○○○○○

Virtues

Conscience/~~Conviction~~ _____ ●●●○○
 Self-Control/~~Instinct~~ _____ ●●●○○
 Courage _____ ●●●●○

Merits & Flaws

Merit	Cost
Boon	1
Prophetic Dreams	—
(LotC, p. 142)	—
_____	—
_____	—
Flaw	Cost
Infectious	3
(LotC, p. 142)	1
Sympathizer	—
_____	—
_____	—

Humanity/Path

●●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●○○○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

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

VAMPIRE

THE MASQUERADE

Name: Big Keith

Nature: Guru

Clan/Bloodline: Malkavian

Player:

Demeanor: Bon Vivant

Generation:

Chronicle:

Concept: Soul Authority

Sect: Camarilla

Attributes

Physical

Strength ●●●●○
 Dexterity ●●○○○
 Stamina (Tough as Nails) ●●●●○

Social

Charisma ●●●●○
 Manipulation (Seductive) ●●●●○
 Appearance ●●●●○

Mental

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

Abilities

Talents

Alertness ●●○○○
 Athletics ●●○○○
 Awareness ●●●○○
 Brawl ●○○○○
 Empathy ●●●○○
 Expression ●●●○○
 Intimidation ○○○○○
 Leadership ●●●○○
 Streetwise (Illegal Drugs) ●●●●○
 Subterfuge ●●○○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ○○○○○
 Etiquette ●●○○○
 Firearms ●●○○○
 Larceny ○○○○○
 Melee ○○○○○
 Performance ○○○○○
 Stealth ●○○○○
 Survival ○○○○○
 ○○○○○

Knowledges

Academics ○○○○○
 Computer ○○○○○
 Finance ●○○○○
 Investigation ●●○○○
 Law ●○○○○
 Medicine ●●○○○
 Occult ●●●○○
 Politics ○○○○○
 Science (Science) ●●●●○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

Auspex ●●○○○
 Dementation ●●●○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Backgrounds

Allies ●○○○○
 Contacts ●●●○○
 Domain ●○○○○
 Resources ●○○○○
 Status ●●○○○
 ○○○○○

Virtues

Conscience/~~Conviction~~ ●●●○○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●○○

Merits & Flaws

Merit	Cost
Boon	1
Prophetic Dreams	
(LotC, p. 142)	
_____	_____
_____	_____
Flaw	Cost
Infectious	3
(LotC, p. 142)	1
Sympathizer	
_____	_____
_____	_____

Humanity/Path

●●●●●○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

Combination Disciplines:
 Days of Passions Past
 (LotC p. 144)

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

RUSTY SHAFIQAH

"For every second you stare, I mentally remove a square foot of your territory."

"The Camarilla hasn't lasted this long because it was a bad idea."

"It's the best deal possible for all aggrieved parties. Just ask the Prince; she always agrees with me."

Background: Shafiqah clings to the ideal anyone can become something, no matter their low start in life or their physical infirmities. Rusty Shafiqah is no stranger to either.

Shafiqah's parents resented having to spend their money on supporting a baby with a spinal defect, knowing she would take three times more attention than a healthy child. Neglected by her mother and father, Shafiqah's back never received treatment. From the moment she stood, she needed crutches to move. Even while growing up, Shafiqah pushed herself to move as fast as someone who walks unaided, impressing everyone at school with her speed.

Shafiqah went from school to becoming a motivational speaker and counselor for those raised in similarly-adverse circumstances. She firmly believed success awaited anyone who pushed for it, her speeches drawing thunderous applause as she explained her triumphs over adversity.

After one evening working at a youth center, Shafiqah was approached by a man, apparently hunched over by disability or age. He slurred how her speech moved him, and asked whether he could aspire to better things. She reached out to the man, only to be greeted by the leering face of a Nosferatu, who drank from her wrist as he cried that there was no hope for their kind.

When she awoke, she was a vampire. Her change into the hideous form of a Nosferatu wasn't instant, lasting several pained nights before she became a haven for multiple parasites, and her skin ceaselessly shed. Shafiqah wept for only one night before accepting she would again need to overcome a physical trial.

Shafiqah was approached in her haven by one of her sire's childer, who offered to introduce her to Elysium and show her how to feed. She made a bold showing in court



by propping herself proudly on her crutches, denouncing her sire before the Prince. She even gave advice on a matter concerning Followers of Set arriving in the city, when no other vampire would speak up, and she knew little of the Clan.

The Prince was impressed with the neonate's audacity, and invited her to a private audience, where the two shared similar tales of hardship. Shafiqah has since been a student of politics, sitting in on Primogen council meetings and offering counsel when required. She respects the Prince, but also recognizes a weak reign. Shafiqah isn't a mercenary power grabber, but is conscious she doesn't wish to lose an opportunity to seize Praxis if it arises.

Having quickly ascended in the Camarilla, Shafiqah knows she's drawn enemies and jealous looks from other Kindred. To them, she explains it was a choice of either languishing at the bottom or rising to the top. Shafiqah always attempts to rise.

Description: Rusty Shafiqah's skin is tinged and mottled a burnt ginger, regularly flaking off like rust on an old car. The wisps of dead skin coat her like a fuzz that blossoms and fills the air whenever she brushes against something. Beneath it, a subtle writhing pulse shifts around her body as parasitical worms and bugs burrow within her flesh.

Shafiqah struggles to stand unaided for longer than a minute, but is comfortable with crutches, years of practice enabling her to rush with them at alarming pace. The "clack clack" of her approach is well known among fellow Kindred, and its increasing speed generally means she's in an agitated state.

Shafiqah tends to wear a black or orange chador, looped around her with ends tied to either thumb. In Elysium she prefers to wear a hijab, revealing her face fully for her Prince and the rest of the court to see.

Roleplaying Hints: Courageous in the face of all adversity, Shafiqah is an inspiration to other neonates who feel the curse of Caine has ruined their lives. Shafiqah is proudly a proponent of the Camarilla. She believes the Traditions are vital to Kindred existence, citing how difficult it would be for her Clan without Camarilla allies. She knows this view upsets some Nosferatu, but others approach her secretly and thank her for saying what they're afraid to voice.

Shafiqah is always happy to counsel companions emotionally and politically. She hopes to one night deserve the position of Prince, and carry out the role fairly. She knows power corrupts, but intends to take and review all the advice she can get to avoid being led down the path of dishonesty.



Tilottama

"I'd tell you to live with my decision, but it'd be a redundant statement."

"Corrupt meat spoils the carcass. Divest yourself of corruption, or be cut from the body."

"My past is irrelevant, much like your own. You'd do well to move on."

Background: Tilottama is an abject lesson in how the Embrace can corrupt the best of mortality, or a stirring tale of a vampire who shrugged off the chattels of life and claimed her due rewards. As a practitioner of law, she's terrifying. As an individual with interests, loves, and hopes, she's a mystery.

Tilottama's last case as a mortal defense lawyer was for the so-called "Vampire of Mumbai." She was prepared to reject the serial killing case, but for the vast sum of money offered by a hidden patron. Times were hard for her since her husband disappeared, emptying the bank account she worked to fill. Invited to the infamous Antilia building, she was met by a young woman bedecked in jewelry, and handed a case containing bundles of cash to defend this "vampire." Thinking of her children and their needs to justify her deep-seated greed, she accepted the offer. The case proceeded, and within days Tilottama's research got the killer released on a technicality, with apologies from the police.

Within hours of the case's conclusion, Tilottama received a call from her bank. They explained how the notes she'd been paid were all forgeries. The bank had

no idea how the rogue cash passed by their checkers, but was forced to close her account while a fraud investigation ensued. Panicking and angry, Tilottama returned to the Antilia and confronted the now haggard-looking woman. She explained the "vampire" was her servant, an untouchable, but a useful one. She then struck Tilottama, and brought her into the fold as a Ravnos.

Tilottama adapted to her new state quickly. She coldly cut off relationships with mortal family and friends, accepting her condition would only do them harm. Swiftly, her skills as a scholar and practitioner of law got her named as one of the Clan's Brahmin.

Tilottama gained status, and is sent around the world to defend Ravnos in Camarilla courts, as well as to judge Deceivers who betray the ideals of the Clan. As one of the judges at a Clan kris, she's been responsible for deciding an errant vampire's punishment. Since that time, she's been a regular kris judge, using her acumen to masterfully defend or prosecute rogue Clanmates as the need demands.

Tilottama's rapid degradation in morality has led to her fellow judges enlightening her about the Path of Paradox. The philosophy appeals to Tilottama, and she now acts as judge for those outside the Clan on matters of the spirit as well as the law. She's acted in a Solomonic role in both Camarilla and Sabbat domains, judging the unworthy and having her verdicts upheld through the respect she exudes.

Tilottama's a proud woman, with her greatest secrets also being her largest failings. Despite attempts to distance herself from mortality, she's made her daughter a ghoul, and steward of her herd. She's intrigued by the concept of Golconda, and how it may take a vampire from the karmic wheel. She's yet to decide whether Golconda's a dangerous illusion or an appealing reality.

Description: Tilottama has the unassuming appearance of a weather-beaten, middle-aged woman; fine lines cover her face, and her eyes



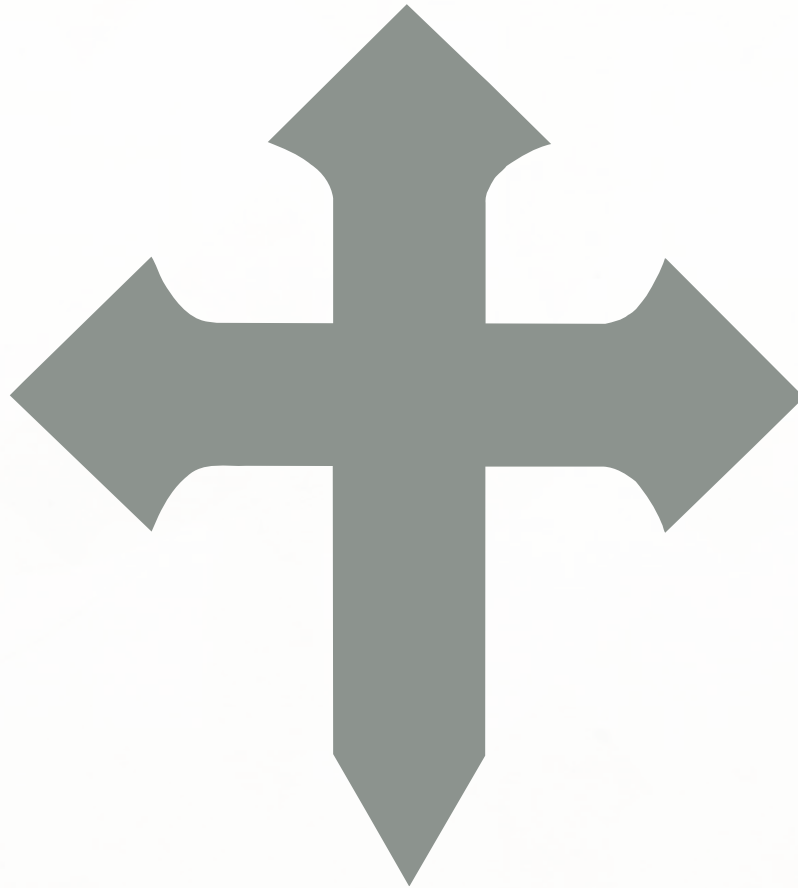
look tired. Tilottama's underestimated, as she rarely conveys emotion outside impassioned speech, delivered during a trial.

Tilottama dresses in well-cut suits of conservative shades, such as gray or navy. Her hair is long and tied in a ponytail or plaited, when not covered with a colorful cloth tucked in around her waist. She carries a case, containing notes on judgments she's still considering.

Roleplaying Hints: Authority and experience are the two features Tilottama aims for when speaking and acting.

She wants others to defer to her knowledge, and uses all manner of foreboding phraseology, including complex legal terms, if she believes it gives her the upper hand in an encounter.

Tilottama fights viciously for causes she believes in, or to defend someone she feels is innocent of wrongdoing. Her definitions of right and wrong are skewed by her nature and her adherence to the Path of Paradox, but she won't betray someone who is genuinely innocent.



VAMPIRE

THE MASQUERADE

Name: Tilottama

Player:

Chronicle:

Nature: Enigma

Demeanor: Judge

Concept: Kris Judge

Clan/Bloodline: Ravnos

Generation:

Sect: Independent

Attributes

Physical

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

Social

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

Mental

Perception ●●●○○
 Intelligence (Creative Thinker) ●●●●○
 Wits ●●●○○

Abilities

Talents

Alertness ●●○○○
 Athletics ●○○○○
 Awareness ●○○○○
 Brawl ○○○○○
 Empathy ●●○○○
 Expression ●●○○○
 Intimidation ○○○○○
 Leadership ○○○○○
 Streetwise ○○○○○
 Subterfuge ●○○○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ○○○○○
 Etiquette ●●○○○
 Firearms ●○○○○
 Larceny ○○○○○
 Melee ●○○○○
 Performance ○○○○○
 Stealth ●○○○○
 Survival ○○○○○
 ○○○○○

Knowledges

Academics (Psychology) ●●●○○
 Computer ○○○○○
 Finance ○○○○○
 Investigation ●●●○○
 Law ●●●○○
 Medicine ○○○○○
 Occult ●●○○○
 Politics ●●○○○
 Science ○○○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

Chimerstry ●●●○○
 Fortitude ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Backgrounds

Contacts ●○○○○
 Generation ●○○○○
 Herd ●●○○○
 Retainers ●●○○○
 Status ●●●○○
 ○○○○○

Virtues

~~Conscience~~/Conviction ●●○○○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●●●

Merits & Flaws

Merit	Cost
Brahmin	1
(LotC, p. 182)	
Language	1
_____	_____
_____	_____
Flaw	Cost
Uppity	2
_____	_____
_____	_____
_____	_____

~~Humanity~~/Path

Path Of Paradox
 ●●●●●○○○○○
 Bearing: Confidence (+0)

Willpower

●●●●●●●○○
 □□□□□□□□□

Blood Pool

□□□□□□□□□
 □□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Tilottama

Player:

Chronicle:

Nature: Enigma

Demeanor: Judge

Concept: Kris Judge

Clan/Bloodline: Ravnos Antitribu

Generation:

Sect: Sabbat

Attributes

Physical

Strength ●●○○○
 Dexterity ●●○○○
 Stamina (Immovable) ●●○○○

Social

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

Mental

Perception ●●○○○
 Intelligence (Creative Thinker) ●●●○○
 Wits ●●○○○

Abilities

Talents

Alertness ●●○○○
 Athletics ●●○○○
 Awareness ●●○○○
 Brawl ○○○○○
 Empathy ●●○○○
 Expression ●●○○○
 Intimidation ●○○○○
 Leadership ●○○○○
 Streetwise ○○○○○
 Subterfuge ●●○○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ○○○○○
 Etiquette ●●○○○
 Firearms ●●○○○
 Larceny ○○○○○
 Melee ●●○○○
 Performance ○○○○○
 Stealth ●●○○○
 Survival ○○○○○
 ○○○○○

Knowledges

Academics (Psychology) ●●●○○
 Computer ○○○○○
 Finance ○○○○○
 Investigation ●●●○○
 Law (Ravnos Tradition) ●●●○○
 Medicine ○○○○○
 Occult ●●○○○
 Politics ●●●○○
 Science ○○○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

Chimerstry ●●●○○
 Fortitude ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Backgrounds

Contacts ●○○○○
 Generation ●○○○○
 Herd ●●○○○
 Retainers ●●○○○
 Status ●●●○○
 ○○○○○

Virtues

~~Conscience~~/Conviction ●●○○○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●○○

Merits & Flaws

Merit **Cost**
 Brahmin 1
 (LotC, p. 182)
 Language 1

Flaw **Cost**
 Uppity 2

Humanity/Path

Path Of Paradox
 ●●●●●○○○○○
 Bearing: Confidence (+0)

Willpower

●●●●●●●○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn:

Health

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

Notes

Combination Disciplines:
 Eventide Strength
 (LotC, p. 183)

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

Mascha Blumenfeld

“Even poetry loses its luster.”

“I never asked for this damned position, but for as long as I have it, be silent and respectful when talent is on display.”

“This performance is as paralyzing as a stake to the heart. No, that’s not a compliment.”

Background: Mascha spent her youth as a Dadaist. A flighty poet and actress, she practiced her skills under an increasingly oppressive regime. Mascha worked tirelessly to make the plight of the Jewish people apparent, and never ceased to orchestrate inflammatory works targeting the Nazis. She would have become a fast target for the Gestapo and a prominent figure in the Resistance, had she not been Embraced.

Her eventual sire repeatedly requested Mascha’s permission before gifting the Embrace. She firmly rebuked every offer, unwilling to be chained to the Kindred curse. As war commenced and persecution became genocide, her sire stopped asking and forced the issue.

Mascha refused to leave Europe and her family, desperately seeking to protect her people in their time of peril. Her abilities were of great assistance to those she aided, her skill with words as dangerous as that with a blade, but she was only to assist for a short time. Somehow — she believes a bomb the likely cause — she rested one dawn and did not wake again until several decades had passed. She was in another country, and everything was different.

Mascha’s immediate reaction upon waking has been to research the fates of her relatives and friends, but the devastating truth makes her stop whenever she starts. Her sire brought her to this new place,

and acted as Primogen and Keeper of Elysium while she slept. Why he never woke her, she doesn’t know, as he’s since departed the city and left the deeds to Elysium in her name. Mascha’s appeared in Elysium on a handful of occasions and presented some of her poetry — which finds a rapt audience — but she fears being out of touch with current culture. She’s torn between returning home and picking through the wreckage of the past, and doing right by her sire, who saved her from the fate suffered by the rest of her family.

These nights see Mascha depressed and tormented. She feels talentless. She is far from being so, as the Toreador of the city are swift to assure her. She’s alarmed to hear several among her Clan are promoting her as a potential Primogen council representative. She desires no titles, but has already found herself foisted into the role of Keeper of Elysium. The Toreador cluck around Mascha as if she’s the new flavor, and mother her relentlessly. She cynically and accurately suspects that once enough time has passed she’ll join the rest of the jaundiced Degenerates.

Mascha reluctantly hosts galas and events, always with an unceremonious air. Where she struggles to invest in the pomp and pageantry other Elysiums display, her peers see her as avant-garde. The more she attempts to hide from the gaze of the city’s Kindred, the more others find themselves interested in this naturally-gifted artist.

Description: Pale, with tangled hair and waif-like features, Mascha is unpretentious and makes no attempt to look otherwise. She rarely wears impressive clothes, preferring simple smocks and dresses. Her lips are a striking natural ruby color, and seldom form a smile.



Mascha speaks with a heavy accent, as she's still becoming fluent in the English language. Much of the attention she draws makes her recoil, partly in embarrassment, partly with distaste for the audience.

Roleplaying Hints: Mascha is diffident and quick to self-deprecate. She's also critical of others, playing the role of gadfly when among trusted associates or when performing poetry. Deeply frustrated by her lack of cultural awareness, she tends to sting others with harsh words and ripostes rather than being drawn on a subject about which she knows little. Mascha's sensitivity

regarding her deficiencies means she'd rather be prickly than anyone's student.

When engaged about Dadaism, her family, or what she calls her "first life," Mascha becomes effusive and friendly. Once someone earns her trust, she becomes the witty critic she resembled in the early 20th century. On stage she's the consummate performer, filling her acting and poetry with emotion she then criticizes as too hamfisted. She only believes reviews by others when they're condemnatory, or by someone she respects as a peer.



20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Mascha Blumenfeld

Nature: Masochist

Clan/Bloodline: Toreador

Player:

Demeanor: Martyr

Generation:

Chronicle:

Concept: Reluctant Hostess

Sect: Camarilla

Attributes

Physical

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

Social

Charisma (Eloquent) _____ ●●●○○
 Manipulation _____ ●●●○○
 Appearance _____ ●●●○○

Mental

Perception (Careful) _____ ●●●○○
 Intelligence _____ ●●○○○
 Wits _____ ●●○○○

Abilities

Talents

Alertness _____ ●●●○○
 Athletics _____ ●○○○○
 Awareness _____ ●○○○○
 Brawl _____ ○○○○○
 Empathy _____ ●●○○○
 Expression (Poetry) _____ ●●●○○
 Intimidation _____ ●○○○○
 Leadership _____ ●●○○○
 Streetwise _____ ○○○○○
 Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ○○○○○
 Etiquette _____ ●●○○○
 Firearms _____ ○○○○○
 Larceny _____ ○○○○○
 Melee _____ ●○○○○
 Performance _____ ●●○○○
 Stealth _____ ●●○○○
 Survival _____ ●●○○○

Knowledges

Academics (Literature) _____ ●○○○○
 Computer _____ ○○○○○
 Finance _____ ●○○○○
 Investigation _____ ○○○○○
 Law (The Traditions) _____ ●○○○○
 Medicine _____ ○○○○○
 Occult _____ ○○○○○
 Politics _____ ●●○○○
 Science _____ ○○○○○
 Technology _____ ○○○○○

Advantages

Disciplines

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

Backgrounds

Allies _____ ●●○○○
 Contacts _____ ●●○○○
 Domain _____ ●●○○○
 Generation _____ ●●○○○
 Resources _____ ●●○○○
 Status _____ ●●○○○

Virtues

Conscience/~~Conviction~~ _____ ●●●○○
 Self-Control/~~Instinct~~ _____ ●●●○○
 Courage _____ ●●●○○

Merits & Flaws

Merit	Cost
Language	1
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Cost
Tortured Artist	1
(LotC, p.200)	_____
_____	_____
_____	_____
_____	_____

Humanity/Path

●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Mascha Blumenfeld

Nature: Masochist

Clan/Bloodline: Toreador

Player:

Demeanor: Martyr

Generation:

Chronicle:

Concept: Incredibly Reluctant Primogen

Sect: Camarilla

Attributes

Physical

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

Social

Charisma (Eloquent) ●●●●○
 Manipulation ●●●○○
 Appearance ●●●○○

Mental

Perception (Careful) ●●●●○
 Intelligence ●●●○○
 Wits ●●●○○

Abilities

Talents

Alertness ●●●○○
 Athletics ●○○○○
 Awareness ●○○○○
 Brawl ○○○○○
 Empathy ●●●○○
 Expression (Poetry) ●●●●○
 Intimidation ●●○○○
 Leadership ●●○○○
 Streetwise ○○○○○
 Subterfuge ○○○○○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ○○○○○
 Etiquette ●●○○○
 Firearms ○○○○○
 Larceny ○○○○○
 Melee ●○○○○
 Performance ●●○○○
 Stealth ●●○○○
 Survival ●●●○○
 ○○○○○

Knowledges

Academics (Literature) ●○○○○
 Computer ○○○○○
 Finance ●○○○○
 Investigation ●○○○○
 Law (The Traditions) ●●○○○
 Medicine ○○○○○
 Occult ○○○○○
 Politics ●●●○○
 Science ○○○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

Auspex ●●●○○
 Celerity ●●○○○
 Obfuscate ●○○○○
 Presence ●○○○○
 ○○○○○
 ○○○○○

Backgrounds

Allies ●●○○○
 Contacts ●●○○○
 Domain ●●○○○
 Generation ●●●○○
 Resources ●●○○○
 Status ●●●○○

Virtues

Conscience/~~Conviction~~ ●●●○○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●○○

Merits & Flaws

Merit	Cost
Language <u> </u>	1 <u> </u>
<u> </u>	<u> </u>
<u> </u>	<u> </u>
<u> </u>	<u> </u>
Flaw	Cost
Tortured Artist <u> </u>	1 <u> </u>
(LotC, p.200) <u> </u>	<u> </u>
<u> </u>	<u> </u>
<u> </u>	<u> </u>
<u> </u>	<u> </u>

Humanity/Path

 ●●●●●○○○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn:

Health

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

Notes

Combination Disciplines:
 Doubletalk (LotC, p. 203),
 Scalpel Tongue (LotC, p. 204)

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

ANGEL DIETRICH

"Can you see the 'fuck off' in my smile?"

"I hate most people, but I have a special corner of loathing for you."

"The box. You opened it. We.... I'm sorry. You really don't get the reference?"

Background: Raised in a commune, Angel considers her childhood an excruciatingly dull time spent living off the land and interacting with nature. The only things to distract her were her music and the supply of books on spiritual matters. She drifted away from the real world when her head was buried in a text or she was playing her clarinet in the woods.

Social services deemed the commune's environment unfit for a teenager's growth and took her away, thrusting her into the high school system. She met diverse youths, used her first computer, excelled in academia, and was jaded by it all. Angel embraced counter culture — rebelling against the school system. She dyed her hair, got a tattoo, and got piercings all over her body. Her gang frequently broke in to the principal's office to watch horror movies on his television, and left it paused on scenes of violence or nudity as they escaped. She regularly got reprimanded by the faculty, but few lectures took hold.

On the evening of her 14th birthday, Angel and her comrades stole a teacher's car. Due to her vodka-induced intoxication, Angel's ran down the school janitor, or would have; her eyes widened in the moment to see everything slowing down, or the janitor speeding up. Angel knows that's when she first practiced magic.

A Tremere long made the school basement his haven, and wards, put in place to detect use of magic, were soon ringing. He observed the pupils being admonished, and saw an aura of real magical power surrounding Angel. After getting approval from the Chantry and Prince, the Warlock Embraced her.

Angel is easily a savant of thaumaturgical principles, but the more she's told to conform, the more she resents the Pyramid's stern authority. Being kept by her sire has given Angel a solid father figure for the first time, but she neither wants nor needs a patriarch to function. Yes, he teaches her new rites, but his overbearing nature makes Angel want to set fire to his library.

Angel spends much of her time indulging in movies and games, now that she's got forever to learn. She'll either steal them from the school, or convince her sire that if she can watch some more horror movies, she'll sit down with him and practice her blood magic. She hates being forced into doing anything, and uses much of her time researching defiant groups within the Clan structure. Eventually, she hopes to join one of these secret orders just to subvert the hierarchy.



Description: Angel resembles a gaunt teenager in appearance, but she has the stubborn jaw and glare of a hardened curmudgeon. When Embraced she was in need of a new dye job in her hair, resulting in a two-tone effect she doesn't care enough about to correct. Angel proudly bears piercings all over her face, as well as through her gums, tongue, and elsewhere not on show.

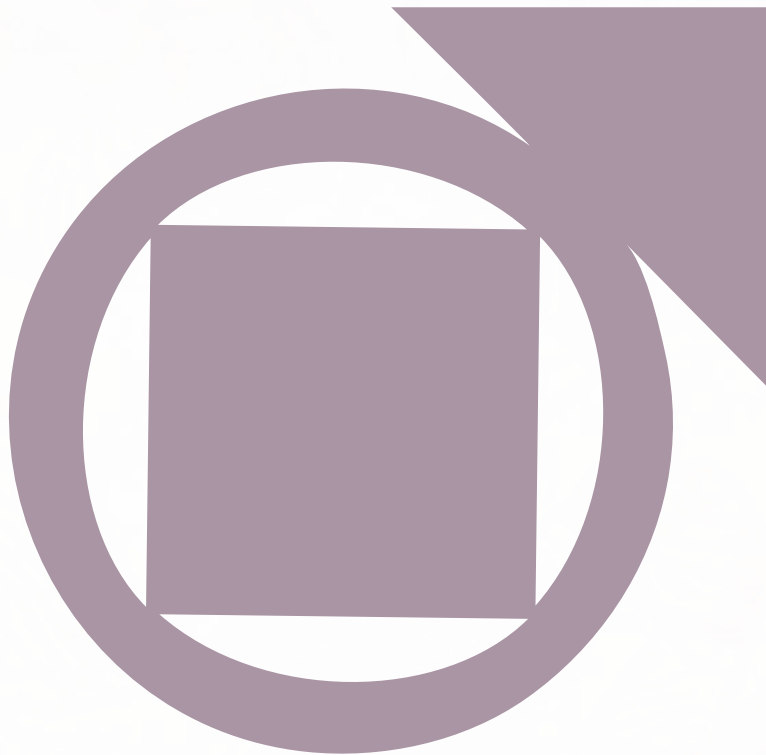
The tattoo on her nape is one she saw in her childhood commune's library. She didn't know it was the sigil for a magical tradition, and is still unaware to this night. Angel prefers to dress in blacks, purples, and reds, and when she can get away with it bears accoutrements of the BDSM scene.

Roleplaying Hints: Angel makes a bold claim of not caring what others think, but in part stands out physically

so others take notice. After bearing a childhood with no direct support or acknowledgement, she struggles to belong, and resents being ignored.

Angel knows she's highly intelligent, and is giving with her intellect. She'll cautiously but happily teach others when she's given due credit and not treated like a child. When ordered or patronized, Angel responds with sarcasm and deliberate errors.

Angel is fascinated by counter culture and those who would buck the system. She hangs on the words of anyone who moves against the establishment. Talk is cheap, so she's a devotee of those who back up their rhetoric with actions. The Anarchs would interest her, if she knew of them.



VAMPIRE

THE MASQUERADE

Name: Angel Dietrich

Player:

Chronicle:

Nature: Rebel

Demeanor: Curmudgeon

Concept: Perpetual Goth

Clan/Bloodline: Tremere

Generation:

Sect: Camarilla

Attributes

Physical

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

Social

Charisma _____ ●●○○○
 Manipulation (Reasonable) _____ ●●●○○
 Appearance _____ ●●○○○

Mental

Perception _____ ●●○○○
 Intelligence (Book Knowledge) _____ ●●●●○
 Wits _____ ●●○○○

Abilities

Talents

Alertness _____ ●●○○○
 Athletics _____ ●●○○○
 Awareness (Discipline Use) _____ ●●●○○
 Brawl _____ ○○○○○
 Empathy _____ ●○○○○
 Expression _____ ●●○○○
 Intimidation _____ ○○○○○
 Leadership _____ ○○○○○
 Streetwise _____ ●○○○○
 Subterfuge _____ ●○○○○
 _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts (Wind Instruments) _____ ●○○○○
 Drive _____ ●○○○○
 Etiquette _____ ○○○○○
 Firearms _____ ○○○○○
 Larceny _____ ○○○○○
 Melee _____ ●○○○○
 Performance (Clarinet) _____ ●●○○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○
 _____ ○○○○○

Knowledges

Academics (Media Studies) _____ ●●●○○
 Computer _____ ●●○○○
 Finance _____ ○○○○○
 Investigation _____ ●○○○○
 Law _____ ○○○○○
 Medicine _____ ○○○○○
 Occult (Rituals) _____ ●●●○○
 Politics _____ ○○○○○
 Science _____ ○○○○○
 Technology _____ ○○○○○
 _____ ○○○○○

Advantages

Disciplines

Thaumaturgy _____ ●●●○○
 (Path of Blood) _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Backgrounds

Allies _____ ●●○○○
 Domain _____ ●○○○○
 Generation _____ ●●●○○
 Herd _____ ●○○○○
 Mentor _____ ●●●○○
 Status _____ ●○○○○

Virtues

Conscience/~~Conviction~~ _____ ●●●○○
 Self-Control/~~Instinct~~ _____ ●●●○○
 Courage _____ ●●●○○

Merits & Flaws

Merit	Cost
Keys to the Library <small>(LotC, pp. 218-219)</small>	3
_____	_____
_____	_____
_____	_____
Flaw	Cost
Mage Blood <small>(LotC, p. 219)</small>	5
_____	_____
_____	_____
_____	_____

Humanity/Path

●●●●●●●●○○○
 Bearing: Normalcy _____ (+0)

Willpower

●●●●●●●○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

Rituals:
 Communicate with Kindred Sire

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Angel Dietrich

Player:

Chronicle:

Nature: Rebel

Demeanor: Curmudgeon

Concept: Eternal Goth

Clan/Bloodline: Tremere

Generation:

Sect: Camarilla

Attributes

Physical

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

Social

Charisma ●●○○○
 Manipulation (Reasonable) ●●●○○
 Appearance ●●○○○

Mental

Perception ●●○○○
 Intelligence (Book Knowledge) ●●●●○
 Wits (Pithy Comebacks) ●●●○○

Abilities

Talents

Alertness ●●○○○
 Athletics ●●○○○
 Awareness (Discipline Use) ●●●○○
 Brawl ○○○○○
 Empathy ●●○○○
 Expression ●●●○○
 Intimidation ○○○○○
 Leadership ○○○○○
 Streetwise ●●○○○
 Subterfuge ●●○○○

Skills

Animal Ken ○○○○○
 Crafts (Wind Instruments) ●○○○○
 Drive ●○○○○
 Etiquette ○○○○○
 Firearms ○○○○○
 Larceny ○○○○○
 Melee ●●○○○
 Performance (Clarinet) ●●●○○
 Stealth ○○○○○
 Survival ○○○○○

Knowledges

Academics (Media Studies) ●●●○○
 Computer ●●●○○
 Finance ○○○○○
 Investigation ●●●○○
 Law ○○○○○
 Medicine ○○○○○
 Occult (Rituals) ●●●○○
 Politics ○○○○○
 Science ○○○○○
 Technology ○○○○○

Advantages

Disciplines

Thaumaturgy ●●●○○
 (Path of Blood) ○○○○○
 Thaumaturgy ●●○○○
 (The Lure of Flames) ○○○○○
 Thaumaturgy ●○○○○
 (Thaumaturgical Countermagic) ○○○○○

Backgrounds

Allies ●●○○○
 Domain ●○○○○
 Generation ●●●○○
 Herd ●○○○○
 Mentor ●●●○○
 Status ●○○○○

Virtues

Conscience/~~Conviction~~ ●●●○○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●○○

Merits & Flaws

Merit	Cost
Keys to the Library	3
(LotC, pp. 218-219)	
_____	_____
_____	_____
Flaw	Cost
Mage Blood	5
(LotC, p. 219)	
_____	_____
_____	_____

Humanity/Path

●●●●●○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

Rituals:
 Communicate with Kindred Sire
 Engaging the Vessel of Transference
 Ascension of the Blood
 (LotC, p. 221)

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

D.Z. Schillinger

"Would you like to see friendly puppy?"

"Don't call me an artist. Makes it sound like I do this for fun."

"She was poor, innocent rat. You fed from her. I'll feed you to not-so-innocent rats."

Background: As a mortal, D. Z. kept to himself, spending more time with his rescue animals than other humans. During veterinary college he wasn't known to form long-term relationships with his fellow students, the few people he dated describing him as "freakish" for reasons he can't really help. Conversations with D. Z. tended to be brief and terse at best, and monosyllabic or nonexistent at worst. Certain behaviors he exhibited left others cold.

D. Z. was never concerned by his status as a social pariah. He wanted affection, but knew it came best from animals he'd rescue and repair. Late at night he'd crawl along the road in his car to acquire injured creatures, in order to practice his surgical treatment skills on them. When they lived, he treated them like loved ones. When they died, he hollowed them out and made them into stuffed effigies.

His affection for animals was such that D. Z. would frequently break into pet shops, backyards, or homes where he suspected animals were being mistreated. Kidnapping these pets, he'd give them the love he felt they deserved. He passed one such house every morning of college. Dogs would constantly be baying, sounding pained and hungry. He began canvassing the building, observing the elaborate security systems the owner erected, and ultimately devised a way to pass them. His breaking and entering awoke more than a pack of dogs, as their Tzimisce owner descended upon D. Z.



The Cainite believed D. Z. was a spy and tortured him at length, questioning his knowledge of Camarilla activities and the name of the Kindred to whom he was retainer. D. Z. knew nothing, as became readily apparent to the Sabbat vampire. The Tzimisce initially intended to kill D. Z., but upon returning to his haven one night to discover D. Z. escaped from his bonds — but treating the dogs instead of fleeing — he Embraced the peculiar mortal.

D. Z. knows a little about Sect politics, but his investment in the Sabbat agenda is minimal. His sire never forced him to join a pack, preferring the childe practice his intriguing surgeries unbridled by the vaulderie and other distractions. D. Z. doesn't find his views changed much, beyond the necessity to drink blood. He balks at the idea of drinking from any quadruped, and attempts to target abusers of animals — a wide bracket ranging from actual sadists to blasé competition dog trainers.

His sire attempts to school D. Z. on the subject of war ghouls, and constructs made from pieces of animals. D. Z. dislikes the idea of causing any pain to his beloved pets, but his sire hopes for the childe to eventually become an innovator in revolutionary chimera.

Description: D. Z. appears to be a striking young man in his early 20s, possessed of contrasts. His slender features and prominent cheekbones are offset by round, wet eyes, and plump lips. His sharp haircut — near-transparent gray sculpted obsessively atop his head with shaved sides — does not match his scarred skin and unkempt stubble.

D. Z. wears utilitarian clothing, eschewing fashion for function. When performing surgery, he wears scrubs sans mask, though recently he's been wearing plastics and vinyl for the purposes of easy wiping. When in a rare social scenario, he looks uncomfortable in anything other than an unassuming heavy coat and everyday slacks.

Roleplaying Hints: D. Z. is strange, and makes no effort to hide it. He's prone to dropping unnecessary verbs from conversation, ignoring statements and questions he considers redundant, and being more distracted by a passing cat than an Archbishop's proclamations.

He possesses a sense of humor that translates well only within his own mind. He makes remarks about mortality bordering on black humor, but tends to miss the mark

and instead sounds callous. If he's bothered by the lack of appreciation, D. Z. doesn't show it.

D. Z. is fascinated by the animal features of Gangrel and the occasional Nosferatu, and those who can manipulate the minds and bodies of beasts. Getting close to D. Z. is a trial, so it's surprising when he becomes as animated around these vampires as a spaniel out for a run.



VAMPIRE

THE MASQUERADE

Name: D.Z. Schillinger

Nature: Scientist

Clan/Bloodline: Tzimisce

Player:

Demeanor: Loner

Generation:

Chronicle:

Concept: Innovative Fleshcrafter

Sect: Sabbat

Attributes

Physical

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

Social

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

Mental

Perception ●●○○○
Intelligence (Analytical) ●●○○○
Wits ●●○○○

Abilities

Talents

Alertness ●●○○○
Athletics ●●○○○
Awareness ●●○○○
Brawl ○○○○○
Empathy ●●○○○
Expression ○○○○○
Intimidation (Disturbing) ●●○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ●●○○○
○○○○○

Skills

Animal Ken ●●○○○
Crafts (Sewing) ●●○○○
Drive ●●○○○
Etiquette ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Melee ●●○○○
Performance ○○○○○
Stealth ●●○○○
Survival ●●○○○
○○○○○

Knowledges

Academics (Nature Studies) ●○○○○
Computer ○○○○○
Finance ○○○○○
Investigation ●●○○○
Law ○○○○○
Medicine (Veterinary) ●●○○○
Occult ●●○○○
Politics ○○○○○
Science (Biology) ●●○○○
Technology (Security) ●●○○○
○○○○○

Advantages

Disciplines

Animalism ●●○○○
Fortitude ●○○○○
Vicissitude ●●○○○
○○○○○
○○○○○
○○○○○

Backgrounds

Allies ●○○○○
Domain ●○○○○
Generation ●●○○○
Resources ●○○○○
Retainers ●●○○○
Rituals ●○○○○

Virtues

~~Conscience~~/Conviction ●●○○○
~~Self-Control~~/Instinct ●●○○○
Courage ●●○○○

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Flaw	Cost
Unblinking	1
(LotC, p. 239)	_____
_____	_____
_____	_____
_____	_____

Humanity/Path

Path Of The Feral Heart
●●●●●●●○○○
Bearing: Menace (+0)

Willpower

●●●●●○○○○○
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
□□□□□□□□□□
Blood Per Turn: _____

Health

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

Notes

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

Go Yu-ri

“You name the piece; I’ll name the price. Nothing is out of reach; no cost is off the table.”

“The Prince requests only the best. He can’t afford the best, so we’ll convince him this trash is art.”

“If I trust you with this letter, and you betray that trust, I will pay some friends to pull out your heart.”

Background: If a vampire wants a showpiece for Elysium, Go Yu-ri is always the first Kindred approached. Known for her range of contacts in the artistic world, she furnishes a party with a bespoke creation as readily as she obtains a classic from a gallery halfway across the world — or at least a work resembling it. Her connections run from legitimate to highly criminal, but few of her patrons place importance on the source of the art she procures.

Yu-ri was the owner of a successful art auction house in the city of Incheon, in South Korea. She was a sober and private businesswoman, disinclined towards displays of open tenderness, until one of her girlfriends proposed migrating to a country where they could marry. Yu-ri accepted the informal proposal and kissed her partner in the middle of a busy street — an act witnessed by a vampire moved by the unrefined display of intimacy. The vampire Embraced Yu-ri, and smuggled her to another domain, far from her fiancée. Such a love was not to be recreated between vampires, and Yu-ri was swiftly abandoned by her sire, who spurned the Ventrue tradition of the agoge. Her feeding preference rapidly evolved into one where her prey must resemble her wayward sire, both physically and in personality.

Using associates from her former business to help run her new one, Yu-ri uses the auction house in Incheon as a discreet location for the transfer of goods and payment. Offering herself

as a fence for the procurement of “artwork,” her knowledge of the field appeals to all the vapid Kindred who desire gaudily-decorated havens. Through Kindred relationships she’s made nice with thieves, sellers, and traffickers all over the world. Yu-ri is quickly becoming a rich vampire. She obtains originals and classics, but easily convinces buyers amateur pieces are masterworks, and makes her clients pay over the odds for what she brings into the city.

Yu-ri finds herself in the Camarilla, but identifies as an Anarch due to the resentment she harbors for her Clan. She writes letters by hand to her estranged fiancée, but never reveals her location or nature as Kindred. She’s aware the hardline Camarilla punish such infractions. Seeing herself as beyond the petty politicking of the Ventrue, Yu-ri prefers servicing other Clans. When she does provide Blue Bloods with artwork, she ensures it’s flawed and her Clanmates are overcharged. She laughs with true authorities on such matters, Anarchs among them, as the Ventrue unknowingly humiliate themselves before their peers.

Due to her successes in smuggling, Yu-ri’s been approached regarding the trafficking of kine across borders. Some traffickers appear in her rolodex, but she’s yet to make the plunge into moving living bodies for payment.

Description: Svelte and angular, Go Yu-ri cuts a serious image in one of her array of three-piece pinstriped or checkered business suits; none of which are worn casually, but with specific company in mind. Yu-ri complements the severity of her working attire with shoulder-length black hair bearing a streak of color chosen to match the tie she’s chosen for the night.

Roleplaying Hints: When Yu-ri’s with prospective clients she exudes confidence; it’s all about the sale and making her business stronger. She’s

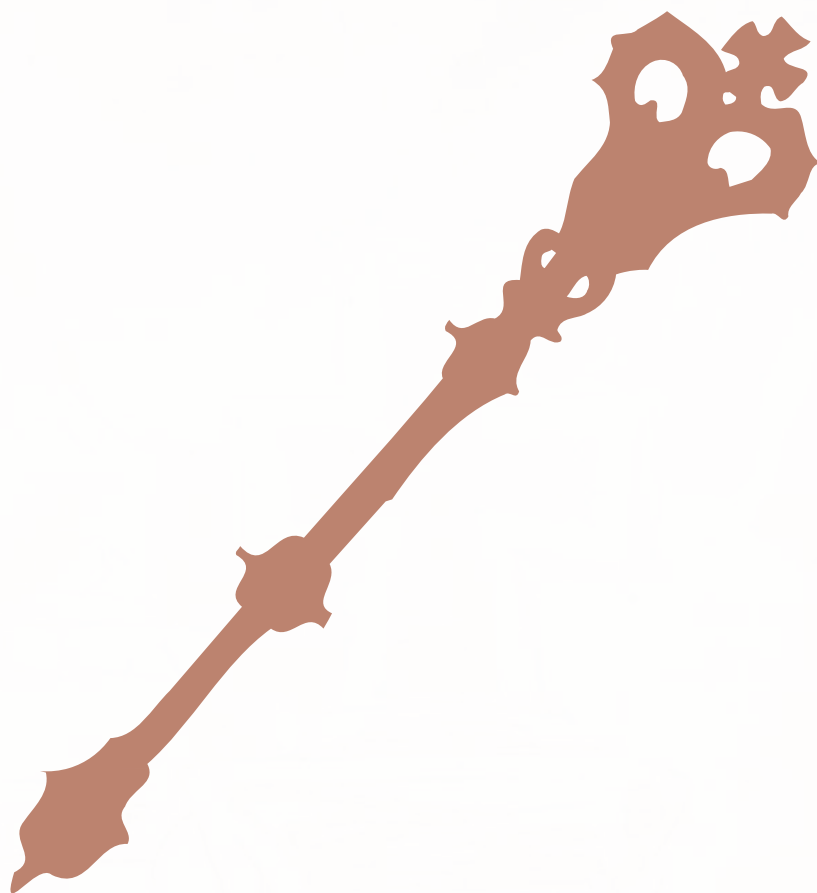


comfortable playing beggar, confidante, or bully, depending on the clientele and which persona engenders trust. Among Anarchs, she affects a subversive demeanor, focusing on belittling those she's swindled.

During the rare moments where she's not performing, Yu-ri's personality becomes distant and impersonal. She's yet to come to terms with her new existence as Kindred, and hasn't settled into the power plays of the Camarilla.

Rather, she finds herself spiritless and pining for missed opportunities among the living, specifically her lover back home.

Those who penetrate the frostiness with empathy are met with a surprising level of raw emotion, as Yu-ri squirrels away her anxieties. This side of Yu-ri appears when she finds herself talking to others who actually know something of art or South Korea.



20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Go Yu-ri

Player:

Chronicle:

Nature: Chameleon

Demeanor: Capitalist

Concept: Crooked Art Dealer

Clan/Bloodline: Ventrue

Generation:

Sect: Camarilla

Attributes

Physical

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

Social

Charisma (Hustler) _____ ●●●●○
 Manipulation (Persuasive) _____ ●●●●○
 Appearance _____ ●●○○○

Mental

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

Abilities

Talents

Alertness _____ ●○○○○
 Athletics _____ ○○○○○
 Awareness _____ ○○○○○
 Brawl _____ ○○○○○
 Empathy _____ ●●●○○
 Expression _____ ●●○○○
 Intimidation _____ ●●○○○
 Leadership _____ ●●○○○
 Streetwise _____ ●●○○○
 Subterfuge (Impeccable Lies) _____ ●●●●○
 _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Crafts (Painting) _____ ●○○○○
 Drive _____ ○○○○○
 Etiquette _____ ●●○○○
 Firearms _____ ○○○○○
 Larceny _____ ○○○○○
 Melee _____ ○○○○○
 Performance _____ ●●●○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○
 _____ ○○○○○

Knowledges

Academics (Romantic Era Art) _____ ●●●○○
 Computer _____ ○○○○○
 Finance _____ ●●●○○
 Investigation _____ ●○○○○
 Law _____ ●○○○○
 Medicine _____ ○○○○○
 Occult _____ ○○○○○
 Politics _____ ●○○○○
 Science _____ ○○○○○
 Technology _____ ○○○○○
 _____ ○○○○○

Advantages

Disciplines

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

Backgrounds

Contacts _____ ●●●○○
 Resources _____ ●●●○○
 Status _____ ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Virtues

Conscience/~~Conviction~~ _____ ●●●○○
 Self-Control/~~Instinct~~ _____ ●●●○○
 Courage _____ ●●●○○

Merits & Flaws

Merit	Cost
Elysium Regular	1
Language	1
_____	_____
_____	_____
_____	_____
Flaw	Cost
Uncommon Vitae Preference (LotC, p. 261)	2
_____	_____
_____	_____
_____	_____

Humanity/Path

●●●●●●●○○○
 Bearing: Normalcy _____ (+0)

Willpower

●●●●●○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□
 Blood Per Turn: _____

Health

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

Notes

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

20TH ANNIVERSARY EDITION
VAMPIRE
 THE MASQUERADE

Name: Go Yu-ri

Player:

Chronicle:

Nature: Rebel

Demeanor: Capitalist

Concept: Crooked Art Dealer

Clan/Bloodline: Ventrue

Generation:

Sect: Anarch

Attributes

Physical

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

Social

Charisma (Hustler) ●●●●○
 Manipulation (Persuasive) ●●●●○
 Appearance ●●○○○

Mental

Perception ●●○○○
 Intelligence (Subject Authority) ●●●●○
 Wits ●●○○○

Abilities

Talents

Alertness ●●○○○
 Athletics ●○○○○
 Awareness ○○○○○
 Brawl ○○○○○
 Empathy ●●●○○
 Expression ●●●○○
 Intimidation ●●●○○
 Leadership ●●○○○
 Streetwise ●●○○○
 Subterfuge (Impeccable Lies) ●●●●○
 ○○○○○

Skills

Animal Ken ○○○○○
 Crafts (Painting) ●●○○○
 Drive ○○○○○
 Etiquette ●●○○○
 Firearms ●○○○○
 Larceny ○○○○○
 Melee ○○○○○
 Performance ●●●○○
 Stealth ○○○○○
 Survival ○○○○○
 ○○○○○

Knowledges

Academics (Romantic Era Art) ●●●●○
 Computer ●○○○○
 Finance ●●●○○
 Investigation ●○○○○
 Law ●●○○○
 Medicine ○○○○○
 Occult ○○○○○
 Politics ●○○○○
 Science ○○○○○
 Technology ○○○○○
 ○○○○○

Advantages

Disciplines

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

Backgrounds

Contacts ●●○○○
 Resources ●●●●○
 Status ●●○○○
 ○○○○○
 ○○○○○
 ○○○○○

Virtues

Conscience/~~Conviction~~ ●●●●○
 Self-Control/~~Instinct~~ ●●●○○
 Courage ●●●○○

Merits & Flaws

Merit **Cost**
 Elysium Regular 1
 Language 1

Flaw **Cost**
 Uncommon Vitae Preference 2
 (LotC, p. 261)

Humanity/Path

●●●●●●●○○○
 Bearing: Normalcy (+0)

Willpower

●●●●●○○○○
 □□□□□□□□□□

Blood Pool

□□□□□□□□□□
 □□□□□□□□□□

Blood Per Turn: _____

Health

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

Notes

Combination Disciplines:
 Retaliatory Terror
 (LotC, p. 263)

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

Coteries

Below you will find a variety of potential coteries, using the characters presented in **V20 Ready-Made Characters** in different permutations. Select whichever coterie makes the most sense for your chronicle, or use them as inspiration to create your own.

Tower Climbers

Members: Levi “Macca” MacDonald, Big Keith, Rusty Shafiqah, Angel Dietrich, Mascha Blumenfeld

Camarilla neonates often band together to better resist the manipulations of elders, even when they’ve little else in common. This coterie isn’t simply a reactionary, defensive group. The members trust each other, attempting to support one another in climbing the ladder of Kindred status. Their greatest obstacle is in the Camarilla’s inherent dynamics of treachery and brinkmanship. Each member would rise faster if one were to betray the other to Clan elders or the Prince. They know a lot about each other but, for as long as the trust holds out, their coterie is a cohesive unit.

Shafiqah is the ostensible leader of the coterie, as her political aspirations are the clearest, and her knowledge of Camarilla workings handsomely serves the group. She’s supported and offered advice by Mascha, who isn’t desirous of a political position herself, but is keen to see a fair Prince who operates without tyranny. Mascha would see the rest of her coterie reach powerful roles so she can rest more easily in the knowledge she has friends in high places. She also enjoys an intimate relationship with Macca, though the two are coy about revealing this to the rest of the group. Shafiqah suspects the Toreador and Assamite have a relationship, and believes it’ll end in tragedy, but feels it strengthens the group to be in touch with human feelings such as affection.

Angel is the group’s mistress of occult matters, and appreciates the backing of Kindred who recognize her intellect and accept her without judgment. She hopes to rise in prominence within the Pyramid and move outside her sire’s control, through feats performed in service of the Camarilla. Her discussions with Big Keith on spiritual matters result in her seeing the Malkavian as a mentor. Big Keith recognizes in Angel a jaded soul, and wishes to reintroduce wonder to the dour Tremere. His intention is to become a unique fixture in Elysium, and make his Clan recognized as innovators rather than misrepresented lunatics. He sees a strong relationship with Angel as a way to make that happen, as her potential is limitless,

and her blood magic could aid in his experimentation with drugs and vitae.

Macca is commonly employed by the Camarilla, and receives backing from this coterie regularly. He’s developed a genuine fondness for the group, especially Mascha. He would never tell Angel, but she reminds him a great deal of his own estranged children. Macca believes Big Keith to be a pioneer on the route to Golconda, and therefore protects Keith’s interests, using lethal force when necessary.

Revolutionary Whispers

Members: Mama Polari, Ezequiel Coyotl, Big Keith, Angel Dietrich, Go Yu-ri

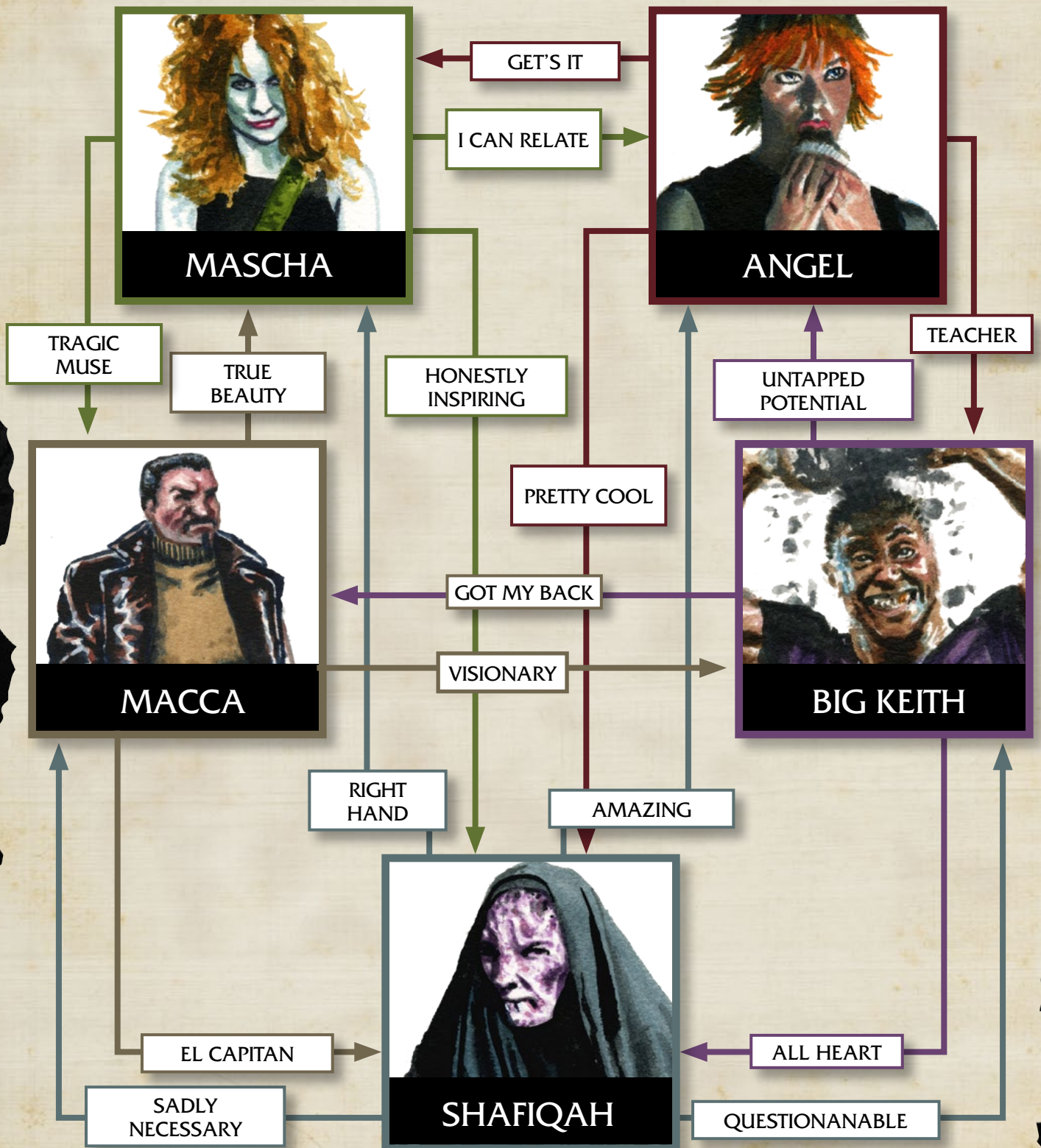
The Anarch Movement draws the desperate and the proud to its banner. They wish to tear down and rebuild the Kindred establishment. Like a resistance movement in a warzone, this coterie assembles to delicately undermine the institution. Some believe they know a better way; others just hate being told how they’re supposed to live out their immortalities. This coterie wants to destabilize the stagnant vampires in power.

Mama and Yu-ri collaborate at Elysium regarding ways to humiliate the calcified older Kindred in a way only Anarchs and neonates would recognize. Mama sings cutting songs and recites lewd anecdotes involving subtly renamed dusty vampires, while Yu-ri convinces those same Kindred to part with cash for fake antiques—encouraging their “expertise” as she sets up future embarrassments for these vampires. These social attacks erode respect, and the two find them fun to orchestrate.

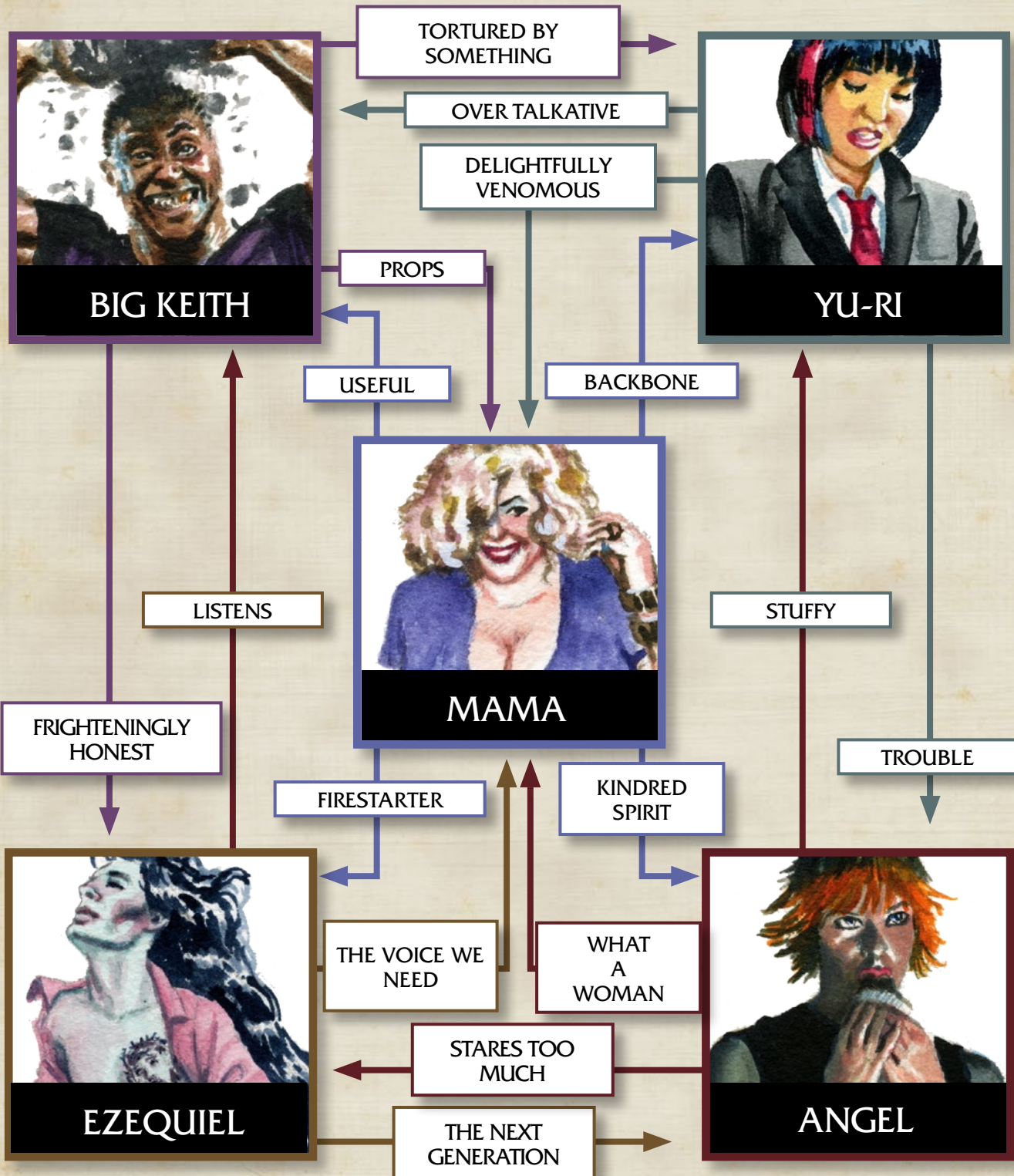
Mama and Angel share non-conformist attitudes towards gender and sexuality, finding acceptance in each other’s company that’s atypical of Kindred. Angel’s got huge respect for Mama. For her part, Mama sees a lot of herself in Angel. The feeling of loathing they share for their sires pushes them together. Mama does her best to draw Angel out from her sire’s clutches, and Ezequiel’s talk of blood sorcerers beyond the Tremere holds appeal for the young Warlock. Ezequiel himself believes Angel may be one of the neonates his sire claims will inherit the Earth, and watches her attentively.

Ezequiel finds little joy convincing the big Sects of the dangers rising from the earth, but in the Anarchs he’s pleased to discover an attentive audience. His words of terrible monsters waiting to devour their childer resonate with Yu-ri, Angel, and Mama. They use the Tlacique’s words to further grind down Camarilla hegemony, being careful to ensure Ezequiel’s evangelism never reaches Sabbat levels.

Tower Climbers



Revolutionary Whispers



Big Keith is intrigued by Ezequiel's talk of ancient lineages, and of his line's practice with hallucinogens for inducing visions. Mama invites Big Keith to distribute his drugs at her shows, and he, in turn, passes her covert messages through his contacts on the street. Big Keith favors the freedom offered in the Anarch Free States to the iron grip of the Camarilla, but isn't yet prepared to commit. His friendship with a Sabbat vampire can aid the Anarchs, and he intends to cash in the boon when the Movement needs it.

Philosophical Crusaders

Members: Mu'tazz Bechara, "Mad Dog" Diarmid Dunsirn, Alfie Rossellini, Tilottama, D. Z. Schillinger

The Sabbat contains a diverse, chaotic membership. Many Cainites are unrepentant monsters. Others are reserved in their humanity's degradation, choosing to focus on study of the Cainite condition or adapting to new philosophical paths. The vaulderie strengthens these disparate vampires in times of trial, enabling them to pull in the same direction. With the bond of blood, loyalty to the Sabbat, and knowledge of its righteousness, this pack agrees to move as one to find spiritual meaning and make an impact for the Sword of Caine.

The Crusaders lack defined leadership. Its core of Mu'tazz, Alfie, and D. Z. make the majority of decisions as a council, swapping in mercenaries from other lines for guidance on matters of philosophy, politics, and tactics. The council of three sees little jockeying for position, as Alfie respects Mu'tazz's might, Mu'tazz has a lot of time for D. Z.'s insight, and D. Z. relies on Alfie for social situations. Alfie nominally takes the role of Priscus for Sabbat ceremonies, while the role of Priest commonly falls to D. Z., though Mu'tazz's recent conversion to the Path of Honorable Accord may change this in future.

Alfie brings Diarmid in as a contact and friend from the Giovanni Clan. Diarmid thinks of Alfie as a precocious little shit, but the Lasombra always pays well, slipping him useful Sect intelligence in exchange for service. Diarmid often finds himself comparing violent stories with Mu'tazz. The Country Gangrel has reservations surrounding Diarmid's sadism, with Alfie often having to talk Mu'tazz out of deciding to rip the old bastard's throat to pieces.

Tilottama is the pack's teacher. She offers judgment and philosophical guidance, even when despairing over the Sabbat's apparent necessity to solve every problem with fire and death. She believes the pack members perfectly demonstrate the journey every vampire must take, admonishing Diarmid's cynical belief that with death comes

the cessation of growth. She pushes Mu'tazz towards the Path of Honorable Accord, and would see D. Z. make himself more than a creature of hunger. Her goal is to spiritually guide each member of the pack to discovering their ideal Paths. Without intent, she gradually becomes both Priscus and Priest, and is convinced she can best direct by joining the Sabbat.

Liberty's Guns

Members: Levi "Macca" MacDonald, Ezequiel Coyotl, "Mad Dog" Diarmid Dunsirn, Rusty Shafiqah, Tilottama

Vampire mercenaries who hire themselves out to the highest bidder; Liberty's Guns are a cadre of international Independent bounty hunters and assassins holding a steadily-growing reputation. The coterie offers its services in returning errant childer to their sires, carrying out hits on suspected infernalists, delivering judgment in cities where no one Sect holds prominence, and tracing lost pieces of history and lore from vampire legend. While their rate of success is high, their number of enemies steadily grows.

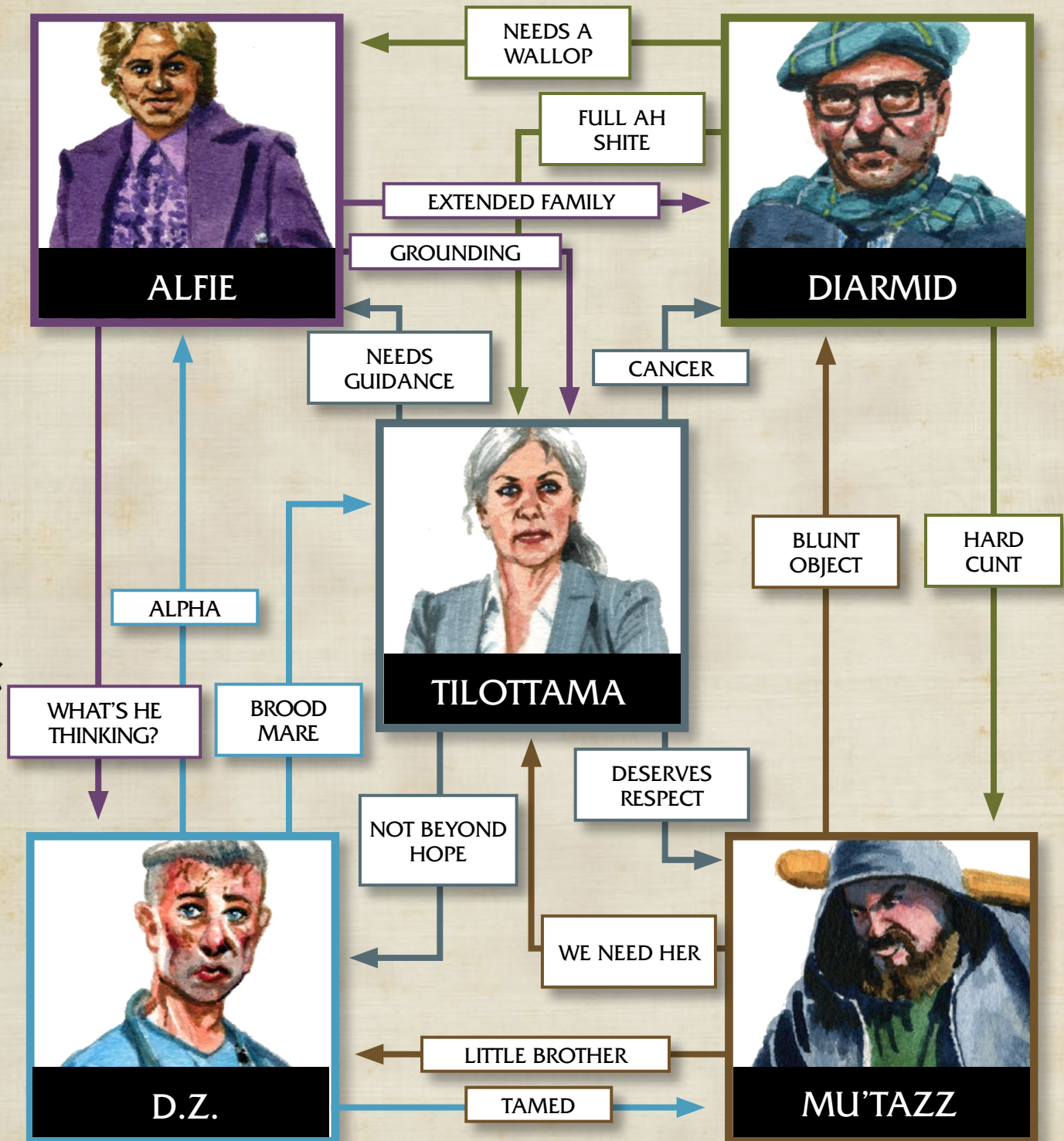
Tilottama and Macca are founding members of the group. The two weighed their independence from the Jyhad and with which faction their loyalties lie, before deciding political aloofness would be beneficial. The two have known each other for years, and their trust runs deep after Tilottama saved Macca from being lynched by her Clanmates. Macca slew a Ravnos bent on destroying relics associated with Golconda. The murder angered other Deceivers, but Tilottama's wise judgment preserved his existence, and led to his entering her debt. The two often ask for payment from clients in the form of information pointing towards Golconda, as well as other esoteric paths.

Tilottama brought Diarmid in, knowing his proclivity for violence would serve the group well. The two bear no love for one another, but each recognizes the skills of the other and they formed the Guns' code; they will never accept a task that crosses the Sabbat or Camarilla as entities.

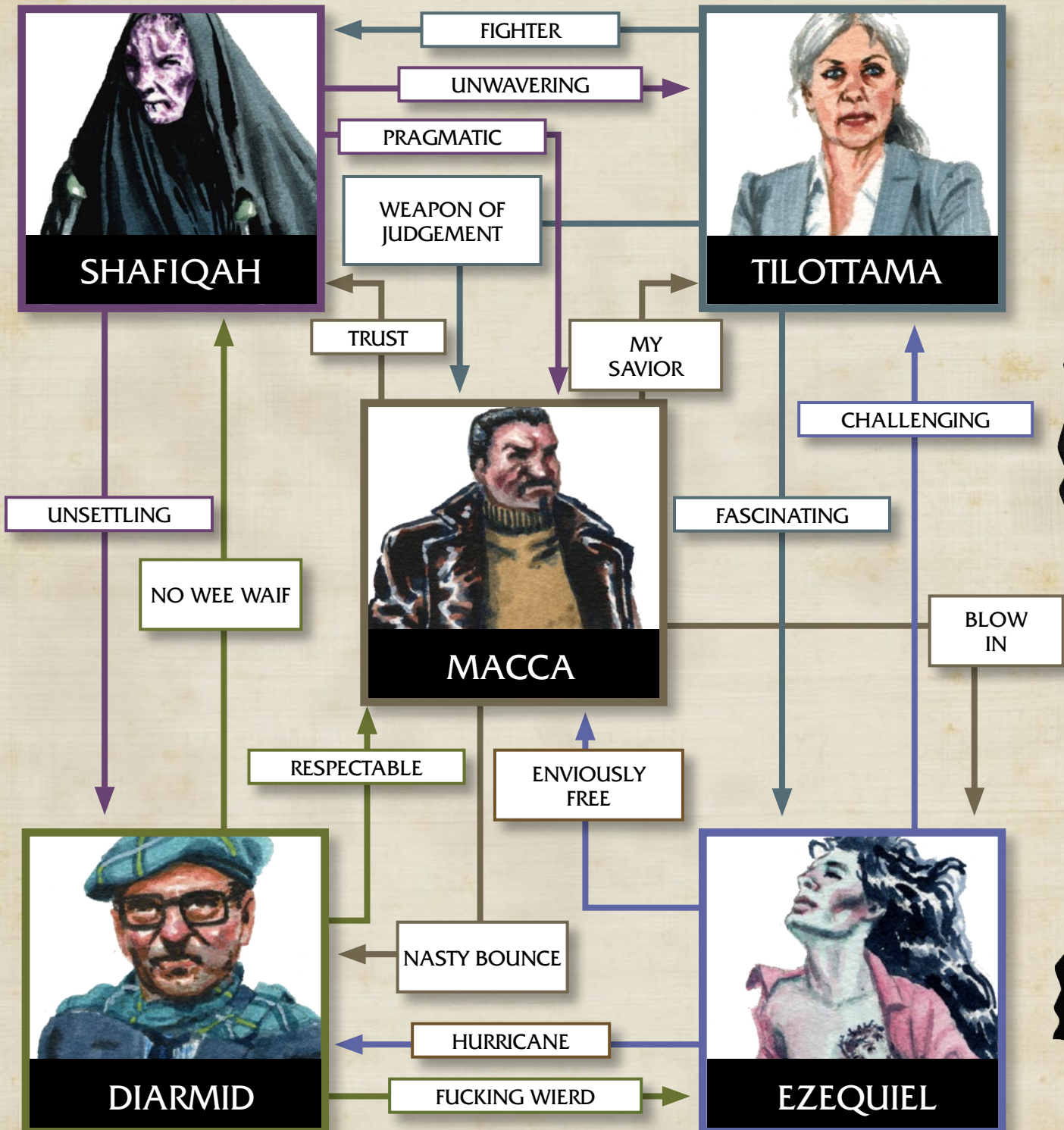
The two carefully select jobs targeting individuals or subgroups. As a result, it's rare for the Guns to murder a Prince or Archbishop due to their prominent ties to the Sects, unless they find evidence the vampire was an infernalist. Diarmid's been known to traffic in dark materials as payment for his service, harvesting the remains of lairs for infernalist and necromantic knowledge.

Shafiqah's relationship with Ezequiel is a curious one. The two met as mortals, when Ezequiel went by a

Philosophical Crusaders



Liberty's Guns



name other than Coyotl, and preached as a missionary at community centers. Shafiqah recognizes Ezequiel, but hasn't been identified in turn. For the Guns, she acts as contact with the Camarilla. She's been known to use the group to target political opponents in the Ivory Tower, and push the group towards wholesale opposition of the Sabbat. The Guns are reticent to do this as it would cut into their bottom line, but with Shafiqah an up-and-comer, Macca's aware the Nosferatu could eventually put them in the good graces of Justicars. Shafiqah's reward for working with the Guns is primarily companionship. She spends time with these independent thinkers because she values their diverse opinions and insights.

What Ezequiel brings is a hunger for freedom from the elders, so he fixes deals with Independent, Anarch, Autarkis, Laibon, and other minor groups of like mind. He proudly announces the Guns' services in any domain, knowing his persuasive talents are enough to make clients creep from the woodwork. As he's without Clan or Sect connections, his exotic status makes clients more comfortable. All the while, he learns about those hiring him and designated targets, noting everything down in his little black book. The Followers of Set make overtures towards hiring the Guns, but the coterie awaits Ezequiel's agreement before accepting any contract from the Serpents.

Extortion Victims

Members: Levi "Macca" MacDonald, Big Keith, Tilottama, D. Z. Schillinger, Go Yu-ri

Coterie sometimes consist of the strangest bedfellows. In any normal state of affairs, these Kindred would ignore or outwardly shun each other. In this case, each member of the coterie is being blackmailed, and the coercion forced the vampires to band together.

Big Keith was the first to receive the telephone calls. When he was Embraced, his frenzy caused him to kill a colleague. The disguised voice on the line describes in explicit detail the killing, the disposal of the victim's body, and how if Big Keith doesn't do what the caller says, all this information will be revealed to the police. Even if Big Keith flees the city, his elderly mother's heart wouldn't stand the strain of discovering her son's crime.

Tilottama, Macca, and Yu-ri's secrets are of a more intimate nature. Photos of their mortal families and loved ones are regularly delivered to their havens, often with crude targets marked over their heads, and promises of violence jaggedly written on the reverse. The extortionist starts with demands for money, but the ante's upped with demands for more dangerous services. Macca's been used

by immoral companies before and immediately resists the threats, but Yu-ri finds herself terrified by the prospect of violence against her fiancée. Tilottama begins an abrupt investigation into the blackmailer's identity, and is convinced it's a group, rather than an individual at work.

D. Z. isn't the type to react to intimidation. He considers his status in the Sabbat largely immaterial. The blackmailer takes a different tact with the Tzimisce, making distressing recordings of animals in pain, culminating with snuff footage. In D. Z.'s case, the mysterious extortionist promises the torture will continue for hundreds of helpless animals if he doesn't serve. D. Z. lacks what would normally be called a conscience, yet finds himself driven to frenzy by the thought of blameless animals being harmed.

The coterie would have never banded together, or known they shared the same secret manipulator, but for instructions stating they must work together on a number of jobs. These range from the mundane – stealing cars, drugs, and guns – to the outright macabre. The coterie attempts to piece together who might be pulling their strings, and how to turn the tables. They each know the secrets of the other through their blackmailer's communications, enforcing a pact of silence for all.

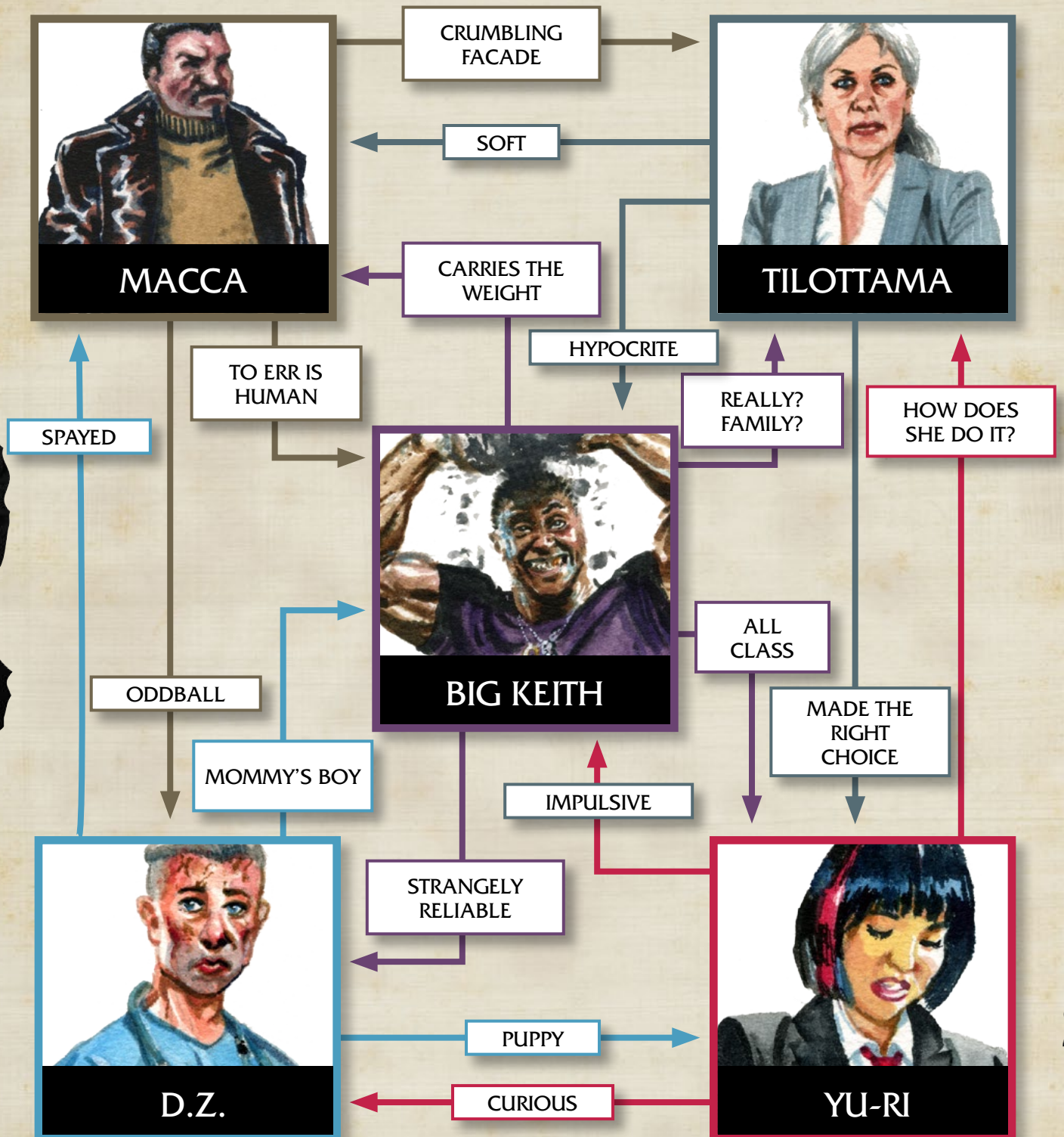
Club Deep

Members: Mama Polari, Mu'tazz Bechara, Alfie Rossellini, Mascha Blumenfeld, Go Yu-ri

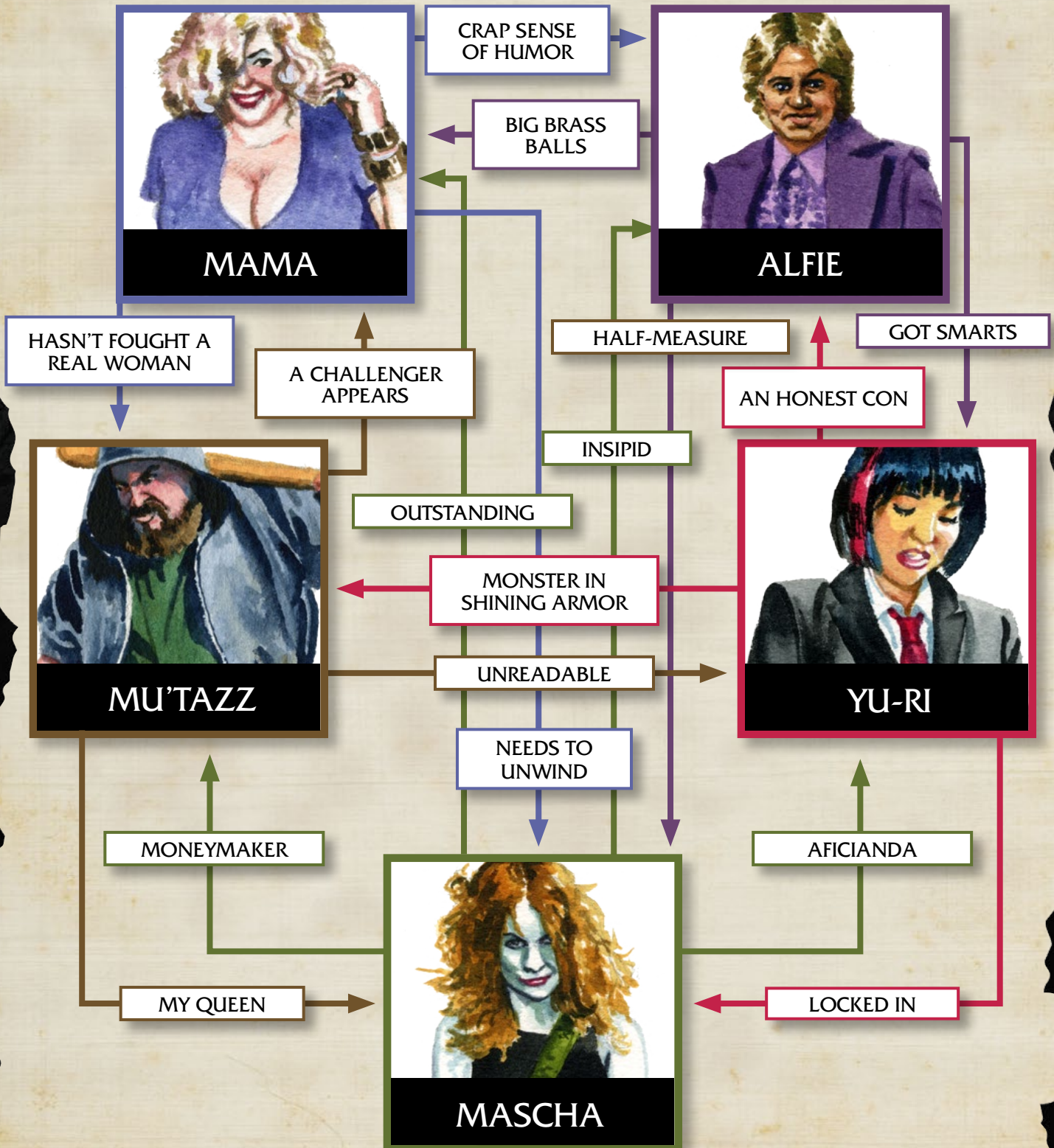
Elysium brings all manner of vampires together. Neutral ground is a luxury, particularly during times of Sectarian war. At Club Deep, vampires of all stripes are allowed to attend. It'd be a push to say any Kindred are invited; as proprietor, Mascha doesn't care enough about the running of the club to issue formal invitations. Vampires of obscure bloodlines, dangerous Sects, and weird persuasions just roll up based on the joint's reputation. The club's upper floors house an expansive art gallery. The main bar, dance floor, and lounges host a range of music, poetry, and storytelling. The special attraction is underground, where in the basement level cage fights between Kindred, ghouls, and mortals take place.

Mascha reluctantly inherited the club from her sire. She despises the responsibility and attention Club Deep brings, but appreciates its important purpose as a demilitarized zone. Mama Polari was one of the first to approach her, asking for a regular stage on which to perform for the clientele. Mascha appreciates the rebellious fire in Mama, and permits the Brujah's performances without conditions attached. Mama and Mascha both perform to sold-out crowds, though Mascha believes everyone secretly laughs at her attempts at poetry.

Extortion Victims



Club Deep



Mu'tazz is the cage fighting champion and, despite his Sabbat leanings, is a frequent attendee of the ostensibly-Camarilla domain. He never kills on the premises, and relies on his ability to withstand pain and harm to best all comers. Mascha's made a lot of money from vampires who pay to see the Gangrel perform, and Alfie's made even more through acting as his manager. The Lasombra regularly sets up criminal activities in the Elysium, and uses the locale for parleys between his Sect and the Giovanni.

Yu-ri is responsible for the artwork and aesthetic of Club Deep, making it a rare commission where she takes her role as an art dealer and connoisseur seriously. The club is legitimately a place for those with an eye for class and style, one of the few places where she lets her hair down and speaks to fellow experts in her field. She's been approached by Alfie with the proposition of using the club to launder money and stolen artifacts, but is reluctant to deal with the Keeper.

While vampires outside the coterie attend the Elysium, the five resident members of Club Deep share an understanding. They keep the Elysium running, no matter the cost or threat. Club Deep allows vampires to extract themselves from the Jyhad, unwind, and pursue activities beyond Sectarian violence and struggle. When any group threatens the Elysium, each member of the coterie stands to defend it.

Plot Seeds

A City's Welcome

War only left the city in the last few years. The political situation's stabilized, but still each vampire feels the risk of conflict stirring in the shadows. The Prince is newly appointed, and not every Clan supports the fresh-faced leader. The Inner Circle are sending important dignitaries — the Harpies talk about Archons — to investigate the stability of the new regime and declare the city official Camarilla domain. The Prince has invited the dignitaries to attend a gala ball at the largest hotel in the city, as a form of welcome party. It's not an Elysium, but it is the superlative location in the domain, and befits vampires of their stature.

The opportunity for grandstanding leaves vampires spilling over with excitement for the Archons' arrival, and the favors they may grant vampires who impress them. The Harpies intend to organize a show of sublime decadence, only using the best of the city's Kindred to

entertain the expected visitors. A feeling of pageantry starts replacing the typical aura of anxiety present in the recovering domain, as vampires from across all Clans wonder what it means for them to be at the forefront of a new bastion for the Ivory Tower.

While some vampires work to increase their profile, exert control over the location of the gala, and probe into the identities of the visiting Archons, others are less enthused by their impending arrival. Word is out that there are vampires — not necessarily Sabbat — who want to see the Archons killed. Their murder would be a blow to the Camarilla, but an even larger one to the reputation of the Prince, his city, and its status as a Camarilla safe zone.

For aspiring Camarilla vampires, the upcoming events offer a chance to shine and climb the ladder. Impressing an Archon, safeguarding her existence, and defining a city as Camarilla would lead to potential boons in the future. Whether to tackle the assassinations directly by discreetly tracing the would-be killers and eliminating them, or openly and grandiosely luring them into a trap for the city to see, is a question such a coterie would need to contemplate.

For Sabbat vampires, and to a lesser extent, those of Independent or Anarch leanings, dealing with the Archons would be a tremendous blow to the Ivory Tower's pride. If played right, it could trigger a full-scale rebellion of mistreated vampires tiring of Camarilla rule. Vampires antagonistic to the Archons, Prince, and Camarilla may even endeavor to kidnap the dignitaries from under the nose of the actual assassins, to deliver to their own Sect or separate interested parties.

Media Blackout

Fledgling Brujah and Gangrel Anarchs cause the worst Masquerade breach in years through footage uploaded to online storage, which is subsequently hacked and released by an anonymous group. The vampires use their powers, drink blood from bewitched kine, and demonstrate their ability to withstand tremendous damage from blades and bullets, with all the recordings apparently being made for the tutelage of new vampires without sires to guide them.

The videos are spreading fast. Initially, mortals believe it to be viral marketing for an upcoming movie or video game, but those poring over the footage with a keen eye are struggling to find the seams. Some of the teenagers being drained in the videos are traced and interviewed, expressing obliviousness and outright fear of the content now viewable by everyone the world over.

All Sects want the content destroyed, but the decision makers of each group don't understand the task's impossibility. When the city in the footage is identified, Justicars and Cardinals both make it clear to the domain's Prince that she'll be held responsible if something isn't done to quash the situation. Even the Sabbat find a breach of the Silence of the Blood at this scale to be troublesome, and promise grave punishment for the accountable parties.

The Prince seeks a group who knows how to solve a problem as large as this one. Initial proposals revolve around punishing the Anarchs responsible, though they've gone to ground and are protected by Kindred who believe the tutorial videos were made with the best of intentions. The Anarchs are content to see the Prince take the rap, but she has her own band of supporters. The blame soon falls on whoever the hackers may be, and the word on the street is that they're Tremere with access to something called "Technomancy."

As tensions escalate, the footage is viewed by increasing numbers of kine. As it's impossible to delete from the internet, an imaginative Toreador proposes finding the creators to film the "movie" mortals anticipate will follow the existing "trailers." The suggestion is loudly decried and the Toreador goes to ground. Some suspect the vampire will flout public opinion, and make the full motion picture whether or not the Sects like it; the muse has struck him. As the mortals being fed from in the footage begin to disappear from St. Henrik's foster home — where they live — increasing public attention is drawn to the debacle.

Unwelcome Visitor

An unknown vampire appears in Elysium one night. He's meditative and somber in manner, and speaks only with the Malkavians and Assamites of the city, pointedly ignoring the Prince and all requests that he present himself. When the Sheriff attempts to physically coerce the vampire, he disappears from plain sight in the middle of Elysium, escaping without leaving a trace.

Soon after the mysterious visitor's appearance, the Clans he visits begin telling others he spoke with them about spiritually-significant matters. Words such as "Golconda," "transcendence," and "Gehenna" are used but, crucially, the visitor gave different advice to the different Clans. The Assamites were told they would become capable of reaching Golconda if they fasted while avoiding frenzy for 10 nights. The Malkavians were informed Gehenna will be averted if they drink the souls of deceivers, serpents, and the dead. The advice to one

Clan contradicts the words to the other, but neither line takes issue, believing the words of this mystifying prophet.

Such advice would be dismissed as that of a con artist, but this visitor's words leave an impact on even incredulous vampires. Something of the seriousness and desperation with which he conveyed his words, and how he casually relayed secrets of the other Clans to those he approached, spoke to a wisdom possessed by a vampire with some experience of Golconda, or at the least a Cainite of great age and power.

Vampires attempt to track the visitor for varying reasons. Some seek greater insight into his wisdom, while others wish to castigate him as a false prophet. His suggestions to the Malkavians and Assamites cause a gradual shift in the Clans' behaviors, implying he possesses the ability to manipulate minds. Vampires speculate at the visitor's motives, with the simplest explanation being that he snubbed the Prince to cause a little chaos. The positive results displayed by some Assamites in their attempt to stave off hunger lead some to wonder otherwise.

To confuse matters further, a Kindred historian happens upon a photograph from an Elysium held in the late 19th century, in which the mysterious vampire is pictured in an assembly of the Primogen council of the time. Only one of those Primogen is still active these nights, and is deeply unnerved by the reappearance of this vampire.

Underground Reclamation

In an old city, the sewers, natural water channels, and caverns winding beneath the earth are labyrinthine in the extreme. It's known that Nosferatu and the *antitribu* of their line both dwell within the catacombs and, until recently, their territorial rights were accepted. When a prominent Ventrue's herd goes missing and each member is discovered murdered in the underground by mortal drainage workers, the subject of who controls the space becomes contentious. Publically-visible Nosferatu plead ignorance, but the Ventrue gather their banner in defiance, acting as one Clan and defaming the Sewer Rats for their perceived complicity.

Territory wars begin to break out, both above and below the surface, as Camarilla and Sabbat Nosferatu align to repel the encroaching Blue Bloods and make their own gains. Both Sects manipulate the Clan conflict for their own aims; the Sabbat sneaks packs into the underground to sabotage Camarilla domains from beneath the surface, while the Camarilla uses the opportunity of civil conflict to defame or replace Ventrue and Nosferatu who wear out their welcome.

The truth of who kidnapped and ultimately killed the herd is only approached again as the conflict picks up pace. Theories of the Sabbat orchestrating the maneuver become popular, as does talk of the Giovanni manipulating matters to claim all the precious Nosferatu intelligence secreted in the darkness while the Ventrue's resources and powerbase are simultaneously depleted.

A Ravnos who loudly proclaims the whole ordeal to be as result of "the treatment" dealt out by her Clan swiftly vanishes before anyone can question her further, leading vampires to question whether the only vampire with the answers has been silenced by other involved parties.

Mortality Matters

Vampires need to feed, and the subjects from whom a vampire chooses to drink are more important than blasé Cainites claim. One vampire from within the protagonists' coterie is approached often (and in private) by a seductive, highly-intelligent blood doll who not only craves the vampire's kiss, but also offers surprising insights into the politicking and spiritual pursuits of Kindred. While she's got no actual knowledge of vampire society, her logical advice commonly leads to successes.

The relationship between blood doll and vampire is strong, so she asks to be introduced to other members of the coterie. It seems a good idea, given her cognizance to date. To everyone's shock, when the introduction takes place she reveals one of the coterie members is already known to her from the time the vampire was still mortal. An embarrassing meeting is exacerbated when the blood doll reveals she's been looking for her once-mortal acquaintance in the years since he vanished. She never guessed the Embrace was the cause of his disappearing from contact with family, friends, and colleagues.

The simple solution for the coterie would be to silence the blood doll forever, but she's useful, and an innocent. She doesn't fully understand the nature of the vampires' curse, but does know more than any kine should. Now that she's discovered her mortal acquaintance is Kindred, she's presented with the option of revealing his location to his estranged family or keeping silent, all depending on what the coterie offers her. If she becomes familiar with influential vampires via the coterie, her life's put in greater danger just as she gains more leverage over the group.

The blood doll doesn't reveal whether she engineered her relationship with her domitor, or whether this entire affair is coincidental. She may well be working for another vampire or organization intent on humiliating

and harming the coterie, or has merely stumbled upon an unfathomable global conspiracy of vampires.

Shifting History

Tectonic activity hits the pack's city and the surrounding area to what is perhaps a surprising degree, if they don't make their havens on a fault line. The tremors and resulting earthquake don't level the domain, but make territorial issues abundant as havens are destroyed, vampires go missing, and rival groups take advantage of the havoc.

In the wake of the incident, the media focuses heavily on a once-buried settlement revealed by the displacement of land. Existing in a cross-section of earth where the ground separated after the quake, mortals are unprepared to send an archaeological team in without sending recording hardware first. The exploratory machines broadcast footage of an historic tomb complex, ancient structures, and symbols engraved in some of the structures that are identified by vampire scholars as Enochian.

Packs are sent to explore the ruins before a mortal team can begin to tear the site apart, in what swiftly becomes a race to salvage any relics of Cainite importance. Naysayers on the surface state the ruin contains nothing of value, while others warn of sleeping vampires of impossible age they've been able to detect within. Such cynics are ignored for their lack of enthusiasm, but after one pack goes missing and its Priest emerges the following night an incoherent, insane mess, local Cainites adopt caution.

As time elapses with the ruins unearthed, a hunger for vitae afflicts the Sabbat vampires of the region. Several Cainites whisper there may be things stirring within the tombs able to control the hunger for blood, steadily compelling the vampires above to feed from one another to spread weakness. Whatever it is pulls itself into the waking world, where it will devour the remaining Cainites. Others theorize the tectonic activity was caused by whatever dwells in the fissure, and more disaster is coming if the vampires within aren't put to final death.

Contaminated Supply

A new drug is on the streets, and mortals on the nightclub scene are lapping it up. The rush from taking this soft capsule drug orally or intravenously—called "Eternity" by dealers—is substantial. After one experimental vampire decides to sample the drug herself, she realizes the capsule shockingly contains vitae, or a chemical compound with a similar taste, capable of producing the same feelings of euphoria.

Vampires habituating the Rack launch an investigation into the supply of the drug, in case a vampire's being held against his will and slowly drained, or otherwise attempting to bond Kindred and kine by minute degrees. The trail runs cold when the mortal supplier explains she found two boxes of the drugs in the back of a burned-out van, sealed and unharmed. She's been slowly doling them out to dealers for a high price, but her supply is getting low.

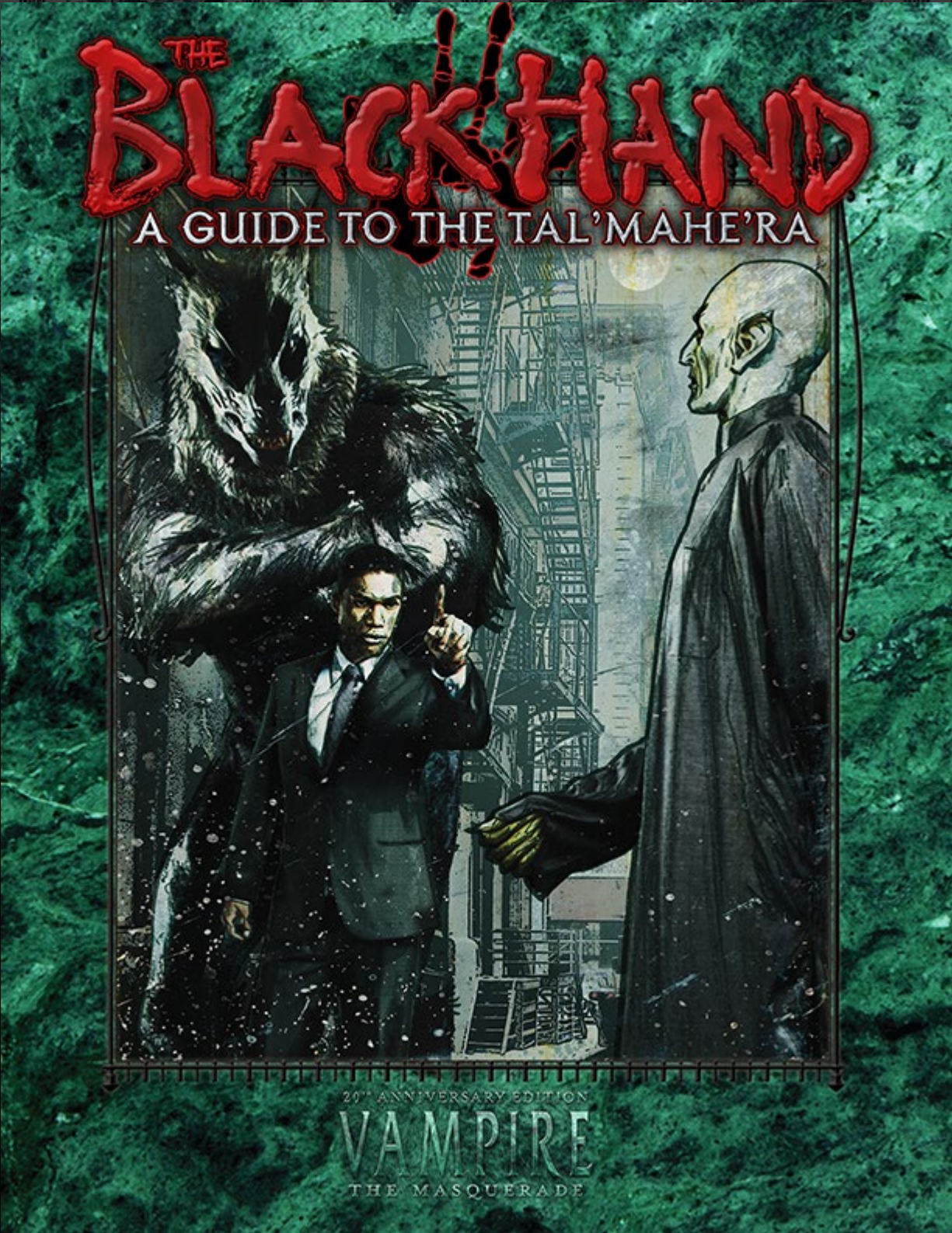
The Rack quiets down as the drugs run low and the users move on to mundane narcotics, until the feelings of withdrawal from vitae begin to afflict all who've taken as little as a handful of Eternity. Like ghouls lacking a fix, mortal users act aggressive, and begin to eye Kindred hungrily without understanding why they find these apparent humans so damn appealing to look at, sniff, and even taste — when the opportunity presents itself. When a neonate is brought down by a gang of these jonesing addicts, who uncontrollably rip the vampire to

pieces and drink from his remains, the city's vampires are compelled to act.

Opportunistic vampires drag some of these imitative ghouls into their cadres of retainers, as their wills are easy to bend. Solitary vampires begin to pay the price, as Eternity-using kine react explosively when they witness the use of a Kindred's powers. The Sects want this sudden emergence of ghouls clamped down immediately, by weaning them on to new drugs, finding the culprit and forcing them to create a new batch of Eternity, or — as one cold Bishop suggests — luring every Eternity user to a club, locking the door, and setting fire to the place.

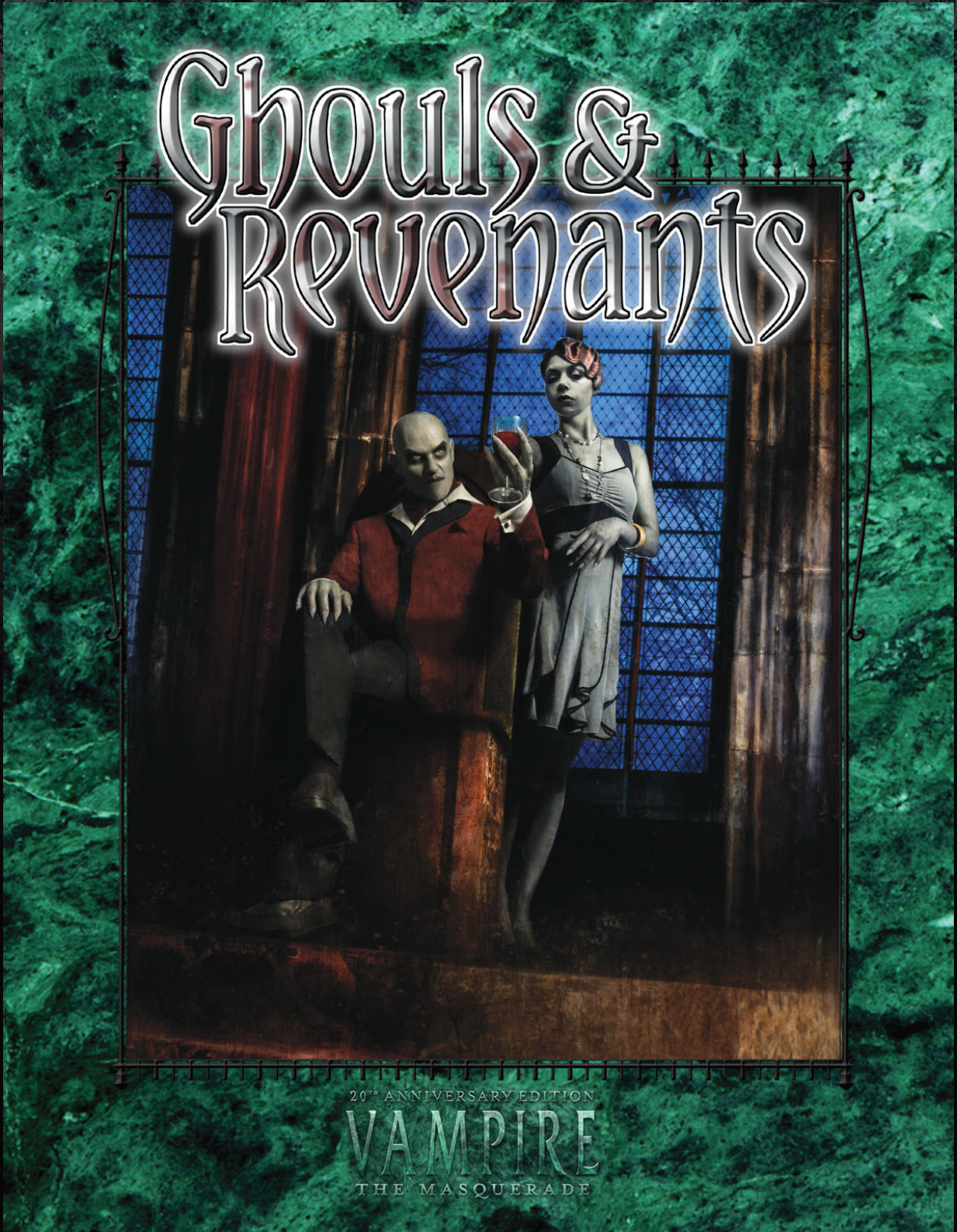
Vampires of an investigative persuasion speculate at the reasoning behind the anonymous release of Eternity, and whether it's the first trial in what will become a national campaign. They're conscious the drug manufacturer's identity is still unknown, and know the rewards are great if they can bring whomever's responsible to heel.





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Anarchs Unbound

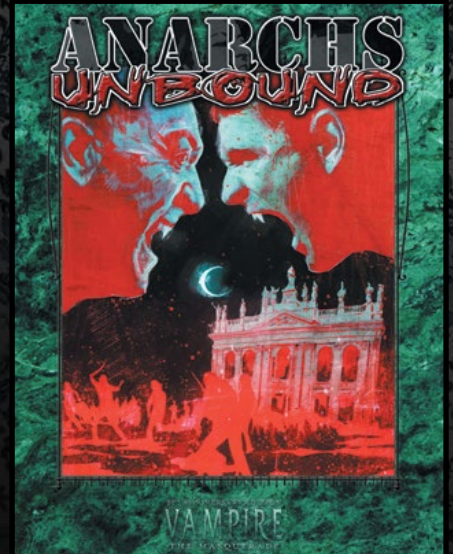
Anarchs Unbound takes the bomb-tossing, rabble-rousing revolutionaries of the Anarch Movement and updates them as one of the most energetic and fast-growing sects, gaining ground as they use technologies and mortal agents to advance their agendas in the modern nights. With the Movement revitalized, the time is right to tell the stories of the Anarchs as they topple the old regimes and seize praxis with a promise of egalitarian rule and an end to the oppression of centuries best forgotten.

Anarchs Unbound includes:

An updated look at Anarch culture, which has come into its own during the Internet Age.

Anarch history and tactics, revealing how the Movement shatters the praxis of other sects and converts domains to Anarch ideology.

New Disciplines and combination powers, which quickly propagate among the disparate domains of the Movement.



Rites of the Blood

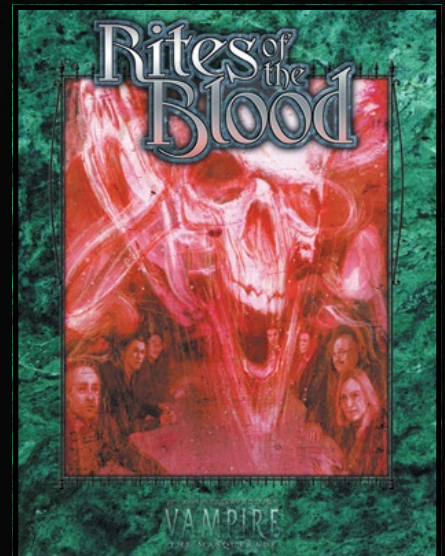
Rites of the Blood is a collection of rituals practiced among the various Kindred sects and Clans. This isn't just a collection of powers, but an examination of the sects themselves and how they use their eldritch mystical arts: the Thaumaturgy of the Camarilla Tremere, the bloody rites and patchwork sorcery of the Sabbat, the creepy and alien practices of the Tal'Mahe'Ra, "street" rituals from the Anarch contingent, the sorceries of the Assamites and Setites, the necromancy of the Giovanni, and even some of the mysterious ways of the Inconnu.

This book includes:

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