

Forged in Steel

This city is afraid of me. I have seen its true face. The streets are extended gutters and the gutters are full of blood and when the drains finally scab over, all the vermin will drown.

— Rorschach's Journal, *The Watchmen*

What follows is a brief example of a **Vampire** chronicle. It demonstrates some of the preparation work that should be done before a chronicle begins, and details some of the products of that work as well. If you, as the Storyteller, intend to use this for your own chronicle, plan on spending some more preparation time fleshing out what is presented here. Though the information that follows is enough to begin, the more detail you have developed, the smoother the chronicle will run.

This chronicle was created by the Storyteller (Mark) specifically for his players (Stewart, Lisa and Steve). He didn't know who their characters would be at first, so some things changed after the chronicle began.

The name of this chronicle was taken from the city motto of Gary, Indiana: *Built on Sand, Forged in Steel*.

Concepts

When Mark first started to imagine the setting, he sat down and wrote a list of words to describe what feelings and images he wanted the setting to evoke. These helped him more carefully delineate what he wanted the chronicle to incorporate.

After writing down two or three words, he realized that his images were centered around a movie he had just seen, *Roger and Me*, which depicted the decay and poverty in the Rust Belt. This made him think about Gary, a city just to the east of Chicago, which he had driven through the summer before on his way to Milwaukee. He immediately decided to make Gary, Indiana the setting of the chronicle. He continued to add words to the list by conjuring more images of what Gary might be like in the Gothic-Punk world of **Vampire**:

- Old tattered billboards
- Run-down
- Beyond hope, beyond despair
- Rust — Rust Belt
- Steel mills, factories
- Pollution
- Chain-link fences
- Poverty-stricken, deteriorating streets
- Abandoned houses
- Lake Michigan
- Run-down harbor
- Container ships

- Gothic cathedral amidst the ruins
- Squalor and lethargy
- Empty warehouses
- Pool halls
- Abandoned urban renewal projects
- Burnt-out street lights
- Greed
- Drugs
- Gangs
- Graffiti
- Projects
- Abandoned stores
- Unemployment
- Opulence and decadence
- Zombie people
- Aging, decaying mansions
- Filth-choked rivers

Premise

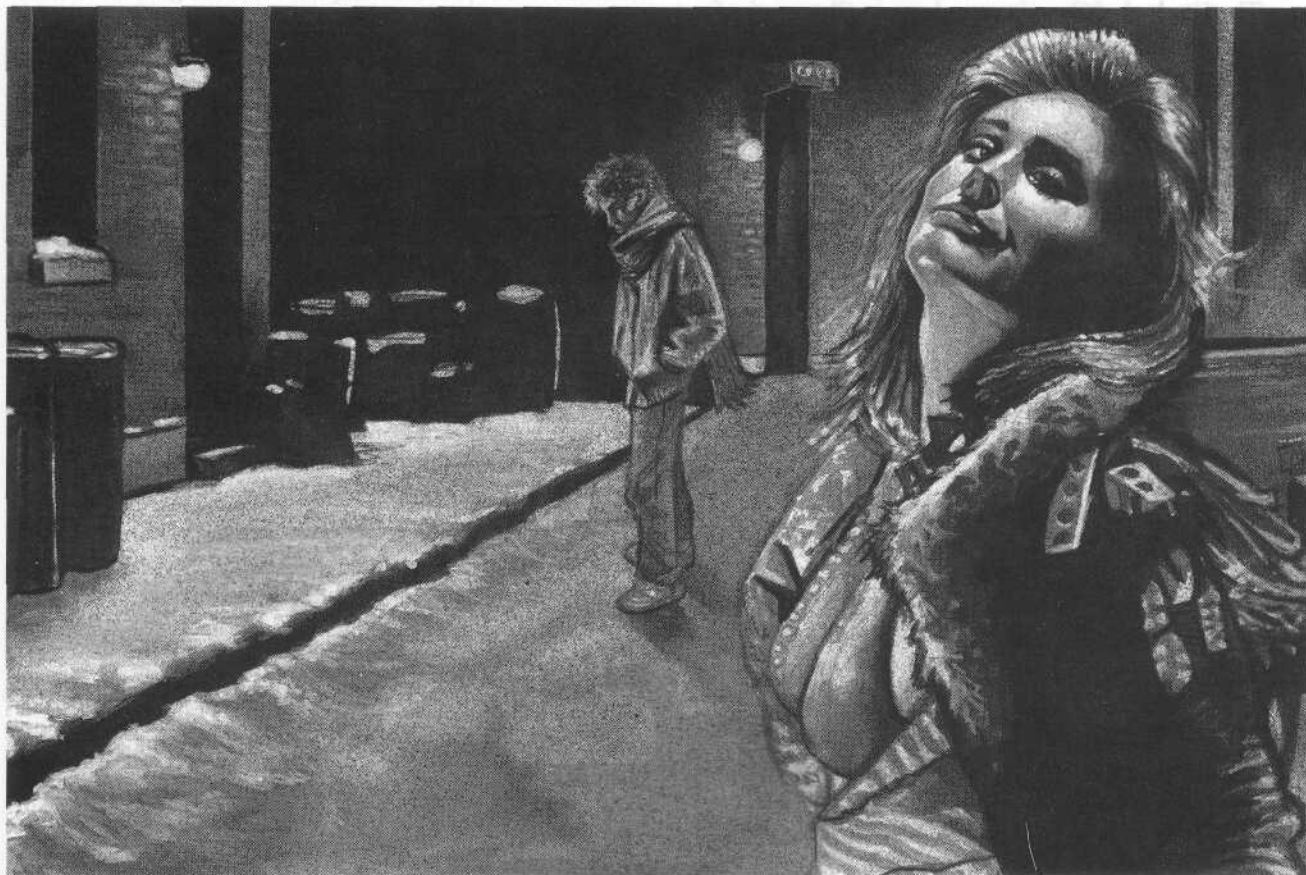
After brooding a while, and using the list of images to build from, Mark invented the overall premise of the chronicle. He decided that the chronicle would involve a lot of intrigue, and be crowned with such themes as betrayal and decadence. He hoped that this sort of atmosphere would fit in well with the ambiance of the setting.

Because Gary is too small to have much intrigue, he knew that the majority of the intrigue would have to originate in Chicago. From that premise sprang the idea of making the cities of Gary and Chicago arch-rivals. For generations, their princes had fought, each with a different power base, but with the collapse of the steel industry, the power of Gary has fallen. Not only are the living of Gary in misery, but so are the undead. By setting up Gary in opposition to Chicago, Mark hoped to create a dramatic situation from the very beginning. As a result of this basic concept, he came up with a number of different ideas:

- Gary is in even worse shape than in our world. The city is in a terrible state of decay — a perfect place for vampires to hunt. Few notice any more how many people disappear each year. Industry has completely fled the area, leaving a desolate patch of rust known as the Wasteland.

- Gary is ruled by a prince who is something less than a prince. Modius is the arch-rival of Lodin, the Prince of Chicago, and at one time they were fairly evenly matched. Modius controlled the unions while Lodin controlled big business. However, Lodin purposefully destroyed the steel industry in order to destroy Modius' power base. He was so successful that Modius lost almost all of his power. Today, he is only a pale reflection of his formerly combative self. Lodin has won, hands down.

- The success of Lodin over Modius peaked when Lodin was able to win away a Conclave. Twenty-three years ago, as a last-ditch effort to defeat Lodin, Modius convinced the



Toreador Justicar to call for a Conclave to be held in Gary. It ended abysmally, and was reconvened in Chicago the next day. Though Lodin was unable to depose Modius, he was able to secretly force Modius to agree to “confer” with Lodin on all major decisions.

- The prince of Chicago has banned the creation of neonates for the last fifteen years, in an attempt to gain more control over the anarchs. However, this has simply led the vampires of Chicago to bring their neonates to Gary to release them. Modius is known to welcome newcomers.

- Chicago is known for the vehement and subtle intrigue of its inhabitants. The Jyhad is constantly in motion in Chicago; some even whisper than an Ancient is active in the city.

Setting

After completing his basic conception, Mark sat down and got into the nitty-gritty work of designing the setting. This was essentially the task of creating the city of Gary. The characters could thus involve themselves in the riotous Chicago politics without being swept away by them.

Gary is situated on the east side of Chicago, and was once a fairly prosperous industrial area. In the early '70s, however, the steel industry fled abroad, and the city was left with no tax base. Things spiraled downward and the area has today lost nearly 50% of its population. Gary is possibly the most dismal and decaying city in the nation — and for the sake of the Gothic-Punk world, the squalor is emphasized.

The Kindred of Gary frequently go to Chicago for fun, but they are severely harassed by the Kindred of Chicago. The Prince of Chicago claims greater Chicago as his domain, but accepts Modius as a lieutenant, while Modius is strident in declaring that he is the Prince of Gary, not one of Lodin's lieutenants. They hate each other and have not met in years.

Some important “neighborhoods” in Gary are:

- **The Wasteland:** A huge tract of rusting and decaying factories known as the Wasteland stretches along most of the waterfront and east of the dockyards. It is bordered by Lake Michigan to the north and the Indiana East tollway to the south. From the highway, it is all too easy to see the devastation, all eight miles of it. Flakes of rust cover everything in the Wasteland, and drums of toxic waste can be found everywhere. The federal government once attempted to track down the ex-owners and force a cleanup, but they were unable to locate any who still lived in the United States. These steel mills, factories and warehouses were once thriving economic centers; now they are almost completely abandoned except for the presence of a number of street gangs who use the empty buildings as their bases of operations. It is thought that some of the anarchs from Chicago also have a meeting place in the Wasteland. It is difficult to know for sure what lies in the Wasteland, since not even the police dare enter it anymore.

- **Dockyards:** Ocean vessels can reach Gary via the St. Lawrence Seaway. Almost all of the ship cargo bound to and from Chicago is unloaded in Gary. The docks are almost the only source of employment in Gary in these hard times. However, they are not even located in Gary, but are found in the Chicago suburb of East Chicago, which Modius also claims.

- **Gary Exports Co.:** This company operates a highly successful smuggling venture (mostly drugs and guns) which will transport vampires on the side. Passengers are placed in a specially-built container, and then loaded on board a freighter. Customs inspectors are bribed not to look in the container and the vampires get off in another country at night — all without ever seeing the light of day.

- **The Auction:** Each Saturday night, a ghoul named Williams holds an auction in an abandoned church — human beings are the commodities for sale. It is a slave auction, of a sort not seen for over 100 years. Men, woman and even children are sold. Most often they are street people rounded up by William's men, but sometimes they are kidnapped from their homes. All of them are tranquilized so as to make less trouble. Many Kindred from Chicago come to the auction to acquire vessels which suit their peculiar tastes more easily.

Williams seeks both money and blood from the vampires, for he wishes to preserve his ghoulish powers. However he will not drink more than twice from any vampire, out of fear that he will become Blood Bound once again. It is said that he destroyed the vampire who first gave him blood. Whatever the truth, almost all fear him.

This is one of the more disgusting and demented aspects of the Gary Chronicle, and hopefully the characters will take it upon themselves to end it. If the characters use the auction to procure meals, they need to make Conscience rolls (difficulty 10!) to avoid losing Humanity.

Characters

With only a few exceptions, the players may choose nearly any sort of characters. Tell the players before they create their characters that they need to make their characters fit the “Lords of the City” concept. They should feel responsible for Gary, and strive to keep it free of the Chicago Kindred. This desire can grow, but the seed should be present from the very start.

There are only seven other vampires in Gary. They include Modius, the prince; Allicia, his progeny; Michael, who lives in a graveyard; Juggler, the anarchist of Gary; Evelyn, his child; Lucian, the elder who controls the docks; and Danov, who is a simple wanderer.

The general idea in this fairly simple chronicle is to set things up with the characters, and then to let them pursue and create their own goals and plots. The best way to do that is to give each character a unique enemy, an antagonist of some sort. In the “Cast Of Characters” section, we have



described a number of potential antagonists, both mortal and Kindred. Pick the appropriate ones for each character and weave them into the chronicle at opportune times. You don't want to be too heavy-handed, though.

Each prelude should be private (though that may cause the players to distrust each other) and should introduce the player to the setting. It will give you a chance to implant some of the crucial elements of the chronicle into the character's persona and the player's mind before the chronicle even begins. Because the chronicle is complicated and intrigue-filled, it is almost essential that the players be primed to participate in the great "Chicago Game."

All the sires of the characters are from Chicago. Lodin has forbidden the creation of neonates for the last 18 years, so the characters' sires went to Gary to Embrace those whom they chose (for one reason or another). They have gone against the wishes of their prince, but their crimes are difficult to punish.

Near the end of the prelude, bring the players together and let them get to know each other before the chronicle actually begins. Each character will know one or two others; in this way a network will be formed.

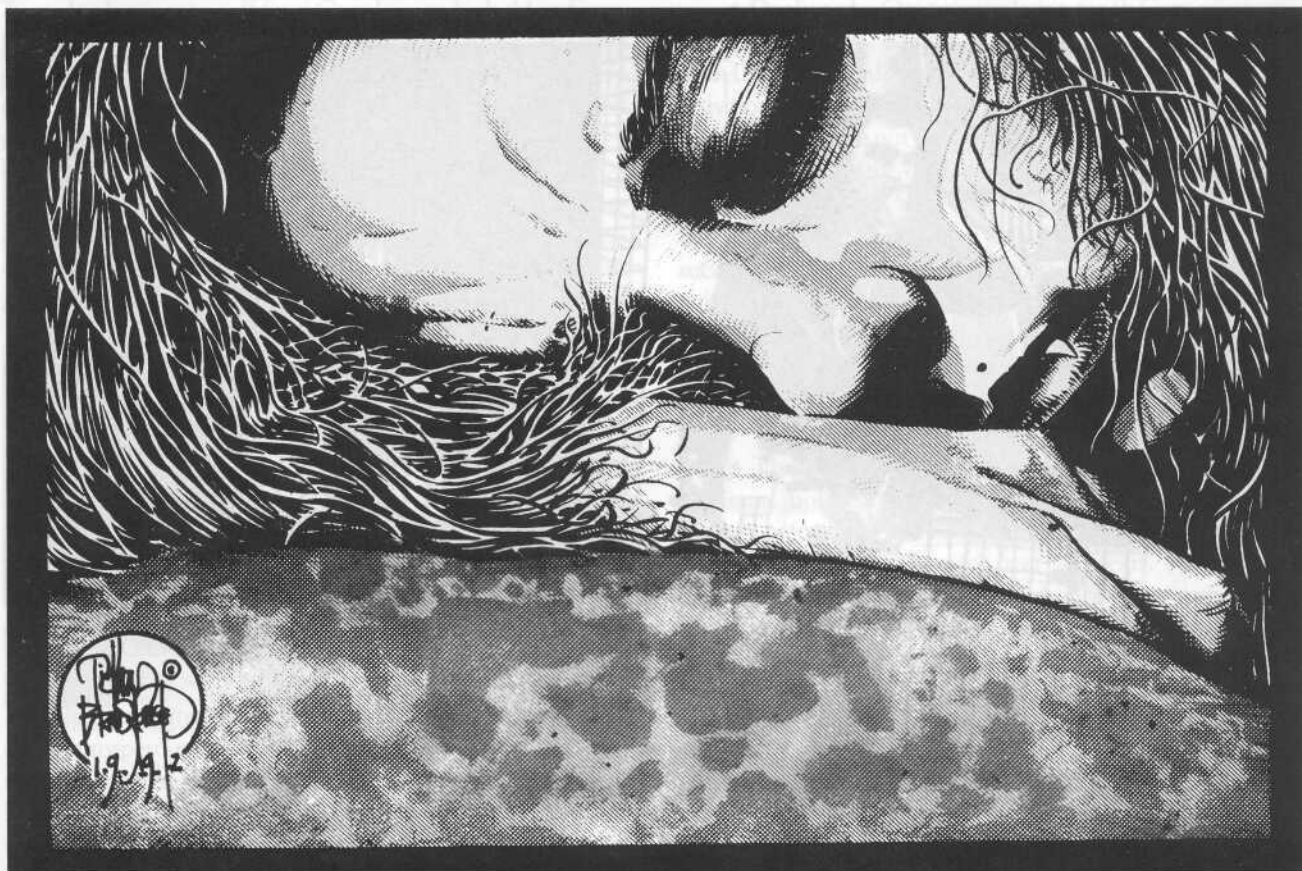
The characters will have likely lived in Gary for only a short time, though some of them certainly could have lived here for up to 10 or 15 years. However, for this concept to

work best, direct the prelude so that most of the characters are unfamiliar with the other undead inhabitants of the city. It shouldn't be too hard to do, for most Kindred live out their unives in near-solitude.

Character Contacts

Below are listed five different contacts you can give your players during the prelude. They make it easier for the characters to become a part of the chronicle. It may be difficult to weave these situations into the prelude, but they are well worth the effort. These connections are described in terms of the type of contact each will be, and you should judge each character carefully when you decide what connection to use.

- **Romance** — After the character first comes to Gary, he may realize that he is being watched. Do not present it in such a way that the character will be frightened or paranoid, but make it seem beautiful, gentle and romantic. It is Alicia who is watching him, though at first the character will not know her name; he will only see a beautiful woman wearing yellow lace. If approached, she will always flee, using her Obfuscate to good purpose. She will never speak with the character. Eventually, Alicia will reveal herself fully to the character — using some dramatic means to do so, perhaps by



simply waiting for him in his haven late one night as he returns. She still will not speak, but will make it obvious that she wishes to share blood.

- **Charity** — The character meets Michael, perhaps by noticing a strange lurching figure with a pale aura wandering about the city. At first he will be very frightened if the character presents herself to him. He may even try to feed from her, if he doesn't realize she is Kindred. Once his fright is over, he will make a very interesting friend. Michael's loyalty knows no limits — once he has given his love and trust, it can never be broken. However, there is one complication. The witch-hunter, Sullivan Dane, has been watching Michael for some time, and may begin to follow the character as well after seeing her with Michael. Sullivan plans to uncover all of the undead of Gary and Chicago (he does not realize how many there are) before he hunts them down. Once he is led to Modius, his hunt will begin and the character may be blamed by Modius.

- **Dangerous Friendship** — The characters meet Evelyn somewhere in the Wasteland. She is wandering about, exulting in her new powers, reveling in her new perceptions and desires. She is the child of Juggler, but will not admit such at first. It is presumed that she and the characters will become friends, but remember Evelyn has a death wish and will lead the characters into much danger. Through Evelyn, the characters will eventually meet her brother, Gregory, a detective in the Chicago police force. She has broken the

Masquerade and told him of her condition. Evelyn doesn't realize the magnitude of what she has done; otherwise she would tell no Kindred about him. Later on, Special Agent Shepard may learn of the characters through his connection with Detective Stephens. These are dangerous contacts to have, for in times of crisis they may well turn against the characters (whom they will use for information). But if a friendship can be struck and trust built, they can come in handy. Of course, if the characters tell them anything, and it is found out, a Blood Hunt will be called against the characters for their violation of the Masquerade.

- **Adopted Son** — When one of the characters is introduced to Modius, really play it out. Make the sire of that character very cruel, but play up Modius' charm and good taste (he's having a good day). The plan is to make Modius and the character good friends. Modius' weaknesses will no doubt eventually be revealed, but they should already be friends by then, so that the player will understand why Modius is so. Modius will adopt the character, treating him as if he were his own child. He will even introduce the character to Allicia, hoping the two will hit it off (they won't and Allicia will hate the character). Eventually, Modius will tell the character about the history of Gary and Chicago, and even reveal his prior defeat. He will tell the character that he is weary with his position, and will even suggest abdicating in favor of the character, if only Gary's independence can somehow be wrested from the evil Lodin.

• **Sinister Secret** — This connection is the most difficult to create, but is likely to be the most interesting. Juggler must be the sire of the character (and thus the character must be a ninth generation Brujah). However, only he and the character know this fact (only the Storyteller and the player). Juggler makes it very clear to the character that, no matter what, the connection must remain secret: “If any should discover that you are mine, you would be destroyed, as would I.” Modius accepts the character as the child of a powerful but mysterious elder from Chicago, and thus treats the character with exaggerated respect (he thinks the character is of an early generation). Juggler has threatened to kill the character if she reveals him as her sire. Though he will aid the character if at all possible, Juggler will not do so if it makes his favoritism apparent.

Antagonists

There are a number of possible enemies for the characters. These antagonists are described at the end of the Cast of Characters. For the most part they are hunters, individuals who track down and slay vampires. However, because this is such an intrigue-filled chronicle, they have developed personalities, so they may not only hunt the characters, but interact with them as well.

Plan

The chronicle should embroil the characters into deeper and deeper conflict with the Chicago vampires. Eventually, the characters should be forced to defend Gary from the Chicago vampires. While they probably have neither a particular love for Modius nor any real desire to keep hold of Gary, they have no other place to run. Ultimately, the characters must decide whether to defend their home or not. The characters and the other vampires of Gary are likely to become allies of convenience. Therefore, the Storyteller must cultivate a dislike for Chicago in the players. The first story will develop this idea (see the story example following).

At first, the conflict will be minor, but gradually it will become more and more brutal. Lodin wants to bring Gary completely under his heel and subjugate its fractious inhabitants once and for all. Turf wars always spill blood among the Kindred, and this one is likely to be especially harsh. If the characters can hang on long enough, a Conclave will be called by a Justicar to resolve the dispute. The results of such a meeting will depend on many different factors, and should not be preordained.

Hopefully, the issues and direction of the chronicle will evolve naturally out of the stories. The stories should have a great deal of focus and direction, but the chronicle should be much more open (in contrast to some of the chronicle concepts listed in Chapter Three, which are often tightly focused).

Motif

The motif is best described by the word “decay.” It is not so much decadence that is the trouble in Gary (that’s a Chicago problem) as raw entropy. The vampires who inhabit Gary are at the end of their rope, and no longer have the drive or desire to change their situation. The setting itself is incredibly deteriorated, polluted, dilapidated and shattered. Nothing in the city is new or in perfect condition. Neither the city nor its inhabitants have money, nor do they have hope.

On the surface, some things may seem to be strong and vital, in sharp contrast to everything else, such as “Bold Prince Modius.” But in the end, underneath the veneer, the characters will uncover the same decay.

This will present a chance to point out the decay of the real world, using Gary as a grim and exaggerated example. The decaying infrastructure, the flight of capital, the corruption of public officials, the drug epidemic, the low quality of education, and the decadence of youth are all themes that can be woven into the chronicle at one time or another. Certainly the basic setting incorporates such concepts; they need only be emphasized through the storytelling.



Cast of Characters

The good die young. That is why immortality is reserved for the greatest of evils.

— Daniel Baldwin

Modius

Clan: Toreador
Nature: Conniver
Demeanor: Cavalier
Generation: Seventh
Embrace: 1806 (born 1765)
Apparent age: early 40s

Description: Modius is of slightly less than average height, but of above-average build. He looks like Albert Einstein, only he wears nicer clothing and has a more stately bearing. The hair is about the same.

Notes: Modius has on many occasions claimed that he uses his name, not as an affectation, but as a sigil for his true power. He claims to have been active in the mystic subculture of Europe following the Renaissance and to have been present during the formation of the Arcanum. The truth of his past is certainly obscured by his beliefs about what he is.

Modius is a study in contrasts, for he is not what he pretends to be. He lusts after power, yet when he gets it, he is terrified that someone will take it away from him. He is the aggressive yet cowardly Prince of Gary, and he would be happier were he not prince. He feigns interest in the arts and indeed has many paintings of value in his mansion, but in fact he has lost his love for such things. Though he does not realize it, Modius is no longer able to appreciate beauty.

Though rumors circulate that he has been or is somehow associated with Clan Tremere, this remains unproved. He keeps two servants at his run-down mansion; both are elderly black men whom he Dominates so ruthlessly and completely that they are no longer capable of independent action.

Modius attempts to control Gary with a strong hand. He has thus far been able to keep the young malcontents from the sporadic bursts of terror and violence that have besieged Chicago. However, he does not really have much power to exert, and is incapable of actually controlling what occurs in his city other than through cajolery and threats. Of the Kindred of Gary, only Juggler has learned that so far.

Roleplaying Tips: Be as gracious, polite and sophisticated as you possibly can, but always add an edge of unspoken insult. Conjure the attitude of a born gentleman — arrogance and all. Let some of your nature show through every once in a while; simply raise your voice and the players will get the message.

VAMPIRE

The Masquerade™

Modius

Attributes		
Physical	Social	Mental
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation/FLATTERY ●●●●●	Intelligence PRACTICAL ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●

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

Advantages		
Disciplines	Backgrounds	Virtues
AUSPICE ●●●●●	STATUS ●●●●●	Conscience ●●●●●
DOMINATE ●●●●●	RESOURCES ●●●●●	Self-Control ●●●●●
OBSCURE ●●●●●	RETAINERS ●●●●●	Courage ●●●●●
PRESENCE ●●●●●	HERD ●●●●●	
THAUMATURGY ●●●●●		

Other Traits		Humanity	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"/>

Combat		Blood Pool	Experience
Weapons	Difficulty	Damage	
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

Alicia

Clan: Toreador
Nature: Martyr
Demeanor: Caregiver
Generation: Eighth
Embrace: 1938
Apparent age: late 20s

Description: Short and of average build, Alicia is a dark-haired beauty of apparently mixed European descent. Her wide, full eyes are a sharp near-emerald green that shines against her pale skin. She has noticeably thin lips, but a wide, easy smile. When angered, however, her face becomes a stone mask of rage. She wears old-fashioned clothing, seemingly more suitable to an older woman, and nearly always wears a lace shawl.

Notes: Other than a few wispy memories of red curtains and a smiling woman, Alicia claims to remember nothing of her life before her Becoming. To her, life began with her Becoming in Gary in the late 1930s, when she was Embraced by Modius. For a time, she survived by attaching herself to rich older gentleman who easily fell to her intriguing ways and beguiling gaze. Her herd was, in fact, the leading industrialists of Gary, who thought of her as their mistress. She would still be with them now, if any were still in Gary.

Alicia does not speak now, and has not spoken for the last 50 years. She can speak, but simply has no desire to do so. If she falls in love with someone, such as a character, she will speak with him, at first with great shyness and difficulty, but after a time with amazement and energy.

She is a familiar figure in the east side of Chicago, and is known for being a rich eccentric who refuses to leave Gary. She leads a simple existence, drawing on funds she acquired before striking out on her own. She maintains connections with one or two of the more notable families in Chicago, but those too will be sliding away as her lack of aging becomes more apparent. Her immortality has become a problem for her as she is beginning to realize that she must break her remaining connections with the mortal world. The chances of discovery have become too great.

Now she spends much of her time at the mansion of Modius, her sire, for whom she retains a strong fondness. He reminds her of the men whom she once loved, and she does not notice the weak man he is today. As she is Blood Bound to him, this is not surprising. Alicia works to make the other Kindred of Gary more loyal to Modius. He encourages her to pursue her attraction to some of the handsome male newcomers to the city, telling her "you must open your heart to them." She does this by sharing blood with them. After three times, they become Bound to her, and through her to Modius, but as she is already Bound to Modius, she cannot be Bound to them. She knows little of vampire lore, and does not realize what she is actually being used for. She shares blood because she is desperate for love of any sort, and even



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Alicia

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

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

Advantages		
Disciplines	Backgrounds	Virtues
AUSTEX ●●●●●	HERD ●●●●●	Conscience ●●●●●
CELEBRITY ●●●●●	RESOURCES ●●●●●	Self-Control ●●●●●
DEMIURGE ●●●●●	MENTOR ●●●●●	Courage ●●●●●
OBSCURE ●●●●●		
PRESENCE ●●●●●		

Other Traits	Humanity	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"/>

Combat	Willpower	Blood Pool	Experience
Weapons: Difficulty: Damage:	●●●●●●●●●●	□□□□□□□□	□□□□□□□□

Attributes: 75/3 Abilities: 13/95 Disciplines: 3 Backgrounds: 3 Virtues: 7 Freebie Points: 15 (75/2/1)



more importantly, for the beauty which has fled her life. Alicia is indeed an innocent, though the characters may well believe otherwise after a time.

Roleplaying Tips: Be demure and seductive, but proper at the same time. Imagine your grandmother when she was a young woman. Evoke the sadness in Alicia with shy eyes and wistful looks. She will never look directly into someone's eyes unless she is about to share blood. Since she does not speak, you have to portray her frail beauty through your acting.

Juggler

Clan: Brujah
Nature: Jester
Demeanor: Conniver
Embrace: Unknown
Apparent age: early 30s
Generation: Eighth

Description: Juggler is of slightly below average height and lightly built. He has shoulder-length dark blond hair and dark gray eyes with green-flecked irises. He has average, undistinguished features. Those who remain around him for a time may be unnerved by the fact that he never blinks.

Notes: Juggler has few friends in Gary, but is tolerated because of his strange relationship with Modius. It is suspected that Modius, though obviously not his sire, owes Juggler some debt that has yet to be repaid (and Juggler may in fact be deliberately holding off payment of that debt). Neither discuss the subject.

Juggler can most often be found haunting the streets of the Lincoln Park area (inside Chicago proper — a risky practice) often attaching himself to late-night revelers, mystifying them with his presence, and then clouding their memories of him as sunrise approaches. Nonetheless, there are stories among certain circles in the area of "The Party Man" who appears suddenly, bedazzles the revelers, and then fades back into the night. He has no respect for mortals and places little value in their lives. He has been known to maim with barely any provocation when a mortal is involved. Juggler has little patience with those who hinder him.

Like many other Kindred, he speaks little of his history. His English/American dialect is nearly perfect, but in moments of rage, he is known to lapse into bursts of raw, Neapolitan Italian.

Juggler has a secret identity. He visits Chicago very often and is the leader of the anarchs there. Because he himself is from Gary, he has much more leeway than the other anarchs, who are all from Chicago. The primary base of this group is, in fact, in Gary, in an abandoned steel mill located in the Wasteland. Juggler has contacts with a number of gangs in the Wasteland and is in the process of subjugating their leaders.

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Juggler

Attributes

Physical	Social	Mental
Strength 00000	Charisma 00000	Perception POKING 00000
Dexterity GRACEFUL 00000	Manipulation SWING 00000	Intelligence 00000
Stamina 00000	Appearance 00000	Wit 00000

Abilities

Talents	Skills	Knowledge
Acting 00000	Animal Ken 00000	Bureaucracy 00000
Alertness BOULE-CRASH 00000	Drive 00000	Computer 00000
Athletics 00000	Etiquette GANGS 00000	Finance 00000
Brawl GRAPPLING 00000	Firearms 00000	Investigation 00000
Dodge 00000	Melee 00000	Law 00000
Empathy 00000	Music 00000	Linguistics 00000
Intimidation 00000	Repair 00000	Medicine 00000
Leadership FIERCE 00000	Security 00000	Occult 00000
Streetwise AWARE 00000	Stealth 00000	Politics 00000
Subterfuge 00000	Survival 00000	Science 00000

Advantages

Disciplines	Backgrounds	Virtues
CCELERITY 00000	CONTACTS 00000	Conscience 00000
DOMINATE 00000	HEED 00000	Self-Control 00000
FOOTFOLD 00000	ALLIES 00000	Courage 00000
DEUSDATE 00000		
POTENCE 00000		

Other Traits

<p>000000</p> <p>000000</p> <p>000000</p> <p>000000</p>	<p>Humidity</p> <p>●●●●●●●●○○</p>	<p>Health</p> <p>Bruised <input type="checkbox"/></p> <p>Flur <input type="checkbox"/> -1</p> <p>Injured <input type="checkbox"/> -1</p> <p>Wounded <input type="checkbox"/> -2</p> <p>Maimed <input type="checkbox"/> -2</p> <p>Crippled <input type="checkbox"/> -5</p> <p>Incapacitated <input type="checkbox"/></p>									
<p>Combat</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Weapon</th> <th>Difficulty</th> <th>Damage</th> </tr> <tr> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> </tr> </table>	Weapon	Difficulty	Damage							<p>Willpower</p> <p>●●●●●●●●○○</p> <p>□□□□□□□□</p>	<p>Experience</p> <p>□□□□□□□□</p>
Weapon	Difficulty	Damage									

Attributes: 75/0 Abilities: 11/95 Disciplines: Backgrounds: 5 Virtues: 7 Focus: Power: 15 (7/5/1)



Evelyn Stephens

Clan: Brujah
 Nature: Bon Vivant
 Demeanor: Survivor
 Embrace: A few months ago
 Apparent age: early 20s
 Generation: Ninth

Description: Evelyn Stephens is of average height and light build. She is almond-skinned and wears her dark hair at shoulder length. Her eyes are a unique gray-green.

Notes: Evelyn Stephens met Juggler four months ago in Chicago. Somehow, she instinctively knew there was more to this man than his outward appearance and manner implied. She pressed him, cajoled him and eventually enticed him into revealing his secrets to her. The truth unveiled, there was nothing that could stop Evelyn Stephens from becoming a vampire.

The transformation, however, was more traumatic for her than Juggler had anticipated. He was careless for a moment, and she fled in fear straight to her brother William. Juggler retrieved her, but not before her brother learned the truth.

Evelyn is heady with her power. She rarely thinks her actions through, and is unconvinced that caution is the best possible course for one of the Kindred. Juggler, as her sire, is still responsible for her; he is often amused by her actions, but his patience is beginning to wear thin.

Modius does not yet know about Evelyn, but when he learns that a childe has been created without his permission, his rage will have no bounds. Make sure the characters are present when he finds out — it will be most interesting.

Roleplaying Tips: Be extravagant and bold with your hand and body gestures. Don't let men intimidate you — manipulate them back. Assume that you will get your way, and then make sure that you do.

Alexander Danov

Clan: Nosferatu
 Nature: Judge
 Demeanor: Architect
 Embrace: before 1400(?)
 Apparent age: early 30s
 Generation: Seventh

Description: Tall, with an average build for his height, he has a wide face with deep-set gray eyes. They are the only part of him that is attractive; otherwise he is a hideous creature, with coarse, crinkled skin, a twisted, contoured face and only a few tufts of hair remaining. He is an exquisite example of a Nosferatu.

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Evelyn

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

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

Advantages		
Disciplines	Backgrounds	Virtues
CELEBRITY ●●●●●	ALLIES ●●●●●	Conscience ●●●●●
PIETACE ●●●●●	CONTACTS ●●●●●	Self-Control ●●●●●
PRESENCE ●●●●●	EMPRESSES ●●●●●	Courage ●●●●●
●●●●●	HEED ●●●●●	
●●●●●	●●●●●	

Other Traits		Humanity	Health
●●●●●	●●●●●	●●●●●●●●●●	Bruised <input type="checkbox"/>
●●●●●	●●●●●	●●●●●●●●●●	Hurt -1 <input type="checkbox"/>
●●●●●	●●●●●	●●●●●●●●●●	Injured -1 <input type="checkbox"/>
●●●●●	●●●●●	●●●●●●●●●●	Wounded -2 <input type="checkbox"/>
●●●●●	●●●●●	●●●●●●●●●●	Mangled -2 <input type="checkbox"/>
●●●●●	●●●●●	●●●●●●●●●●	Crippled -5 <input type="checkbox"/>
●●●●●	●●●●●	●●●●●●●●●●	Incapacitated <input type="checkbox"/>

Combat		Willpower	Blood Pool	Experience
Weapon	Difficulty	Damage	●●●●●●●●●●	
			●●●●●●●●●●	
			●●●●●●●●●●	
			●●●●●●●●●●	

Attributes: 75/3 Abilities: 11/9/5 Disciplines: 5 Backgrounds: 5 Virtues: 7 Freebie Points: 5 (7/5/2/1)

Notes: Danov does not speak much of his history, but his recollections of his conversation with Lucian before the Battle of Tannenburg in 1410 and his references to his 'youth' at the time point to his Becoming being not long before that. He claims not to know his sire, but surmises him to have been but an ancilla, and places himself in the seventh generation. Nothing has been witnessed to dispute this.

The name he uses is not his birth name, but one he picked up in Russia during the mid-to-late 19th Century.

Though not formally an elder himself, Danov is well-known among the Kindred of North America. During the last half-century, he has been moving slowly from city to city on what he calls a "simple search for existence."

Danov is searching for Golconda, and has come a long way. Though he does not proselytize, he will speak about it if asked. He will guide those whom he considers to have the maturity to reach Golconda, and may eventually give them directions on how to reach one of the Inconnu who can take them through the Suspire ritual.

Roleplaying Tips: You are very quiet, but extremely watchful. You react to things that happen around you, but in a very understated way — just the smallest smile, or quietest chuckle. Unless the players are watching you closely, they will not see your reaction. At first, they should not realize that you are anything but straight-faced.



Lucian

Clan: Gangrel

Nature: Traditionalist

Demeanor: Director

Embrace: before 1 A.D.

Apparent age: late 40s

Generation: Eighth

Description: Lucian is a tall, powerfully built man. He is broad-shouldered, with square, rugged features. His hair is black, speckled with gray, and worn short. He has rich, dark brown eyes and a deep, commanding voice. He takes great pains to conceal his short tail, furry feet and overly hairy chest (results of frenzies through the ages).

Notes: Lucian is a gruff and sometimes arrogant vampire who possesses more than his share of charm. He does not speak of his past, except for the fact that he served under the Julius Caesar, and that he slew his own sire, whom he describes as a "vile creature," sometime around 1100. Though he commands respect, many deride him for his self-admitted Kindred-slaying. He has made many enemies in Chicago, and has great antipathy for the prince of that city—Lodin.

Lucian has never accepted the Kindred as a group, and strongly objects to clan ties as well as to sects like the Camarilla. He deliberately sets himself apart from other vampires. He was Embraced in an age when there were few

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Danov

Attributes								
Physical	Social	Mental						
Strength ●●●●●	Charisma ●●●●●	Perception <i>ATTEMPT</i> ●●●●●						
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence <i>ADVICE</i> ●●●●●						
Stamina ●●●●●	Appearance <i>STRATEGY</i> ●●●●●	Wis. <i>SHIELD</i> ●●●●●						
Abilities								
Talents	Skills	Knowledge						
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●						
Alertness <i>ADVICE</i> ●●●●●	Drive ●●●●●	Computer <i>PROFANE</i> ●●●●●						
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●						
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●						
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●						
Empathy ●●●●●	Music ●●●●●	Linguistics ●●●●●						
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●						
Leadership ●●●●●	Security ●●●●●	Occult <i>GOLCONDA</i> ●●●●●						
Streetwise ●●●●●	Stealth <i>POSSIBLE</i> ●●●●●	Politics ●●●●●						
Subterfuge ●●●●●	Survival <i>ADAPTATION</i> ●●●●●	Science ●●●●●						
Advantages								
Disciplines	Backgrounds	Virtues						
<i>ANIMALISM</i> ●●●●●	<i>RESOURCES</i> ●●●●●	Conscience ●●●●●						
<i>AUSPICE</i> ●●●●●	<i>REPUTATION</i> ●●●●●	Self-Control ●●●●●						
<i>OBSCURE</i> ●●●●●	<i>STATUS</i> ●●●●●	Courage ●●●●●						
<i>POTENCE</i> ●●●●●								
Other Traits								
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Weapon</td> <td>Difficulty</td> <td>Damage</td> </tr> <tr> <td> </td> <td> </td> <td> </td> </tr> </table>	Weapon	Difficulty	Damage				Humanity ●●●●●●●●●●	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"/>
Weapon	Difficulty	Damage						
Combat <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td> </td> <td> </td> <td> </td> </tr> </table>				Willpower ●●●●●●●●●●	Experience <input style="width: 100%; height: 20px;" type="text"/>			
	Blood Pool □□□□□□□□□□							

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



Kindred, and those that existed rarely associated with each other. His hatred of other elders is perhaps due to his own rather advanced age. Though he is old, his blood is as diluted as any recently made vampire

All in all, Lucian is a fairly decent individual. He seems to value compassion and mercy above all other concerns. He has involved himself with Kindred affairs to oppose excessive cruelty and inhumanity. On those occasions, he has displayed the ability to completely wipe the mind of a person, leaving him a gibbering husk with the mind of child.

He is trusted by Modius, but they are not friends. Lucian still controls the shipyards and the docks, where the international freight ships load and unload materials. Not only is the stevedores' union under his control, but the management of the entire operation is under his sway. He owns the Gary Export Company, which serves as the primary conveyance for vampires traveling to and from Chicago across the Atlantic. He knows much of the comings and goings of many of the elders, though it must be mentioned that such travel is very rare.

Roleplaying Tips: Ignore others as much as possible; they bore you. When you do deign to acknowledge them, use your eyes with great effect, staring coldly at those who say foolish things. If the players do not react appropriately to this, tell them his Presence is strong, and they must spend a Willpower point if they do not want to turn away.

The Hunters

Here are three different hunter characters for you to weave into your chronicle. They will act when the characters misstep, so they provide an excellent means to maintain ongoing tension and suspense. They certainly encourage the players to be exceedingly careful. If they are killed, it will only attract attention to the city, bringing even more hunters. However, an "accident" would not be so obvious.

Sullivan Dane

Born: 1957, Mapperly, Great Britain

Occupation: Former Jesuit brother; witch-hunter

Nature: Loner

Demeanor: Survivor

Faith: 8

Description: Dane is of above-average height and build, with lean, sharp features. His dark hair is usually worn short in a very utilitarian cut. His eyes are thin and dark green. He bears the scars of severe burns across both of his hands and forearms; thus, he usually wears gloves.

Notes: From an early childhood, Dane believed in his calling from God. He saw evil as a tangible force in the world, one which had to be confronted if it was to be defeated. He

VAMPIRE The Masquerade™			
Lucian			
Attributes			
Physical		Social	
Strength PHYSICAL ●●●●●	Charisma CHARMING ●●●●●	Perception PATIENT ●●●●●	
Dexterity ●●●●●	Manipulation SEXY ●●●●●	Intelligence KNOWLEDGE ●●●●●	
Stamina TIRELESS ●●●●●	Appearance REGAL ●●●●●	Wisdom ●●●●●	
Abilities			
Talents		Skills	
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●	Knowledge
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●	Law ANCIENT ●●●●●
Athletics ●●●●●	Etiquette SMALL GROUPS ●●●●●	Finance ●●●●●	Medicine ●●●●●
Brawl KUNG FU ●●●●●	Firearms RIFLES ●●●●●	Investigation ●●●●●	Occult VAMPIRES ●●●●●
Dodge ●●●●●	Melee SWORD ●●●●●	Law ANCIENT ●●●●●	Politics ●●●●●
Empathy ●●●●●	Music ●●●●●	Linguistics MILITARY ●●●●●	Science RELATIVITY ●●●●●
Intimidation THREATEN ●●●●●	Repair ●●●●●	Medicine ●●●●●	
Leadership ●●●●●	Security ●●●●●	Occult VAMPIRES ●●●●●	
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●	
Subterfuge ●●●●●	Survival ●●●●●	Science RELATIVITY ●●●●●	
Advantages			
Disciplines		Backgrounds	
Animalism ●●●●●	STATUS ●●●●●	Virtues	
DOMINATE ●●●●●	CONTACTS ●●●●●	Conscience ●●●●●	
FORTITUDE ●●●●●	RESOURCES ●●●●●	Self-Control ●●●●●	
PRESENCE ●●●●●	●●●●●	Courage ●●●●●	
PROTEAN ●●●●●	●●●●●		
Other Traits			
Humanity		Health	
POTENCE ●●●●●	●●●●●●●●●●	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"/>
Combat			
Weapons	Difficulty	Damage	
Blood Pool			
●●●●●●●●●●			
Experience			
●●●●●●●●●●			
Attributes: 7/9/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 3 Virtues: 7 Freebie Points: 15 (7/5/2/1)			

traveled abroad for a few years upon reaching maturity before becoming an applicant to the Jesuit order in 1980. However, he never completed his studies.

It is believed that during the winter of 1982, he encountered a rogue Caitiff on the streets of Georgetown, in Washington D.C. It is more than likely that Dane interrupted the hunting of a vampire who, on the edge of her sanity, decided to play with the young novice before consuming him. Dane proved smarter than she expected. He escaped her, hunted her for the following weeks, and finally caught her. He learned of her fear of fire and used it against her. She was destroyed utterly and he was scarred by the flames himself. However, now Dane has no fear of flames.

He left the order less than a year later, unable to convince them of his experience. Clearly, if there was one such servant of evil as he had met and destroyed, there were others. Saddened, but not angered by the Church's unwillingness to believe him, he set out to perform the Lord's will himself. However, members of the Inquisition heard of his experience and have made him one of them. They have been able to give him some support, and have provided him with information as well as a number of contacts in different cities.

Dane is driven, but strongly in control of his faculties. He has learned much of the Kindred and their ways, and since that fateful encounter has been responsible for the deaths of at least six other Kindred. He has sought to prove the existence of vampires to the Church, but has been careful about concealing their existence from the general public. He appreciates full well the chaos that might reign were the world to learn of them.

He is a quiet, careful hunter. Those he stalks are barely aware of him at the periphery of their consciousness before he strikes. About five years ago he destroyed a pair of Kindred in Algeria after a long hunt. It is believed that at the time he had with him at least one active member of the Jesuit order who witnessed the pair's activity and ultimate destruction. There have been strong rumors of physical evidence: remains, photographs, possibly even videotapes. Since that incident, there have been an increasing number of rumors that the Holy Office in Rome is embroiled in an internal controversy over the incident and the existence of Kindred.

Dane understands the Kindred and their folklore, but he is a man of the 20th century. His monetary resources are usually poor, unless he is able to find some benefactor, but whenever he can, he uses the weapons and technology of the modern world in his hunt.

He has set up a base in Gary. He will likely begin following the characters, shadowing their every move and gradually learning more and more about them. The characters should have opportunities to learn they are being followed, but Dane is very careful, so it will be difficult. Dane may have gotten in contact with the Inquisition since he has reached Chicago, and thus may have significant resources backing



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Sullivan Dane

Attributes		
Physical	Social	Mental
Strength ●●●●	Charisma ●●●●	Perception <i>CURIOUS</i> ●●●●
Dexterity <i>GAT-LIKE</i> ●●●●	Manipulation ●●●●	Intelligence <i>DISCERNING</i> ●●●●
Stamina <i>DETERMINED</i> ●●●●	Appearance ●●●●	Wisdom <i>PROFOUNDLY CLEAR</i> ●●●●
Abilities		
Talents	Skills	Knowledge
Acting ●●●●	Animal Ken ●●●●	Bureaucracy ●●●●
Alertness <i>SUPERNATURAL</i> ●●●●	Drive ●●●●	Computer ●●●●
Athletics <i>SOBRIQUETIES</i> ●●●●	Etiquette ●●●●	Finance ●●●●
Beast <i>BOXING</i> ●●●●	Firearms <i>ASSAULT</i> ●●●●	Investigation <i>DETECTIVE</i> ●●●●
Dodge <i>SLIPPERY</i> ●●●●	Melee <i>TRAINING</i> ●●●●	Law ●●●●
Empathy ●●●●	Music <i>VIOLEN</i> ●●●●	Linguistics ●●●●
Intimidation ●●●●	Repair ●●●●	Medicine ●●●●
Leadership ●●●●	Security ●●●●	Occult <i>UNAPPLIED</i> ●●●●
Streetwise <i>STRAY CANINE</i> ●●●●	Stealth <i>DARKNESS</i> ●●●●	Politics ●●●●
Subterfuge ●●●●	Survival ●●●●	Science ●●●●
Advantages		
Disciplines	Backgrounds	Virtues
<i>ASPECT</i> ●●●●	CONTACTS ●●●●	Conscience ●●●●
●●●●	RESOURCES ●●●●	Self-Control ●●●●
●●●●	STATUS ●●●●	Courage ●●●●
●●●●	●●●●	
Other Traits		
Faith (2)	Humanity	Health
●●●●	●●●●●●●●●●	Bruised <input type="checkbox"/>
●●●●		Hurt -1 <input type="checkbox"/>
●●●●	Willpower	Injured -1 <input type="checkbox"/>
●●●●	●●●●●●●●●●	Wounded -2 <input type="checkbox"/>
●●●●	□□□□□□□□	Mauled -2 <input type="checkbox"/>
		Crippled -5 <input type="checkbox"/>
		Incapacitated <input type="checkbox"/>
Combat		
Weapon	Difficulty	Damage
Blood Pool		
□□□□□□□□		
Experience		

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



him up. Alternately, the plot of a story could be woven around preventing Dane from getting in contact with the Inquisition.

Roleplaying Tips: Dane is too cautious to ever speak to the characters directly, though he may speak to them by telephone in order to receive more information.

Special Agent William Shepard

Born: 1958, Detroit

Occupation: FBI agent

Nature: Director

Demeanor: Fanatic

Description: Of slightly above-average height and average build, Shepard wears his midnight-black hair short in a trim, nearly military cut. His eyes are deep blue and almost unnaturally intense. He has a small scar just below his left ear.

Notes: Shepard knows. How he knows is unclear, but he knows. He knows that vampires really exist. He knows they are everywhere, especially in Chicago. He knows they are evil and must be destroyed. What he doesn't know is how to convince others of this truth.

As a member of the FBI based out of Chicago, he is restricted by the Bureau's jurisdictional limitations. Officially, the Bureau can only become involved in a crime if it falls within its jurisdiction: kidnapping, bank robbery, offenses involving federal property or employees, interstate crime, and other related areas. Shepard is eagerly awaiting the day when one of the Kindred steps over that line. Shepard will often attempt to involve himself in matters of local jurisdiction and continue to hover nearby until warned off.

Ironically, Shepard is not a member of Special Affairs, nor is he even aware of its existence.

You will want to make Shepard the nemesis of the characters, preferably after they have made a major mistake and have in some way exposed themselves. It is best if you do not work him into the chronicle right away, but do so later.

If Shepard ever manages to get in touch with Detective Stephens, sparks will fly. He will have a knowledgeable ally in the local forces who will have the power to call him in.

Roleplaying Tips: Shepard will speak to the characters, but only if he himself is being watched by others. He is very professional in bearing, and will not reveal what he is thinking to those he interviews.

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Shepard

Attributes								
Physical	Social	Mental						
Strength ●●●●●	Charisma ●●●●●	Perception <i>WARY</i> ●●●●●						
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●						
Stamina ●●●●●	Appearance ●●●●●	Wis ●●●●●						
Abilities								
Talents	Skills	Knowledge						
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●						
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●						
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●						
Brawl ●●●●●	Firearms ●●●●●	Investigation <i>KINDRED</i> ●●●●●						
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●						
Empathy ●●●●●	Music ●●●●●	Linguistics ●●●●●						
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●						
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●						
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●						
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●						
Advantages								
Disciplines	Backgrounds	Virtues						
●●●●●	<i>ALLIES</i> ●●●●●	Conscience ●●●●●						
●●●●●	<i>CONTACTS</i> ●●●●●	Self-Control ●●●●●						
●●●●●	<i>RESOURCES</i> ●●●●●	Courage ●●●●●						
●●●●●	●●●●●							
●●●●●	●●●●●							
Other Traits								
Combat	Humanity	Health						
Weapon: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td> </td><td> </td></tr></table> Difficulty: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td> </td><td> </td></tr></table> Damage: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td> </td><td> </td></tr></table>							●●●●●●●●●●	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"/>
	Willpower ●●●●●	Experience <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td> </td><td> </td></tr></table>						
	Blood Pool ●●●●●●●●●●							

Attributes: 7/50 Abilities: 1/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 13 (7/5/2/1)

Detective Gregory Stephens

Born: 1960, Chicago
Occupation: Police detective
Nature: Cavalier
Demeanor: Caregiver

Description: Stephens is taller than the average man and has a slightly larger than average build. He is dark-skinned, with a square and craggy face, and has close-cut, salt-and-pepper hair. His eyes are gray, though the right is slightly darker than the left.

Notes: Stephens is a detective with the Chicago Police Department, Homicide Division. He is a careful, cautious man who is knowledgeable in the ways of the police and Chicago politics. He joined the force in 1980, but he was after a job and held no special desire to uphold law and order. His time on the force has matured him into the hard-working, compassionate detective that he is.

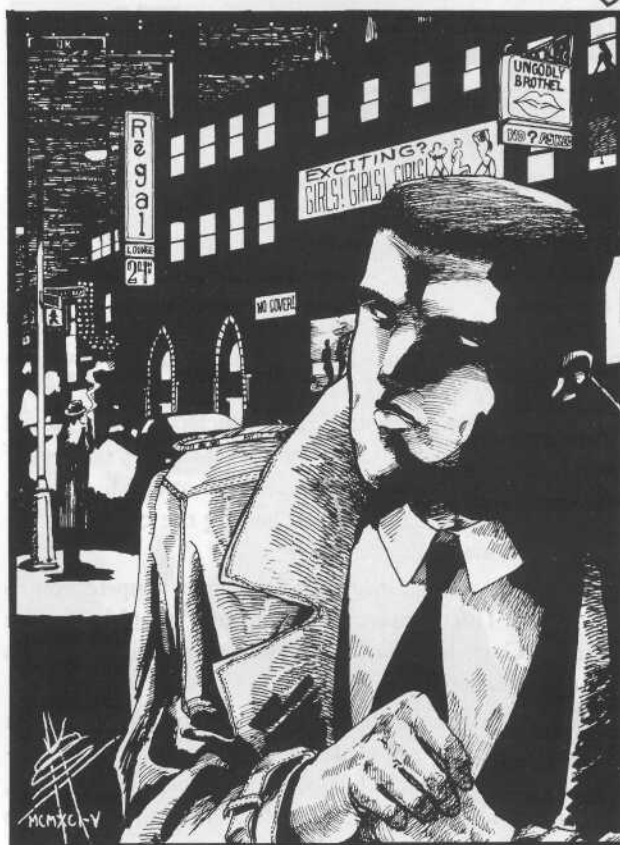
He is intimately aware of the Kindred. Recently, Juggler sired Stephens' sister Evelyn, at her request. During the first few days of her transformation, Juggler was careless and she fled to her brother in fear. He has known of her condition since then, and is torn tremendously by it. In many ways he fears her, and those in the city like her. He loves her dearly, and pities her for the horror that she has become. At the same time, there is something disquietingly attractive about her condition.

For the last few months, he has been doing everything in his power to find a way to "cure" his sister. He has contacted all sorts of fanatical organizations, and has even followed his sister on occasion to find out more about the other vampires. He knows more than any other mortal in the Chicago area about the undead. If need be, he will kill to protect his sister, or to rescue her from her fate.

Out of concern for his sister, Stephens has occasionally helped various Kindred within the city. He has also been known to work against them when his conscience demands it. He hates Juggler and has even argued with him on occasion. The only thing that has stayed the vampire's hand is an edict by Lodin protecting all members of Chicago's law enforcement community. That has not stopped Juggler from severely injuring him on one occasion.

If he is ever killed in the line of duty, his will stipulates that a letter in a safety deposit box be delivered to one of the police commissioners, one of Stephens' classmates from the Police Academy. The letter reveals everything that he has learned in the past few years.

Roleplaying Tips: Play the hard-boiled detective to the hilt, but don't bother to make him emotionless — Greg involves himself emotionally in everything he does, he just doesn't always show it.



VAMPIRE

The Masquerade™

Stephens

Attributes		
Physical	Social	Mental
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wit ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting 00000	Animal Ken 00000	Bureaucracy 00000
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●
Athletics 00000	Etiquette 00000	Finance 00000
Brawl ●●●●●	Firearms ●●●●●	Investigation DETECTIVE ●●●●●
Dodge ●●●●●	Meloe 00000	Law ●●●●●
Empathy 00000	Music 00000	Linguistics 00000
Intimidation ●●●●●	Repair ●●●●●	Medicine 00000
Leadership 00000	Security ●●●●●	Occult ●●●●●
Streetwise SUMMERS ●●●●●	Stealth ●●●●●	Politics 00000
Subterfuge ●●●●●	Survival 00000	Science 00000

Advantages		
Disciplines	Backgrounds	Virtues
00000	RESOURCES ●●●●●	Conscience ●●●●●
00000	00000	Self-Control ●●●●●
00000	00000	Courage ●●●●●
00000	00000	

Other Traits	Humanity	Health
POLICE PROCEDURES ●●●●●	●●●●●●●●●●	Bruised <input type="checkbox"/>
00000		Hurt -1 <input type="checkbox"/>
00000		Injured -1 <input type="checkbox"/>
00000		Wounded -2 <input type="checkbox"/>
00000		Mauled -2 <input type="checkbox"/>
		Crippled -5 <input type="checkbox"/>
		Incapacitated <input type="checkbox"/>

Combat	Willpower	Blood Pool	Experience						
Weapon: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>Difficulty</td><td>Damage</td></tr><tr><td> </td><td> </td></tr><tr><td> </td><td> </td></tr></table>	Difficulty	Damage					●●●●●●●●●●	□□□□□□□□	
Difficulty	Damage								

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

Baptism by Fire

Through these fields of destruction

Baptisms of fire

I've watched all your suffering

As the battles raged higher

— Dire Straits, “Brothers in Arms”

“Baptism by Fire” is intended to be the first story you tell in **Vampire**. It is intended to be both an example of what a **Vampire** story can be like and a good introduction to the Gothic-Punk world for your players. Much of it can be played as Live-Action, though this is not necessary. A number of different issues and conflicts are raised at Modius’ party, jump-starting the chronicle and getting the characters involved right away.

We only provide the first chapter; it is up to you to conclude it. This chapter concerns a “party” that Modius, the Prince of Gary, Indiana, is hosting, and the bizarre events that occur therein.

There are any number of different paths the players can choose: anything from chasing Sullivan Dane, a witch-hunter, to traveling to Chicago to deliver a letter to Lodin, its prince. The players choose what subplot they want to pursue; we leave you to weave a story from their actions.

In order to best tell this story, you should integrate it closely with the **Forged in Steel** chronicle described above. All of the characters involved in this story are described in that section, as are many of its central issues. Read it carefully. How this story concludes will be affected by what you have planned for the chronicle to become.

The Party

The characters attend a party hosted by Modius, the Prince of Gary. All of the vampires of Gary are there, so the characters have a chance to meet the major luminaries of the city and become involved in some of its intrigues. Depending on how you decide to conclude the story, they may pursue a number of different subplots.

It is important to let the players choose the course of action they will take. Let them follow whatever subplot they happen to fall into, charting the course of the chronicle on their own. Though the Gary vs. Chicago conflict is presented as all-encompassing, you can downplay it, leaving the characters with more room to make decisions.

It is recommended that this scene be played using Live-Action if at all possible. This is best done by setting up a party in your own house, complete with dim lights, music, and refreshments (but don’t let the players eat anything — at least not until the scene is over). You may even have the players wait outside the house on the porch, and come in one

at a time. Try to get a few people to be First Mates. One or two will be enough, but if you can get five or six, so much the better.

Plot

Years ago, on every New Year’s Eve, Modius would host a gathering of all the Kindred of Gary. Immediately following sunset, all the Kindred of the city were expected to show up at his home and enjoy his hospitality and conversation. He has not held this party for some time, but has decided to do so again this year and word has spread among the vampires of Gary. In one way or another, all the characters know about it and understand that they are expected to attend. Allicia, Michael, Lucian, Danov, and Juggler (who arrives late with Evelyn) will all be present. The characters round out the guests.

This bash is an excellent opportunity for players to “get into character” and become intimately familiar with the politics of the lakeshore communities. The progression of different subplots at the party is described below. Just take them in order and play each one out until it starts to get a little old, then switch to the next subplot. If you are playing Live-Action and have a number of First Mates, it is likely that a number of different subplots will be occurring at the same time. This may be confusing to run, but it will be very exciting to play.

Though there are a number of different subplots at the party, some are more important than others. The central events that must occur are listed below in order of appearance. Don’t miss any of them:

- 1) Modius greets the characters as they arrive.
- 2) Allicia interacts with one of the characters.
- 3) Juggler and his friends crash the party.
- 4) The letter is delivered by Annabelle.
- 5) Modius asks the characters to deliver a letter to Chicago.

This party is likely to be the first time that your group will roleplay their vampire personas. Start slowly by giving the players a chance to do such mundane things as look behind the drapes and talk with the “security,” but gradually build up the intensity as time goes by. By the end of the scene, the players should be pumped up and ready for some action. Though this chapter doesn’t really have much chance for action or drama (it concentrates more on setting things up), you will certainly want to include some in the next game session. If your players require action in every story, it shouldn’t be too difficult to add it into this one. Have a character get into a fight with Juggler, a car chase with Sullivan Dane, or a skirmish with Annabelle’s bodyguards (whom you’ll have to make up).

At the beginning of this party, you want to catch the players off guard. Things will start with a very friendly and seemingly straightforward Modius; only later will they realize that Modius has ulterior motives. This party is meant to be

a warning to the players: you cannot trust anything or anyone in **Vampire**, and things are never as they seem. Intrigue and politics pervade every word and motion among the Damned, and one must tread carefully.

The theme of this chapter can be anything you would like it to be, including romance.

Setting

The prince's house is an old decaying mansion in the center of Gary. Once the home of a steel baron, it was built in the most illustrious neighborhood of the growing city. However, times have changed and most of the mansions in this neighborhood have been divided into apartments. Only Modius' house is left, and it has apparently sheltered Modius for quite a while. The passage of time has begun to affect the structure; indeed, the roof is near the point of collapse. Snow has gathered on the roof, and now water drips through holes in the ceilings and is collected in buckets that must be constantly emptied and moved by the servants.

If asked about the state of repairs of the house, especially for a Toreador who spends so much time in his haven, Prince Modius will display a surprising amount of paranoia regarding his safety. The characters will get the impression that Modius feels anything as noticeable as a roofing service working on the house is enough chaos to draw unwanted attention to his undead existence.

The mansion is quite large, with over 20 rooms. Most of them are furnished in what would once have been considered the height of fashion — divans, chandeliers, grand piano, and leather armchairs — but now they are moth-eaten and decayed nearly beyond use. On the main floor is the parlor, living room, dining room, kitchen, Modius' office, and an art studio for Modius (which contains a dozen partially completed paintings, most of them depicting what seems to be a Dantesque vision of hell). Modius sleeps in a basement bedroom when he sleeps at the mansion at all. He has a second haven, located in an old taconite processing plant near the lakeshore. At the end of the party, Modius leaves directly for that haven.

The house is guarded by four large, white, tough-looking men — all of them stewards from the local unions. Armed with revolvers and truncheons, they have been told not to speak with the guests. They are under the Domination of Modius just as the servants are. They are dressed in work boots, jeans, and either flannel or blue work shirts.

Despite the decay of the surroundings, Modius' party is as elaborate and sumptuous as anything a mortal would throw. Delicious-looking appetizers and main dishes are set on tables around the edges of the room, safely away from the dripping water (even though vampires can't touch the stuff). Classical music plays softly in the background (it's a Böse stereo system) and a dance floor has been prepared for anyone who knows ballroom steps — it's the only sort of dancing Modius will allow.



Dialogue

This scene is a good opportunity to determine more about each individual character and his ties to Gary. A number of small conversations could take place. Though most of the possible interactions between Kindred will be dialogue, there is a possibility that some action may take place as well. See the scenes below for examples of the types of conversations that can be held, and play out whatever dramatic moments you think are appropriate.

• The Hunt

Before the players arrive at the party, you might want to suggest that they hunt for some blood. This is an opportunity for characters low on blood to fill up, but you don't want to have to do it for each player. This may well be the players' first experience with leading their characters through the often horrific process of hunting mortals. You won't always want to spend a lot of time on such scenes, but the first one at least should be fairly detailed and evocative. Refer to the Vessels section at the end of the story for suggestions for unusual encounters, though you are encouraged to create situations that you know will evoke a special response from the player or character in question. There is often a scene with some sort of violence and mayhem at the beginning of a movie to get the audience's attention. If you think that one of your players would like this sort of thing, begin the story with that character trying to deal with a botched hunt. Make it very exciting, dramatic and tension-filled, not only for the character involved, but for the players who are watching (perhaps another character could happen across the scene and save the day; it's a good way to connect two characters). It'll wake up the players for sure.

• Formal Greeting

Modius greets the characters when they first arrive at the mansion. You should roleplay through this introduction for each character in turn. Ask the players when they are likely to arrive: early, just on time, late, or very late. Have the "just on time" characters arrive about ten minutes after the early ones, the late characters ten minutes after that, and the very late about an hour after that (just before Juggler arrives). You will need to adjust these times if you are doing the scene Live-Action.

After being allowed to enter the foyer of the mansion by the union guards, characters will be able to approach the front parlor. Standing by the door to this room is Modius in an out-of-date tuxedo (complete with tails). He shakes hands and welcomes the characters to his haven, always behaving with extreme courtesy. Remember that the characters met him at least once before when they were first released from their sire and presented to him. Perhaps something occurred to one of the characters during the prelude that you can have Modius refer to here, thus making

the character more at ease. Once they are done with the pleasantries, the characters will be able to interact with the other guests at the party.

• Enigmatic Danov

A vampire stands in the middle of the dance floor in the parlor, smiling vacantly at the wall. This is Alexander Danov, a Nosferatu who has been wandering about the country for some time. Recently, he has come to the Chicago area, and Modius has given him permission to stay in Gary. Alexander will welcome the character by name, and will mumble something like, "You are new to the game, so unsullied. I will enjoy watching you grow tonight." He will be curious about the characters, wanting to know all he can about who they are as people, and to that end he asks questions about what the character thinks of morality, crime, diablerie, Golconda, the Traditions, the anarchs, etc. He is more interested in the person than where the person lives or what the person does. Use his questions as a way to get the players to think more about their characters.

As Danov speaks with a character, however, it is clear that he knows certain things about that character that he did not realize that anyone else knew. Hopefully, this will unnerve the player and give him respect for Danov. This will be repeated with each character in turn, until Danov has met them all.

He will listen in on other people's conversations, but will not start them himself. He understands everything that occurs, but will only observe what is going on and will not interfere in any way. The characters will either think he is a complete nut, or will understand his gentle wisdom. If Alexander takes a liking to one of the characters, he may give them a warning: "Don't let yourself be sucked in." He will never explain what he means by this cryptic statement.

Remember that Danov is on the path to Golconda, so he can guide the characters in their quest to reach it (if they so wish). This is a long-range objective, of course, but Danov is the way you can weave it into the chronicle.

• Shy Michael

A character may notice Michael standing in the shadows in the corner of the dining room. This simple-minded Malkavian is very reluctant to speak with anyone, and if someone makes a Perception + Empathy roll (difficulty 8), they will realize that he is very frightened. If they are somehow able to question him about it (it will be very difficult to do so), they will discover that he thinks he is being followed. If the characters go to the front of the house and look around, they may notice (on a Perception + Alertness roll; difficulty 7) that there is a man across the street sitting in a car watching the house. Though the character will not yet know who the man is, this is Sullivan Dane, an ex-Jesuit witch-hunter who is tracking Modius. If they attempt to pursue Sullivan, he will simply drive away. All those who reveal themselves to Dane, however, put themselves on his

target list. If Modius is told about the person watching the house, he will become very frightened and may accuse the characters of being behind it. He then calls over one of his guards, who leaves to go to a back room. Within minutes, sirens can be heard, and a little while later there are seven police cars in front of the house. You may use this as an opportunity to scare the characters, but the police are actually here on the orders of Modius. The police will stand guard outside until the end of the party. This is also Modius' little way of demonstrating his power.

• Imperious Lucian

Another vampire can be found in front of the cold and empty fireplace in the parlor, sitting in one of Modius' moth-eaten armchairs. This is Lucian, who will not even look up if a character approaches him. He is clasping his hands together loosely, fingertip to fingertip, and is glaring into the distance. If a character speaks with him, he will answer her questions, but in as few words as possible. If the questions become at all personal, he will become very angry and will threaten not to speak with them further, but this is an empty threat — conversation, even dreary conversation, is better than simply sitting there. If he warms up to a character, especially if he has a crowd, he may spontaneously launch into a story about his past, recounting how he served under the Julius Caesar and was forced to slay his own sire.

Speaking privately, he will warn one of the characters about the "treacherous spy from Chicago," that Danov per-

son. He claims to have evidence against Danov, but will not reveal it, explaining that by doing so "I would bring the wrath of. . . (and at this point he whispers) ... *Lodin*, down upon my head. I would not live to see the morrow."

He may also play games with a character whom he has taken a dislike too. Taking her off to a private corner, he will say: "I would not tell you this if I did not truly like you. You must be careful. There are things going on which you know nothing of." He will then pause, back away lightly, and say that it's too dangerous for him to go further, that "it may be better, certainly kinder, if you did not know the truth." Once he is "convinced" that he should tell her what he was going to say, Lucian continues: "Modius is a cannibal and practices diablerie. He has reached such an age that he requires the blood of Kindred to live. He has already eaten his way through the last batch, and it will not be long before he begins to hunt you as well." Lucian can't wait to see what happens in this little game of his.

Later on, Lucian will ask some of the characters if they know where Juggler is. He chuckles if they ask about him, and will say "This party will liven up a bit when he gets here, just you wait." However, he will not say anything more about the matter, telling the characters to be patient.

• The Trap

At some point during the party, Modius and one of his servants will approach each character and engage in some small talk. He will be very polite and friendly, and will be, if



anything, overly unctuous (don't overplay it; make him actually seem like a nice person). However, Modius has a secret itinerary — he desires to know the location of at least one haven of each vampire in Gary. He explains that he wants to be able to contact the character if a time of crisis arises. In actuality, this is his means of gaining more power over his fractious “subjects.” If the character refuses, Modius will grow very angry, and in the future will distrust whatever the character says and does. He is paranoid, and all those who fail to humor him incur his hatred and fear. If a character lies about where his haven is, he will be able to get away with it, at least for now.

• **Screwing Up**

If anything occurs at the party to reveal that a guest is anything other than human (e.g. a character uses Potence to lift something very heavy), Modius will fly into a great rage and accuse the “perpetrator of this terrible crime” of breaking the Masquerade. Unless he can be quickly calmed down, he will order the offending character to drink some of his blood (thus bringing her closer to Blood Bond). The other vampires will say nothing at this point, but if the characters attack Modius, the others will stand behind his authority, albeit reluctantly. Though he may be a fool, he is the prince, and for most of the year he leaves the rest of the Kindred alone.

• **The Seduction**

Allicia may be attracted to one of the male characters — usually the eldest or most sensitive-looking among them. She might approach a character whom she met during the prelude, or another in order to make the first jealous. Early in the party, Allicia will watch the character, but she always slips away if he stares back or tries to approach her. Eventually, she will draw near the character, put her hand in his, and lead him away from the party. She furtively takes him up the servants' staircase to her room, where a dust-covered, canopied feather bed sits. She closes the door and begins to touch the character all over, putting her finger over his lips if he attempts to speak. If things heat up, she will begin to cry, shedding tears of blood, but she will pantomime that they are tears of joy, not of sadness.

At some point, she may pantomime an offer to exchange blood. Not only is this incredibly pleasurable for vampires, but it would also make the character much closer to her because such a mingling is the first step of three toward creating a Blood Bond. However, as she is already Bound to Modius, the character is one step closer to falling under the control of the prince. However, you should let the character regain all of his Willpower because of the intensity of the passion, or perhaps even gain a new Willpower point altogether.

Modius will pretend to be the jealous and protective father if he catches the character with Allicia (which he will try to do, timing it so he catches them in the act of sharing blood). He does this to get the character to trust Allicia even

more, and thus to fall even more under his control. If the character and Allicia share blood but two more times over the course of the chronicle, Modius will have the character under his complete control — or so he thinks.

This is your chance to add romance to the chronicle, or at least try it out to see if you want to include it. If Allicia truly falls in love with the character (judge by the depth of the roleplaying), then she will side with the character and not with Modius. After a time, because of the depth of the feelings involved, she will no longer be Blood Bound to Modius, and will thus be truly able to be Bound to the character. This will drive Modius into a terrible rage and an extended frenzy which will last for weeks. The two lovers will have to hide in fear for their existences, since Modius will use all of his resources to find them. The other characters will probably not be very pleased by it either, believing the character to be manipulated (use your storytelling skills to make them think this way — secret notes, etc.). It will likely become a very Romeo and Juliet-type situation, and could end tragically.

Make the scene in her room as romantic as you possibly can. Go slowly, describe details, speak in a soft, low voice, and try to be very honest and direct in the way you speak. When you finally do look into the player's eyes (while roleplaying Allicia), do so only briefly, but do your best to make it as sincere and sensitive a moment as possible. Don't be embarrassed when describing or playing the scene during Live-Action. After all, this is only a game.

• **Midnight Toast**

As midnight approaches, Modius calls everyone into the dining room and the servants pass glasses of champagne around to all the guests. He stands formally before them all, and begins to speak of the future glory of Gary, and the rebirth of the union movement. He announces that he has managed to gather the power to get one of the steel mills to reopen. Within a few months, it will open and Gary will be sparked by a brief period of growth.

A few minutes before midnight, Modius looks towards the door and suddenly demands to know where Juggler is. If no one answers, he says, “That arrogant bastard will be punished for his tardiness to my court. I will not tolerate such behavior.”

Then one of the servants steps forward with a watch in his hands and counts out the last seconds of the year. Modius raises his glass and at the stroke of midnight proposes a rather strange toast: “May we discover the beauty that we cannot share.”

You might want to describe the grandfather clock striking out twelve in the background — just something to add a little tone to the mood.

• **Crashing the Party**

One of more radical vampires of Gary, Juggler, arrives at the party quite late. Juggler crashes the party with a retinue

of mortals in tow. The drunk mortals immediately descend on any available females and start dancing. Juggler scoops up Allicia for the same purpose. He turns off the classical music that Modius was playing and inserts a hardcore CD which he brought with him. (At this point you should actually change the music to punk or heavy metal — Black Flag or the Butthole Surfers would be appropriate.)

Modius, who was becoming very passionate in a diatribe against modern art, will be taken completely unaware. After a long moment of stunned silence, he will react by demanding that the mortals be killed for such a breach of the Masquerade. However, he does not even suggest that Juggler be punished. He's terrified that the mortals might remember the house and what they saw going on inside of it. Keep in mind how paranoid Modius is of discovery.

It will be up to saner minds (i.e. the characters) to suggest that the mortals not be killed, but simply mind-wiped. Any character that participates in such wholesale slaughter of human life should definitely roll for loss of Humanity. You may wish to play up the Modius-Juggler conflict even more, but remember that though Modius is the prince, he treats Juggler with respect and fear, more like an equal than a subordinate.

Juggler will only laugh at the debate and will take no part in it. Once some decision has been made, he stands back with a smile and lets the events unfold as they will. Juggler will not prevent the execution of the mortals, though he will not allow Evelyn to be harmed (see below).

Mingled with the humans is Evelyn, the woman Juggler Embraced without the permission of Modius. If one of the characters is also his neonate, Juggler may give him a quick glance, as if to say "don't say a word." During the exchange between Modius and Juggler, Evelyn will approach one or two of the characters with naive curiosity and perhaps accidentally mention who her sire is.

Juggler is openly contemptuous of Modius as well as most of the other guests, whom he calls "the little slaves." He asks one of the characters (presumably his "rival") why he is present. Before they can answer, he will loudly announce, "You groveling Thrall. Do you not see past this meaningless ritual? It is the pathetic court of a windbag, senile, has-been, weakling prince." He may speak further with the other characters, seemingly interested in who they are, but everything he says is directed more toward Modius than anyone else. The language he uses is bold and direct, and he will pull no punches.

• Evelyn's Presentation

Later on, after the excitement dies down, Juggler presents his child to Modius. Suddenly turning off the music, Juggler announces to the others that there is "another guest whom you should all welcome to this gathering — my child, Evelyn." He then turns to Modius with a sardonic smile, and

says, "Please, dear Master, why so glum? Is she not exquisite? Such well-sculpted beauty is so rarely found these days, and she has a spirit to match!"

Modius will not react well. He will in fact be outraged, but in the end he will do nothing. After yelling and making threats for several minutes, he will suddenly grow quiet and say simply, "I trust that you have taught her of the Traditions." Having said that, he will say nothing more on the subject, and will go back to his speech on the decadence of modern art.

As for Evelyn, she acts without fear and with great boldness, introducing herself to the others. She is curious about who everyone is, why they are here, and what sort of people they are — it is all, obviously, very new for her. After a time, she even goes over to Modius and speaks with him. Once she has done so, Juggler will shout, "Ah, you have welcomed her. She is one of us now."

• Annabelle's Arrival

Late into the party, a message arrives from the Prince of Chicago. The letter is delivered by a woman of surpassing beauty. She is in fact Annabelle Triabell, one of the elders of Chicago, as well as an old friend of Modius (they are of the same clan). Before she enters the house, one of the servants comes in to tell Modius that she has arrived. Modius will look extremely surprised, and perceptive characters (Perception of 4 or more) will notice a look of terror flash across his face. Enterprising characters who look out one of the windows in the front of the house will notice a long white limo parked in front, and may even see Annabelle delicately step from it.

Once he learns that Annabelle has arrived, Juggler leaves the party, taking Evelyn with him. Exiting via the back door, they say goodbye to no one, and try to make as little fuss as possible in doing so — in direct contrast to the way they entered.

Once Annabelle enters the room, it is clear that she is an exceptionally powerful woman. She looks about her at the guests, smiles, and gives her coat to one of Modius' servants. She then step over to Modius and patiently waits until he remembers to kiss her on the cheek. Once he has done so, she grasps his arms and leads him into his office, smiling politely at everyone else as they leave. A few minutes later, after some muffled shouts and exclamations coming from within (and an uneasy silence in the other rooms), they emerge. Modius is yelling wildly and clutching a letter written on a piece of parchment paper. "How dare he command me in this way! I will not tolerate it, Justicar or no Justicar." Annabelle, who comes out just behind him, replies, "His language is somewhat strong, but you must meet him halfway." They continue to talk back and forth about the letter, letting the players know that it is from Lodin and that it makes some sort of demand.

It should be obvious to the characters that Annabelle uses her influence with Modius to diminish his anger at the ultimatum from Lodin. Modius will vehemently protest the demands of Lodin, but will gradually settle down and tell the



characters that they must Present themselves to Lodin. If the characters interrupt Modius' conversation with Annabelle, he will become very angry and will use the anger as an outlet for his embarrassment.

Eventually, Annabelle convinces him to return with her to his office, where they remain for some time. Before they do so, however, Modius excuses himself and politely requests that everyone make themselves at home, and wait "but a few moments" for him to return. The characters will have about 15 minutes to spend discussing what occurred. If anyone tries to leave, one of the servants will fetch Modius, who will strongly "request" that the character stay.

• Announcement

When he finally emerges from his office, Modius makes an announcement (Annabelle leaves before he does so). He tells his guests that he is "rejecting this pile of rubbish, these contemptible demands," and that he will stand strong against the tyranny of Lodin. Then he tells them that he wishes the "neonates among us," to travel to Chicago and deliver a reply to Lodin. Looking quite fierce, Modius explains that he will not tolerate any interference in the affairs of his city.

He offers to make the characters "my emissaries to Lodin, to make it clear to him that I am not his servant." No non-player vampire will respond to the offer, so maybe the characters will decide to accept. If they do not, Modius will request that they do so. If they still refuse, he will threaten them, cajole them, bribe them and will in fact do anything to get them to go to Chicago (he has no choice). He will give the leader of the group a sealed letter to present to Lodin. If it is ever opened, the characters will discover it to contain only empty platitudes and excuses, the meaning of which is not exactly clear.

To assist his official representatives, Modius supplies the "volunteers" with another letter requesting safe passage for his official emissaries. Modius assures the characters that this paper will allow his representatives to reach Lodin without any trouble — he is not simply mistaken, he knows full well that the letter is worthless.

Before they leave, however, Modius will bring one of the characters over to the side and say privately to him or her: "You understand of course, for the sake of formality, that you may need to Present yourself to him. You do see, don't you — a formality. In his deluded mind, he sees you as *his* subjects, and requires you to Present yourselves to him just as you were Presented to me. It probably won't do any harm to humor him — after you deliver my letter, of course."

• Words of Advice

Before the characters leave, Lucian will approach one of the characters privately and tell him or her that if they have any troubles in Chicago to go to the Succubus Club. He describes to them an old friend of his who frequents it, a vampire named Sir Henry Johnson. While he is explaining this, however, Modius intervenes and tells the characters

VAMPIRE

The Masquerade™

ANNABELLE

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

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

Advantages		
Disciplines	Backgrounds	Virtues
AUSPEX ●●●●●	NAME ●●●●●	Conscience ●●●●●
CELEBRITY ●●●●●	INFLUENCE ●●●●●	Self-Control ●●●●●
DOMINATE ●●●●●	RESOURCES ●●●●●	Courage ●●●●●
TRUSTWORTHY ●●●●●	RETAINERS ●●●●●	
PRESCIENCE ●●●●●		

Other Traits	Humanity	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"/>

Combat	Willpower	Blood Pool	Experience			
Weapon: <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td></tr></table>			●●●●●○○○○	○○○○○○○○○○	<table border="1" style="width: 100%; height: 20px;"><tr><td></td></tr></table>	
Difficulty: <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td></tr></table>						
Damage: <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td></tr></table>						

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

