

# APPENDIX: PRE-GENERATED COTERIE

The following Questari coterie can be used for ease of play. The coterie’s goal is to get revenge on the Tyros before they are officially welcomed back into town tomorrow evening. Any characters who aren’t used could have been part of the coterie but perished in the Tyros’ betrayal. Table 3 summarizes the coterie.

**TABLE 3: PRE-GENERATED COTERIE**

<b>Name</b>	<b>Concept</b>	<b>Clan</b>	<b>Predator Type</b>
Bruno Wagner	Refined Investor	Ventrue	Scene Queen—High Society
Camila	Coterie Mastermind	Lasombra	Bagger
Lorenzo Murik	Dedicated Sorcerer	Tremere	Grim Reaper
René Koba	False Death God	Malkavian	Graverobber
Skunk	Impulsive Punk	Brujah	Alleycat
Thora	Domineering Voyeur	Nosferatu	Sandman

# VAMPIRE

THE MASQUERADE

## Bruno Wagner



Bruno Wagner thinks very highly of himself. He deserved the best when he was mortal, and he still does as an up-and-coming leader of the Ventrue. He made out well after the 2008 financial crisis and began circulating in high society. The finest clothes. The hottest clubs. It was all within his grasp.

Now, reality has begun to crash down upon Bruno. His associates are aging, and he isn't. Mortal society still calls to him, but Kindred responsibility may need to take precedence soon. But soon isn't tonight. He's got a little more winning to do.

**Clan:** Ventrue

**Concept:** Refined Investor

**Embraced:** 2012 (Born 1980)

**Ambition:** Enjoy your time in high society before you need a new Mask

Predator Type: Scene Queen

**Conviction:** Take any opportunity to gain wealth

**Touchstone:** Sarah Haddad, a single mother running a successful daycare business

**Humanity:** 7

**Generation:** 12th

**Blood Potency:** 1

**Attributes:** Strength 1, Dexterity 2, Stamina 2; Charisma 3, Manipulation 4, Composure 3; Intelligence 2, Wits 3, Resolve 3

**Secondary Attributes:** Health 5, Willpower 6

**Skills (Balanced):** Brawl 1, Drive 1, Firearms 2, Etiquette 1 (High Society), Insight 2, Intimidation 2, Leadership 2, Persuasion 3, Streetwise 1, Subterfuge 3, Academics (History) 1, Awareness 1, Finance 3, Politics 1, Technology 2

**Disciplines:** Dominate 3 (Compel, Mesmerize, The Forgetful Mind), Fortitude 1 (Resilience), Presence 2 (Awe, Daunt)

**Clan Bane Notes:** Only feed from those who are impeccably dressed and clean

**Advantages:** Retainer 1 (Penelope James — personal secretary), Fame 1 (High Society), Influence 2 (Financial District), Resources 3, Haven 2

**Flaws:** Disliked (Service Industry), Folkloric Bane (Silver), Bond Junkie

**Equipment:** \$1300 in cash, Platinum card, 2 tickets to the hottest upcoming concert, pistol (+2 damage), SUV that seats four (or six, in a pinch), burner cellphone

**Experience Spent:** 15 (Second level of Presence, first level of Fortitude)

# VAMPIRE

THE MASTERS OF THE MASQUERADE

Name <b>Bruno Wagner</b>	Concept <b>Refined Investor</b>	Predator <b>Scene Queen - High Society (Manipulation + Presence)</b>
Chronicle <b>Tradition of Destruction</b>	Ambition <b>Enjoy your time in high society before you need a new Mask</b>	Clan <b>Ventrue</b>
Sire	Desire	Generation <b>12th</b>

## ATTRIBUTES

<i>Physical</i>	<i>Social</i>	<i>Mental</i>
Strength ●○○○○	Charisma ●●●○○	Intelligence ●●○○○
Dexterity ●●○○○	Manipulation ●●●●○	Wits ●●●○○
Stamina ●●○○○	Composure ●●●○○	Resolve ●●○○○
<b>Health</b> □□□□□ ■■■■■■		<b>Willpower</b> □□□□□ ■■■■■■

## SKILLS

Athletics..... ○○○○○	Animal Ken..... ○○○○○	Academics <i>History</i> ..... ●○○○○
Brawl..... ●○○○○	Etiquette <i>High Society</i> ..... ●○○○○	Awareness..... ●○○○○
Craft..... ○○○○○	Insight..... ●●○○○	Finance..... ●●●○○
Drive..... ●○○○○	Intimidation..... ●●○○○	Investigation..... ○○○○○
Firearms..... ●●○○○	Leadership..... ●●○○○	Medicine..... ○○○○○
Melee..... ○○○○○	Performance..... ○○○○○	Occult..... ○○○○○
Larceny..... ○○○○○	Persuasion..... ●●●○○	Politics..... ●○○○○
Stealth..... ○○○○○	Streetwise..... ●○○○○	Science..... ○○○○○
Survival..... ○○○○○	Subterfuge..... ●●●○○	Technology..... ●●○○○

## DISCIPLINES

<b>Dominare</b> ●●●○○	<b>Fortitude</b> ●○○○○	<b>Presence</b> ●●○○○
<b>Compel</b>	<b>Resilience</b>	<b>Awe</b>
<b>Mesmerize</b>		<b>Daunt</b>
<b>The Forgetful Mind</b>		
○○○○○	○○○○○	○○○○○

**Resonance** ..... **Hunger** □□□□□ **Humanity** ■■■■■■ ■■■□□□

## Chronicle Tenets

## Touchstones & Convictions

## Clan Bane

	<p>Take any opportunity to gain wealth</p> <p>- Sarah Haddad, a single mother running a successful daycare business</p>	<p>You prefer to drink from those who are impeccably dressed and clean, slaking Hunger from other mortals (not Kindred) inflicts Superficial damage to Willpower equal to your Bane Severity.</p>
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## Advantages & Flaws

Fame (High Society)	●○○○○
Retainer (Penelope James, Personal Secretary)	●○○○○
Flaw: Disliked (Service Industry)	●○○○○
Influence (Financial District)	●●○○○
Resources	●●●○○
Haven	●●○○○
Flaw: Folkloric Bane (Silver)	●○○○○
Flaw: Bond Junkie	●○○○○
	○○○○○
	○○○○○
	○○○○○

### Notes

Equipment: \$1300 in cash, Platinum card, 2 tickets to the hottest upcoming concert, pistol (+2 damage), SUV that seats 4 comfortably (6 in a pinch), burner cellphone

## Blood Potency ●○○○○ ○○○○

Blood Surge 2 dice	Mend Amount 1 Superficial damage
Power Bonus None	Rouse Re-Roll Level 1
Feeding Penalty No effect	Bane Severity 2

Total Experience .....

Spent Experience 15 .....

True age
Apparent age
Date of birth
Date of death
Appearance
Distinguishing features
History

Bruno Wagner thinks very highly of himself. He deserved the best when he was mortal, and still does as an up-and-coming leader of the Ventrue. He made out well after the 2008 financial crisis and began circulating in high society. The best clothes. The best clubs. It was all within his grasp.

Now, reality has begun to crash down upon Bruno. His associates are aging, and he isn't. Mortal society still calls to him, but Kindred responsibility may need to take precedence soon. But soon isn't tonight. He's got a little more winning to do.

# VAMPIRE

THE MASQUERADE

## Camila



Camila always had an ambition. She would be the first of her family to go to college. When she wasn't strong enough or smart enough to get ahead, she'd lie or cheat her way to the top. And she never got caught until her company's shadowy owner spotted a little white-collar embezzlement. He recognized her ambition and offered a choice. He needed to betray some former associates to buy membership in a very exclusive club, and he could use the help of someone as crafty as she was. There was no actual decision.

**Clan:** Lasombra

**Concept:** Coterie Mastermind

**Embraced:** 2010 (Born 1982)

**Ambition:** Destroy those who hurt me

**Predator Type:** Bagger

**Convictions:** Always punish the guilty

**Touchstone:** Penny Jones, the convict who murdered Camila's sister

**Humanity:** 7

**Generation:** 12th

**Blood Potency:** 1

**Attributes:** Strength 2, Dexterity 2, Stamina 2; Charisma 2, Manipulation 4, Composure 3; Intelligence 2, Wits 3, Resolve 3

**Secondary Attributes:** Health 5, Willpower 6

**Skills (Balanced):** Athletics 1, Brawl 1, Firearms 1, Stealth 2, Insight 3, Intimidation 1, Leadership 2, Persuasion 2, Subterfuge 3, Academics 1 (Research), Awareness 2, Finance 2, Investigation 1, Politics 3, Technology 1

**Disciplines:** Dominate 2 (Cloud Memory, Mesmerize), Oblivion 1 (Shadow Cloak), Obfuscate 1 (Silence of Death), Potence 1 (Lethal Body)

**Advantages:** Iron Gullet (3), Haven 1, Contacts 2 (Janet Siu, local corrupt cop), Retainers 3 (Dan Krakowski — Hospital IT guru), Resources 1

**Flaws:** Adversary 2 (Ida Jones — Keeper of Elysium), Enemy 2 (Ernest White — Philanthropist)

**Equipment:** Burner cell phone, \$5 cash, motorcycle with sidecar, thermos with a bag of blood in it (slakes one Hunger for most)

**Experience Spent:** 15 (Second dot of Strength, First dot of Potence)

# VAMPIRE

THE MASQUERADE

Name <i>Camila</i>	Concept <i>Mastermind</i>	Predator <i>Bagger</i> (Intelligence + Streetsiwise)
Chronicle <i>Tradition of Destruction</i>	Ambition <i>Destroy those who hurt me</i>	Clan <i>Lasombra</i>
Sire	Desire	Generation <i>12th</i>

## ATTRIBUTES

<i>Physical</i>	<i>Social</i>	<i>Mental</i>
Strength ●●○○○	Charisma ●●○○○	Intelligence ●●●○○
Dexterity ●●○○○	Manipulation ●●●●○	Wits ●●○○○
Stamina ●●○○○	Composure ●●●○○	Resolve ●●●○○
<b>Health</b> □□□□■ ■■■■■■		<b>Willpower</b> □□□□□ ■■■■■■

## SKILLS

Athletics.....●○○○○	Animal Ken.....○○○○○	Academics <i>Research</i> .....●○○○○
Brawl.....●○○○○	Etiquette.....○○○○○	Awareness.....●●○○○
Craft.....○○○○○	Insight.....●●●○○	Finance.....●●○○○
Drive.....○○○○○	Intimidation.....●○○○○	Investigation.....●○○○○
Firearms.....●○○○○	Leadership.....○○○○○	Medicine.....○○○○○
Melee.....○○○○○	Performance.....○○○○○	Occult.....○○○○○
Larceny.....○○○○○	Persuasion.....●●○○○	Politics.....●●●○○
Stealth.....●●○○○	Streetwise <i>Black Market</i> .....●●○○○	Science.....○○○○○
Survival.....○○○○○	Subterfuge.....●●●○○	Technology.....●○○○○

## DISCIPLINES

<i>Dominate</i> ●●○○○	<i>Oblivion (Players Guide)</i> ●○○○○	<i>Potence</i> ●○○○○
<i>Cloud Memory</i>	<i>Shadow Cloak</i>	<i>Lethal Body</i>
<i>Mesmerize</i>		
<i>Obfuscate</i> ●○○○○	○○○○○	○○○○○
<i>Silence of Death</i>		

**Resonance** .....  
**Hunger** □□□□□ **Humanity** ■■■■■■ ■■■□□□

## Chronicle Tenets

## Touchstones & Convictions

## Clan Bane

	<p>Always punish the guilty - Penny Jones, the convict who murdered your sister</p>	<p>Reflections and recordings reveal your Kindred nature to those who know. Technology tests (Difficulty 2 + your Bane Severity) are required for even simple use of modern technology. Tests to avoid electronic surveillance suffer a dice penalty equal to your Bane Severity.</p>
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## Advantages & Flaws

Iron Gullet (via Bagger Predator)	●●●○○
Flaw: Enemy (Ernest White - Philanthropist)	●●○○○
Haven	●○○○○
Contacts (Janet Siu - local corrupt cop)	●●○○○
Retainers (Dan Krakowski - Hospital IT guru)	●●●○○
Flaw: Adversary (Ida Jones - Keeper of Elysium)	●●○○○
Resources	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

### Notes

Equipment: Burner cell phone, \$5 cash, motorcycle with sidecar, thermos with a bag of blood in it (slakes one Hunger for most)

## Blood Potency ●○○○○ ○○○○○

Blood Surge 2 dice	Mend Amount 1 Superficial damage
Power Bonus None	Rouse Re-Roll Level 1
Feeding Penalty No Effect	Bane Severity 2

Total Experience .....

Spent Experience 15 .....

True age
Apparent age
Date of birth
Date of death
Appearance
Distinguishing features
History Camila always had an ambition. She would be the first of her family to go to college. When she wasn't strong enough or smart enough to get ahead, she'd lie or cheat her way to the top. And she never got caught until her company's shadowy owner spotted a little white-collar embezzlement. He recognized her ambition and offered a choice. He needed to betray some former associates to buy membership in a very exclusive club, and he could use the help of someone as crafty as she was. There was no actual decision.

# VAMPIRE

THE MASQUERADE

## Lorenzo Murik



Like many other young and promising scholars, Lorenzo was watched by his sire for years. But where Clan Tremere was unified in the past, Lorenzo was now an Embrace of desperation. His sire needed to fill the void; other redworkers (Blood Sorcerers) had begun filtering into the city, and the Tremere were weak. Lorenzo has only partially fulfilled his sire's ambition.

Lorenzo is more interested in the sorcery than the clan. He'll still give whatever he comes across to his sire, but only after he's had a good, long look and made some potentially Masquerade-breaking copies.

**Clan:** Tremere

**Concept:** Dedicated Sorcerer

**Embraced:** 2017 (Born 1994)

**Ambition:** Catalogue sorcery and alchemy unknown to my Clan

**Predator Type:** Grim Reaper (*Players Guide*, p. 108)

**Convictions:** Stealing food is never a crime

**Touchstone:** Jessica, an unhoused trans woman who both cares for and rules over her encampment

**Humanity:** 8

**Generation:** 13th

**Blood Potency:** 1

**Attributes:** Strength 1, Dexterity 2, Stamina 2; Charisma 2, Manipulation 2, Composure 3; Intelligence 4, Wits 3, Resolve 3

**Secondary Attributes:** Health 5, Willpower 6

**Skills (Specialist):** Melee 3, Subterfuge 3, Academics 2 (Research), Awareness 3 (Death), Investigation 1, Medicine 2, Occult 4, Politics 1, Science 2 (Chemistry), Technology 1

**Disciplines:** Auspex 1 (Sense the Unseen), Blood Sorcery 2 (A Taste for Blood, Corrosive Vitae), Dominate 1 (Cloud Memory)

**Blood Sorcery Rituals:** Clinging of the Insect, Craft Bloodstone, Douse the Fear (*Players Guide*, p. 99), Ward vs. Ghouls, Soporific Touch (*Players Guide*, p. 100)

**Advantages:** Influence 1 (local hospitals), Haven 1, Short Bond 2, Resources 2, Mask 1 (Edgar Smythe), Linguistics (Spanish)

**Flaws:** Prey Exclusion 1 (healthy mortals), Stalker 1 (Lee — geriatric care activist), folkloric block 1 (white animals)

**Equipment:** A jacket warded against ghouls, 1 bloodstone crafted last night, ritual dagger (+2 damage), \$80 cash, ID for Edgar Smythe, mini digital camera (not Wi-Fi enabled), bag of sorcery components

**Experience Spent:** 15 (three level-one rituals, one level-two ritual)

# VAMPIRE

THE MASQUERADE

Name <i>Lorenzo Murik</i>	Concept <i>Dedicated Sorcerer</i>	Predator <i>Grim Reaper (Intelligence + Awareness)</i>
Chronicle	Ambition <i>Catalogue redworking unknown to my clan</i>	Clan <i>Tremere</i>
Sire	Desire	Generation <i>13th</i>

## ATTRIBUTES

<i>Physical</i>	<i>Social</i>	<i>Mental</i>
Strength ●○○○○	Charisma ●●○○○	Intelligence ●●●●○
Dexterity ●●○○○	Manipulation ●●○○○	Wits ●●●○○
Stamina ●●○○○	Composure ●●●○○	Resolve ●●●○○

<b>Health</b>	<b>Willpower</b>
□□□□□ ■■■■■■	□□□□□ □■■■■■

## SKILLS

Athletics..... ○○○○○	Animal Ken..... ○○○○○	Academics <i>Research</i> ..... ●●○○○
Brawl..... ○○○○○	Etiquette..... ○○○○○	Awareness <i>Death</i> ..... ●●●○○
Craft..... ○○○○○	Insight..... ○○○○○	Finance..... ○○○○○
Drive..... ○○○○○	Intimidation..... ○○○○○	Investigation..... ●○○○○
Firearms..... ○○○○○	Leadership..... ○○○○○	Medicine..... ●●○○○
Melee..... ●●●○○	Performance..... ○○○○○	Occult..... ●●●●○
Larceny..... ○○○○○	Persuasion..... ○○○○○	Politics..... ●○○○○
Stealth..... ○○○○○	Streetwise..... ○○○○○	Science..... ●●○○○
Survival..... ○○○○○	Subterfuge..... ●●●○○	Technology..... ●○○○○

## DISCIPLINES

Auspex ●○○○○	Blood Sorcery ●●○○○	Dominate ●○○○○
<i>Sense the Unseen</i>	<i>A Taste for Blood</i>	<i>Cloud Memory</i>
	<i>Corrosive Vitae</i>	
○○○○○	<i>Blood Sorcery Rituals</i>	○○○○○
	<i>Clinging of the Insect</i>	
	<i>Craft Bloodstone</i>	
	<i>Douse the Fear (Players Guide, p. 99)</i>	
	<i>Ward Against Ghouls</i>	
	<i>Soporific Touch (Players Guide, p. 100)</i>	

Resonance.....	Hunger □□□□□	Humanity ■■■■■■ ■■■■□□
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# VAMPIRE

THE MASQUERADE

## Chronicle Tenets

## Touchstones & Convictions

## Clan Bane

	<p>Stealing food is never a crime. - Jessica, an unhoused trans-woman who dominates her encampment</p>	<p>Kindred cannot be Blood Bound to you. Mortals must drink your blood three + Bane Severity times before they become Blood Bound to you, rather than just three times.</p>
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## Advantages & Flaws

Influence (Local Hospitals)	●○○○○
Flaw: Prey Exclusion (Healthy Mortals)	●○○○○
Haven	●○○○○
Short Bond	●●○○○
Resources	●●○○○
Mask (Edgar Smythe)	●○○○○
Flaw: Stalker (Lee - Geriatric Care Activist)	●○○○○
Linguistics (Spanish)	●○○○○
Flaw: Folkloric Block (White Animals)	●○○○○
	○○○○○
	○○○○○

### Notes

Equipment: A jacket warded against ghouls, 1 bloostone crafted last night, ritual dagger (+2 damage), \$80 cash, ID for Edgar Smythe, mini digital camera (not wifi-enabled), bag of sorcery components

## Blood Potency ●○○○○ ○○○○

Blood Surge 2 dice	Mend Amount 1 Superficial damage
Power Bonus None	Rouse Re-Roll Level 1
Feeding Penalty No effect	Bane Severity 2

Total Experience .....

Spent Experience 15 .....

True age
Apparent age
Date of birth
Date of death
Appearance
Distinguishing features
History <p>Like many other young and promising scholars, Lorenzo was watched by his sire for years. But where in the past Clan Tremere was unified, now Lorenzo was an Embrace of desperation. His sire needed to fill the void; other redworkers had begun filtering into the city, and the Tremere were weak. Lorenzo has only partially filled his sire's ambition.</p> <p>Lorenzo is more interested in the sorcery than the clan. He'll still give whatever he comes across to his sire, but only after he's had a good long look and made some potentially Masquerade-breaking copies.</p>

# VAMPIRE

THE MASQUERADE

## René Koba



René never wanted the Embrace, but accepted it without question. A morbid teenager who had just moved across the continent for college, René barely even knew anyone in town. One night, she was studying at the all-night café, the next, she was chosen for a role even her sire didn't understand. But there is a plan. René can feel it in her Blood.

**Clan:** Malkavian

**Concept:** False Death God

**Embraced:** 2018 (Born 1999)

**Ambition:** Preserve the memory of every mortal I've killed

**Predator Type:** Graverobber (*Players Guide*, p. 108)

**Conviction:** Death must not be denied, but respected

**Touchstone:** Geraldine Brant, a poet whose doctor gave her three years to live, eighteen years ago

**Humanity:** 6

**Generation:** 13th

**Blood Potency:** 1

**Attributes:** Strength 3, Dexterity 3, Stamina 2; Charisma 2, Manipulation 4, Composure 2; Intelligence 2, Wits 3, Resolve 1

**Secondary Attributes:** Health 5, Willpower 5

**Skills (Specialist):** Athletics 1, Brawl 3 (Going for the Kill), Firearms 2, Stealth 1, Insight 4, Intimidation 2, Streetwise 1, Subterfuge 3, Awareness 2, Investigation 3, Medicine 2 (Cadavers)

**Disciplines:** Auspex 2 (Heightened Senses, Premonition), Obfuscate 1 (Silence of Death), Oblivion 1 (Ashes to Ashes)

**Clan Bane Notes:** You suffer from a delusion that affects your social pools: you believe you are an incarnation of Death or some god of Death

**Advantages:** Iron Gullet 3, Haven 1, Influence 1 (Funeral Homes), Contact 3 (Father Jim — local Catholic priest), Resources 1, Mask 2 (Gisèle Bergeron)

**Flaws:** Obvious Predator 2, Stakebait 2

**Equipment:** \$43 cash, ID for Gisèle Bergeron, pistol (+2 damage)

**Experience Spent:** 15 (Brawl specialty, Investigation specialty, Second dot of Firearms, First dot of Athletics)

# VAMPIRE

THE MASQUERADE

Name <i>René Koba</i>	Concept <i>False Death God</i>	Predator <i>Graverobber (Manipulation + Insight or Resolve + Medicine)</i>
Chronicle <i>Tradition of Destruction</i>	Ambition <i>Preserve the memory of every mortal I've killed.</i>	Clan <i>Malkavian</i>
Sire	Desire	Generation <i>13th</i>

## ATTRIBUTES

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●●●○○	Charisma	●●○○○	Intelligence	●●○○○
Dexterity	●●●○○	Manipulation	●●●●○	Wits	●●●○○
Stamina	●●○○○	Composure	●●○○○	Resolve	●○○○○
<b>Health</b>		<b>Willpower</b>			
□□□□□ ■■■■■■		□□□■ ■■■■■■			

## SKILLS

Athletics.....	●○○○○	Animal Ken.....	○○○○○	Academics.....	○○○○○
Brawl <i>Going for the Kill</i> .....	●●●○○	Etiquette.....	○○○○○	Awareness.....	●●○○○
Craft.....	○○○○○	Insight.....	●●●●○	Finance.....	○○○○○
Drive.....	○○○○○	Intimidation.....	●●○○○	Investigation.....	●●●○○
Firearms.....	●●○○○	Leadership.....	○○○○○	Medicine <i>cadavers</i> .....	●●○○○
Melee.....	○○○○○	Performance.....	○○○○○	Occult.....	○○○○○
Larceny.....	○○○○○	Persuasion.....	○○○○○	Politics.....	○○○○○
Stealth.....	●○○○○	Streetwise.....	●○○○○	Science.....	○○○○○
Survival.....	○○○○○	Subterfuge.....	●●●○○	Technology.....	○○○○○

## DISCIPLINES

<i>Auspex</i> ●●○○○	<i>Dominate</i> ○○○○○	<i>Obfuscate</i> ●○○○○
<i>Heightened Senses</i>		<i>Silence of Death</i>
<i>Premonition</i>		
<i>Oblivion</i> ●○○○○	○○○○○	○○○○○
<i>Ashes to Ashes (Players Guide, p. 85)</i>		

Resonance..... Hunger □□□□□ Humanity ■■■■■■ ■□□□□

# VAMPIRE

THE MASQUERADE

## Chronicle Tenets

## Touchstones & Convictions

## Clan Bane

	<p>Death must not be denied, but respected.</p> <p>- Geraldine Brant, a poet whose doctor gave her 3 years to live 18 years ago</p>	<p>You suffer from a delusion that affects your social pools: you believe you are an incarnation of Death or some god of Death. After a Bestial Failure or Compulsion, suffer a penalty equal to your Bane Severity to Social dice pools till the end of the scene.</p>
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## Advantages & Flaws

Iron Gullet	●●●○○
Haven	●○○○○
Flaw: Obvious Predator	●●○○○
Influence (Funeral Homes)	●○○○○
Contact (Father Jim - local Catholic priest)	●●●○○
Resources	●○○○○
Mask (Gisèle Bergeron)	●●○○○
Flaw: Stakebait	●●○○○
	○○○○○
	○○○○○
	○○○○○

### Notes

Equipment: \$43 cash, ID for Gisèle Bergeron, pistol (+2 damage)

## Blood Potency ●○○○○ ○○○○

Blood Surge 2 dice	Mend Amount 1 Superficial damage
Power Bonus None	Rouse Re-Roll Level 1
Feeding Penalty No effect	Bane Severity 2

Total Experience .....

Spent Experience **15** .....

True age
Apparent age
Date of birth
Date of death
Appearance
Distinguishing features
History René never wanted the Embrace, but accepted it without question. A morbid teenager who had just moved across the continent for college, René barely even knew anyone in town. One night she was studying at the all-night café, the next she was chosen for a role even her Sire didn't understand. But there is a plan. René can feel it in her Blood.

# VAMPIRE

THE MASQUERADE

## Skunk



Skunk was always more enamored with the thrill of life on the street than the calm, suburban life he was born into. Petty crime, sex, and drugs were his life until he survived an attack in an alley. The woman, Kasia, told him to forget it had happened, but he knew she had bitten him. Six months of searching led Skunk back to her, where she explained he'd have to die for the secrets he discovered. But death didn't end up so bad for him after all.

Intelligent but not a quick thinker, Skunk learned to curb some of his impulsiveness by pressing others to make decisions for him. The secret he'll take to his grave if he can is that an early hunting accident resulted in a woman's death and an impulsive embrace. Skunk kept an eye on her for a few weeks until the young woman vanished, but never spoke with her.

**Clan:** Brujah

**Concept:** Impulsive Punk

**Embraced:** 2016 (Born 1994)

**Ambition:** Find and protect the childe I abandoned

**Predator Type:** Alleycat

**Conviction:** Never put money before family

**Touchstone:** Uncle Jay, who always made sure Skunk had a roof over his head and a full belly when he was mortal

**Humanity:** 6

**Generation:** 13th

**Blood Potency:** 1

**Attributes:** Strength 4, Dexterity 3, Stamina 2; Charisma 3, Manipulation 2, Composure 2; Intelligence 3, Wits 1, Resolve 2

**Secondary Attributes:** Health 5, Willpower 4

**Skills (Jack of all trades):** Athletics 2, Brawl 2 (Grappling), Drive 1, Firearms 2, Melee 3, Larceny 2, Stealth 2, Survival 1, Animal Ken 1, Intimidation 2, Leadership 1, Persuasion 1, Streetwise 2, Subterfuge 1, Academics 2 (Art History), Awareness 2, Finance 1, Investigation 2, Politics 1, Technology 1

**Disciplines:** Obfuscate 1 (Cloak of Shadows), Potence 2 (Lethal Body, Prowess), Presence 1 (Daunt)

**Advantages:** Contacts 3 (Brick — runs a protection racket), Influence 2 (The Streets), Haven 1, Resources 1, Mask 1 (Pete Wentworth), Linguistics 2 (Mandarin, Spanish)

**Flaws:** Creepy Haven 1, Dark Secret 1 (Mei Chen is the thin-blooded childe you abandoned)

**Equipment:** \$33 cash, ID for Pete Wentworth, pistol (+2 damage), butterfly knife (+1 damage)

**Experience Spent:** 15 (Second dot of Firearms, First two dots of Stealth)

# VAMPIRE

THE MASQUERADE

Name <i>Skunk</i>	Concept <i>Impulsive Punk</i>	Predator <i>Alleycat (Strength + Brawl or Wits + Streetwise)</i>
Chronicle	Ambition	Clan <i>Brujah</i>
Sire	Desire	Generation <i>13th</i>

## ATTRIBUTES

<i>Physical</i>	<i>Social</i>	<i>Mental</i>
Strength ●●●●○	Charisma ●●●○○	Intelligence ●●●○○
Dexterity ●●●○○	Manipulation ●●○○○	Wits ●○○○○
Stamina ●●○○○	Composure ●●○○○	Resolve ●●○○○

<b>Health</b>	<b>Willpower</b>
□□□□□ ■■■■■■	□□□□■ ■■■■■■

## SKILLS

Athletics ●●○○○	Animal Ken ●○○○○	Academics <i>Art History</i> ●●○○○
Brawl <i>Grappling</i> ●●○○○	Etiquette ○○○○○	Awareness ●●○○○
Craft ○○○○○	Insight ○○○○○	Finance ●○○○○
Drive ●○○○○	Intimidation ●●○○○	Investigation ●●○○○
Firearms ●●○○○	Leadership ●○○○○	Medicine ○○○○○
Melee ●●●○○	Performance ○○○○○	Occult ○○○○○
Larceny ●●○○○	Persuasion ●○○○○	Politics ●○○○○
Stealth ●●○○○	Streetwise ●●○○○	Science ○○○○○
Survival ●○○○○	Subterfuge ●○○○○	Technology ●○○○○

## DISCIPLINES

<i>Celerity</i> ○○○○○	<i>Potence</i> ●●○○○	<i>Presence</i> ●○○○○
	<i>Lethal Body</i>	<i>Daunt</i>
	<i>Prowess</i>	
<i>Obfuscate</i> ●○○○○	○○○○○	○○○○○
<i>Cloak of Shadows</i>		

Resonance .....

Hunger □□□□□

Humanity ■■■■■■ ■□□□□

# VAMPIRE

THE MASQUERADE

## Chronicle Tenets

## Touchstones & Convictions

## Clan Bane

	<p>Never put money before family - Uncle Jay, who always made sure you had a roof over your head and a full belly when you were mortal.</p>	<p>You subtract your Bane Severity from dice pools to resist Fury Frenzy (Min. 1 die)</p>
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## Advantages & Flaws

Contacts (Brick - runs a protection racket)	●●●○○
Influence (the streets)	●●○○○
Haven	●○○○○
Flaw: Creepy	●○○○○
Resources	●○○○○
Mask (Pete Wentworth)	●○○○○
Linguistics (Mandarin, Spanish)	●●○○○
Dark Secret (Mei Chen is the thin-blooded child you abandoned)	●○○○○
	○○○○○
	○○○○○
	○○○○○

### Notes

Equipment: \$33 cash, ID for Pete Wentworth, pistol (+2 damage), butterfly knife (+1 damage)

## Blood Potency ●○○○○ ○○○○

Blood Surge 2 dice	Mend Amount 1 Superficial damage
Power Bonus None	Rouse Re-Roll Level 1
Feeding Penalty No effect	Bane Severity 2

Total Experience .....

Spent Experience 15 .....

True age
Apparent age
Date of birth
Date of death
Appearance
Distinguishing features
History

Skunk was always more enamoured with the thrill of life on the street than the calm, suburban life he was born into. Petty crime, sex, and drugs were his life until he survived an attack in an alley. The woman, Kasia, told him to forget it had happened, but he knew she had bitten him. Six months of searching led Skunk back to her, where she explained he'd have to die for the secrets he discovered. But death didn't end up so bad for him after all.

Intelligent but not a quick thinker, Skunk learned to curb some of his impulsiveness by pressing others to make decisions for him. The secret he'll take to his grave if he can is that an early hunting accident resulted in a woman's death and an impulsive embrace. Skunk watched her for a few weeks until the young woman vanished, but never spoke with her.

# VAMPIRE

THE MASQUERADE

## Thora



Thora always felt like an outsider, but she has been able to cover it up for as long as she can remember. From school dances to third dates, she just managed to smooth over the rough patches and blend in. She was nothing special, but she watched the special happen all around her.

Now, after years of unlife as one of the Kindred, she still feels the same. And it's time to take charge of her eternity, because the world isn't giving her anything if she isn't willing to take it for herself.

**Clan:** Nosferatu

**Concept:** Domineering Voyeur

**Embraced:** 2016 (Born 1986)

**Ambition:** Take charge of my coterie

**Predator Type:** Sandman

**Conviction:** Always take what's yours

**Touchstone:** Jean, an aging high school teacher who gets pushed around by her boss and students

**Humanity:** 7

**Generation:** 12th

**Blood Potency:** 1

**Attributes:** Strength 3, Dexterity 3, Stamina 2; Charisma 2, Manipulation 1, Composure 4; Intelligence 2, Wits 3, Resolve 2

**Secondary Attributes:** Health 5, Willpower 6

**Skills (Balanced):** Athletics 2, Brawl 2 (Unarmed Mortals), Firearms 3, Larceny 1, Stealth 3 (Break-ins), Survival 1, Animal Ken 1, Etiquette 1, Insight 1, Intimidation 2, Streetwise 2, Awareness 2, Investigation 3, Occult 2, Technology 1

**Disciplines:** Animalism 1 (Sense the Beast), Auspex 1 (Heightened Senses), Obfuscate 2 (Silence of Death, Unseen Passage), Potence 1 (Lethal Body)

**Advantages:** Resources 1, Contacts 1 (Jackie — a gun shop owner), Haven 2, Linguistics 1 (Mandarin), Retainer (Priscilla Zhang — Neighborhood watch maven)

**Flaws:** Repulsive 2, Long Bond 1, Prey Exclusion 1 (Cops or Security)

**Equipment:** .22 pistol (+2 damage), \$28 cash, pocket knife (+1 damage), baseball cap, and face mask

**Experience:** 14 (First level of potence, second dot of brawl, brawl specialty)

# VAMPIRE

THE MASQUERADE

Name <i>Thora</i>	Concept <i>Domineering Voyeur</i>	Predator <i>Sandman (Dexterity + Stealth)</i>
Chronicle	Ambition <i>Take charge of my coterie</i>	Clan <i>Nosferatu</i>
Sire	Desire	Generation <i>12th</i>

## ATTRIBUTES

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●●●○○	Charisma	●●○○○	Intelligence	●●○○○
Dexterity	●●●○○	Manipulation	●○○○○	Wits	●●●○○
Stamina	●●○○○	Composure	●●●●○	Resolve	●●○○○

<b>Health</b>		<b>Willpower</b>	
□□□□□	■	□□□□□	■

## SKILLS

Athletics	●●○○○	Animal Ken	●○○○○	Academics	○○○○○
Brawl <i>Unarmed Mortals</i>	●●○○○	Etiquette	●○○○○	Awareness	●●○○○
Craft	○○○○○	Insight	●○○○○	Finance	○○○○○
Drive	○○○○○	Intimidation	●●○○○	Investigation	●●●○○
Firearms	●●●○○	Leadership	○○○○○	Medicine	○○○○○
Melee	○○○○○	Performance	○○○○○	Occult	●●○○○
Larceny	●○○○○	Persuasion	○○○○○	Politics	○○○○○
Stealth <i>Break-ins</i>	●●●○○	Streetwise	●●○○○	Science	○○○○○
Survival	●○○○○	Subterfuge	○○○○○	Technology	●○○○○

## DISCIPLINES

<i>Animalism</i>	●○○○○	<i>Obfuscate</i>	●●○○○	<i>Potence</i>	●○○○○
<i>Sense the Beast</i>		<i>Silence of Death</i>		<i>Lethal Body</i>	
		<i>Unseen Passage</i>			
<i>Auspez</i>	●○○○○		○○○○○		○○○○○
<i>Heightened Senses</i>					

<b>Resonance</b> .....	<b>Hunger</b> □□□□□	<b>Humanity</b> ■■■■■■ ■■■□□□
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## Chronicle Tenets

## Touchstones & Convictions

## Clan Bane

	<p>Always take what's yours - Jean, an aging highschool teacher who gets pushed around by her boss and students.</p>	<p>You suffer the Repulsive Flaw and a Bane Severity penalty to dice pools to disguise your repulsive nature.</p>
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## Advantages & Flaws

Flaw: Repulsive	●●○○○
Resources	●○○○○
Flaw: Long Bond	●○○○○
Flaw: Prey Exclusion (Cops or Security)	●○○○○
Contacts (Jackie - a gun shop owner)	●●○○○
Haven	●●○○○
Linguistics (Mandarin)	●○○○○
Retainer (Priscilla Zhang - neighborhood watch maven)	●●○○○
	○○○○○
	○○○○○
	○○○○○

### Notes

Equipment: .22 Pistol (+2 damage), \$28 cash, Pocket Knife (+1 damage), baseball cap and face mask

## Blood Potency ●○○○○ ○○○○

Blood Surge 2 dice	Mend Amount 1 Superficial damage
Power Bonus None	Rouse Re-Roll Level 1
Feeding Penalty No effect	Bane Severity 2

Total Experience .....

Spent Experience 14 .....

True age
Apparent age
Date of birth
Date of death
Appearance
Distinguishing features
History Thora always felt like an outsider, but has been able to cover it up as long as she can remember. From the school dances to third dates, she just managed to smooth over the rough patches and blend in. She was nothing special, but she watched the special all around her. Now, after years of unlife as one of the Kindred, she still feels the same. And it's time to take charge of her eternity because the world isn't giving her anything if she isn't willing to take it for herself.