

# Supporting Characters

The Kindred here are the ones the coterie is most likely to meet during their earliest nights. Some are as green as the coterie, while others have some measure of power and influence. This is a Storyteller section, as is most of this book. If a character has one of these supporting characters as their sire, the Storyteller may give them a few details on what the sire is like.

Each of these supporting characters could be a sire of a player’s character. Most have ties to the Camarilla or Anarchs, but a few put their faith in the Church of Caine above any sect. Some even dare to go it alone as autarkis.

For some characters, an alternative clan is given in parentheses in case you wish to make use of the expanded clans presented in *Players Guide*.

Each character has a note called “As a Sire,” detailing what they’re ordinarily like in that role. If that characterization is at odds with the Embrace the childe’s player chose during character creation, this discrepancy represents a lapse that the sire is now struggling with. If they’re normally cold-blooded and calculating, why did they Embrace someone in the throes of emotion? They may even deny their own childe to preserve their own illusions.

Another note, “Betrayal,” includes suggestions for how things can go wrong with each character. They represent the way the predatory, treacherous nature of the Kindred tends to turn community into communal horror. You don’t have to implement all of these suggested betrayals! Use what fits the needs of your chronicle.

TABLE 5: THE FACTIONS

Here are all the supporting characters introduced in this section, broken down by faction.

Autarkis	Anarch	Camarilla	The Church of Caine
Sidney Abel	Bo Cunningham	Frida Boucher	Rui da Costa
Dexter Wilkins	Rui da Costa	Rui da Costa	Marilyn Haig
Carol Winfield	Bryce Garber	Kieran Cotterill	Fred Hartmann
	Fred Hartmann	Cleo Drummond	An Tran
	Caroline Janson	Mark Floros	Jerri Voss
	Nora McCreery	Marilyn Haig	
	Donny Sheridan	Mateo Serrano	
	An Tran	Robert Vasile	
	Jerri Voss	Lesley Woodrow	
	Emily Coldara		
	Shara Allen		
	Marcus Gallowglass		

The supporting characters are aspects of the night-to-night existence of a vampire: the tragic, the ambitious, the monstrous.

## STORYTELLER CHARACTER SUMMARY

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## Sidney Abel

THE INDEPENDENT COURIER  
AUTARKIS

12<sup>TH</sup> Generation Gangrel (Ravnos) Fledgling

Sidney Abel was a teenage runaway, and years of scraping by prepared her for unlife. Her sire was a courier, and she not only took up his work after his final death, but she also inherited the sports car he used for deliveries. Several renovations and paintjobs later, her cherry-red sedan is an unmistakable sight for the city's Kindred.

She tells herself that she's only staying in this city until work dries up but keeps finding reasons to stick around for just a little bit longer.

- **Difficulties:** 4/2
- **Blood Potency:** 1
- **Humanity:** 6
- **Standard Dice Pools:** Physical 3, Social 4, Mental 3, Disciplines 4
- **Secondary Attributes:** Health 8 if Gangrel, 5 if Ravnos, Willpower 5
- **Exceptional Dice Pools:** Drive 7, Insight 6, Awareness 5
- **Disciplines (Gangrel):** Fortitude 3 (Resilience, Toughness, Defy Bane), Protean 1 (Eyes of the Beast)
- **Disciplines (Ravnos):** Obfuscate 2 (Silence of Death, Chimerstry), Presence 2 (Daunt, Lingering Kiss)

**Appearance:** Sidney has a lanky frame, golden skin, and grey eyes. She keeps her blonde hair in a short bob.

**In Play:** Sidney works hard and plays hard. She'll take any job, but she's not afraid to mouth off about them in her off-hours. There are other couriers like her, but she's one of the few that works all sides of the fence. She has transported everything from messages and valuables to victims. She's very friendly but terrified of making deep emotional connections.

**Locations:** When she's not on the road, Sidney's working out of a makeshift office in the North Convoy Business Center. She spends her free time at Pink Slips.

**As a Sire:** Sidney's Embraces are accidental. She takes responsibility for her mistakes but keeps her childer at a distance. She won't let this obligation keep her here.

**Betrayal:** It's easy to think Sidney is on your side because she talks shit about the sects and her clients. She gives the impression that she understands what it means to be an outsider, a newcomer to the Kindred community. Her betrayals are pedestrian in nature: She just looks out for no. 1, and sometimes that may mean fucking over players' characters she's been in friendly terms with.

## Frida Boucher

THE SHERIFF'S INVESTIGATOR  
CAMARILLA

12<sup>TH</sup> Generation Malkavian Fledgling

Frida Boucher's quiet life came to a violent end at the hands of an assailant that she's now sure was an Anarch. The Camarilla apprehended both, and her sire was staked and left for the sun. The Sheriff had a different fate in mind for Frida. She was offered a chance to serve as an investigator for the Ivory Tower. It was an offer made from pity, but to everyone's surprise, she took to the task well.

Styling herself after her favorite mystery novel protagonists, Frida watches out for Tradition violations and Anarch conspiracies.

- **Difficulties:** 4/2
- **Blood Potency:** 1
- **Humanity:** 6
- **Standard Dice Pools:** Physical 2, Social 4, Mental 5, Disciplines 4
- **Secondary Attributes:** Health 5, Willpower 7
- **Exceptional Dice Pools:** Stealth 5, Streetwise 6, Investigation 7
- **Disciplines:** Auspex 2 (Sense the Unseen, Premonition), Dominate 1 (Cloud Memory)

**Appearance:** Frida has a bulky frame and tired brown eyes. She's pale, with reddened cheeks. Her long black hair is in tangles.

**In Play:** Frida pounces on mysteries and never lets go, even if it puts her at great risk. She jumps to conclusions and always makes public accusations. She has a strong bias against the Anarchs when choosing suspects, but iron-clad evidence and persuasive arguments can break through it.

**Locations:** Frida works out of a suite at the Sub Rosa Financial Park and harasses Anarchs at Al's Place.



**As a Sire:** Frida sees her childer as a combination of protégés and sidekicks and seeks out mortals with sharp deductive skills and sharper wit. Outside of extreme situations, she sires only with the Prince's permission.

**Betrayal:** If the players' characters are on good terms with Frida, she might speak of them quite warmly and give the impression she's genuinely on their side. However, deep inside she craves the security provided by the Camarilla and always chooses sect allegiance over players' characters.





**Kieran Cotterill**  
**THE KINDRED HISTORIAN**  
CAMARILLA  
12<sup>TH</sup> Generation Nosferatu Neonate

Kieran Cotterill ended his mortal days as a corrupt attorney who sold out the wrong client. In undeath, he serves the local Camarilla as its historian, a position given to him after his sire suffered the Beckoning. Within his haven is a substantial archive of diaries, letters and other ephemera concerning the domain’s past, well-organized and well-secured.

Few have seen physically laid eyes on Kieran, and even fewer have seen him out of the disguises necessary to hide his Nosferatu nature.

- **Difficulties:** 4/3
- **Blood Potency:** 3
- **Humanity:** 5
- **Standard Dice Pools:** Physical 4, Social 6, Mental 6, Disciplines 5
- **Secondary Attributes:** Health 5, Willpower 8
- **Exceptional Dice Pools:** Stealth 8, Subterfuge 7, Politics 7
- **Disciplines:** Animalism 2 (Sense the Beast, Feral Whispers), Obfuscate 3 (Cloak of Shadows, Unseen Passage, Mask of a Thousand Faces), Potence 1 (Soaring Leap)

**Appearance:** Kieran has a gnarled frame, perpetually flaky pale skin, and sunken black eyes. Strands of white hair sprout in spots on his scalp.

**In Play:** Kieran makes his presence known with messages scrawled on walls and letters delivered via dead drop. Camarilla coteries have an easier time gaining access to Kieran’s archive, but he’s willing to offer the chance to an Anarch who seems trustworthy. Money and favors are accepted, but his preferred currency is new historical information to add to his records.

**Locations:** On the rare occasions Kieran is seen in public, he’s sitting in on night classes at the Streiber Polytechnic Institute.

**As a Sire:** Kieran’s childer are projects, people he’d like to mold into proper members of Kindred society and perhaps even inheritors to his great archive. They’re some of the few who get to see him face-to-face.

**Betrayal:** Kieran genuinely believes in his work and has a kind of integrity making him loathe to spread incorrect information. Ordinarily, the things he tells players’ characters are true. The problem is that he’s not particularly powerful or brave, and someone opposed to the characters may be leaning on him. Under pressure, he may betray his own principles and lie.

**Bo Cunningham**  
**THE HEEDLESS REBEL**  
ANARCHS (The Thrill Kill Gang)  
12<sup>TH</sup> Generation Gangrel Fledgling

Bo lived a life dominated by rules and boundaries. They found freedom in the Embrace, which brought them to the city’s Anarchs. Since their arrival, they’ve been attached to several daring strikes against the Unchained’s adversaries. They’re the youngest vampire on the Camarilla’s shitlist, and they’re proud of it.

They’ve started poaching on Camarilla territory in hopes of drawing the members out. This development concerns some older Anarchs. It’s not that they respect the Ivory Tower’s territory, but they’re worried that the Tower will use Bo’s actions to bring about a reckoning the sect isn’t prepared for.

- **Difficulties:** 4/2
- **Blood Potency:** 1
- **Humanity:** 6
- **Standard Dice Pools:** Physical 5, Social 4, Mental 3, Disciplines 4
- **Secondary Attributes:** Health 7, Willpower 5
- **Exceptional Dice Pools:** Brawl 6, Streetwise 7, Awareness 5
- **Disciplines:** Fortitude 1 (Resilience), Protean 2 (Weight of the Feather, Feral Weapons)

**Appearance:** Bo has a slim frame, amber-toned skin, and brown eyes. They shave their head every night.

**In Play:** Bo seeks new and exciting hunts, inviting other Anarchs to track and feed upon unique targets. Every night for them is a battle between the temptation to push their abilities to the limit and the knowledge that they must hold on to their humanity. Without an intervention, humanity will lose that battle.

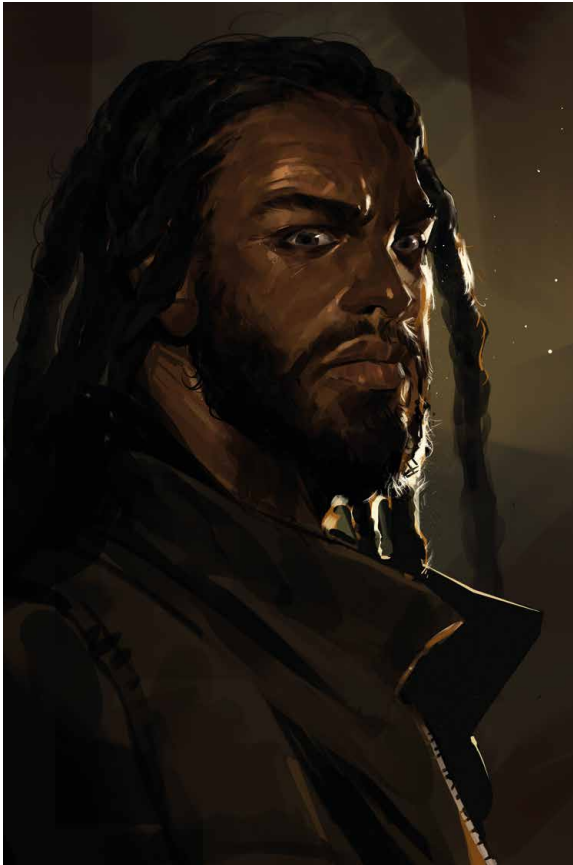
**Locations:** Bo hangs out at Al’s Place, and the Streiber Polytechnic Institute is their only consistent hunting ground.

**As a Sire:** Right after the Embrace, Bo treats their



childer like a partner-in-crime. Once it’s clear that their childe has ideas and ambitions beyond taking risks for sake of taking risks, the relationship sours quickly.

**Betrayal:** Bo is not a very consistent person. They might give the impression that they’re on the side of Anarch characters, rebelling against authority, but they’re awful at committing to a plan. They’re flaky and prone to running their mouth in an embarrassing way. The characters may discover that Bo has been making threats against the Camarilla in their name. “My friends will come for you assholes!”



Rui da Costa

EVERYBODY’S ALLY  
CAMARILLA, ANARCHS  
and THE CHURCH OF CAINE  
12<sup>TH</sup> Generation Brujah Neonate

Rui made his name among the Anarchs as a voice for the powerless on the Camarilla side. When most Brujah fell away from the Ivory Tower, he shocked his allies by staying. He claims it was necessary to keep the Camarilla honest; they claim he didn’t want to up his comfortable life.

Rui’s recently joined the Church of Caine. It’s not a full conversion. He’s convinced that the blood cult’s ideology could heal the rift between the sects.

- **Difficulties:** 4/2
- **Blood Potency:** 2
- **Humanity:** 5
- **Standard Dice Pools:** Physical 5, Social 4, Mental 3, Disciplines 5
- **Secondary Attributes:** Health 6, Willpower 5
- **Exceptional Dice Pools:** Melee 7, Persuasion 6, Politics 8
- **Disciplines:** Celerity 2 (Rapid Reflexes, Fleetness), Potence 3 (Lethal Body, Prowess, Uncanny Grip), Presence 1 (Awe)

**Appearance:** Rui has a broad frame, mahogany skin, and gray eyes. His black hair is in locs.

**In Play:** Rui is either an Anarch coterie’s contact within the Ivory Tower or a Camarilla coterie’s last resort when they’ve drawn too much of the Unchained’s ire. He keeps a cool head in public and saves any expressions of anger for his haven. He uses his charm to sway characters into attending Gnostic services.

**Locations:** Rui is one of the few Camarilla members who spends time at Al’s Place. He venerates Caine at Saint Januarius Catholic Church.

**As a Sire:** Rui hopes he can instill his diplomatic talents into his progeny and expects them to join the Church of Caine. Childer get to see him at his worst when diplomacy doesn’t work and his demeanor melts into pure rage.

**Betrayal:** Rui is one of the friendliest Kindred the characters may come into contact with. He talks a good game about cooperation, mutual support and the power of diplomacy. However, there’s a cost to being in good terms with everyone: When real trouble arrives and the characters need an ally, Rui is nowhere to be seen.

Cleo Drummond

THE AMBITIOUS ELITIST  
CAMARILLA  
11<sup>TH</sup> Generation Ventrue Ancilla

Cleo built her local fashion boutique empire with hard work and her grandmother’s inheritance. She took immortality when her sire offered it, convinced that no one else could carry on her legacy but her. Her profits are a source for the slush fund that keeps the city’s Camarilla functioning.

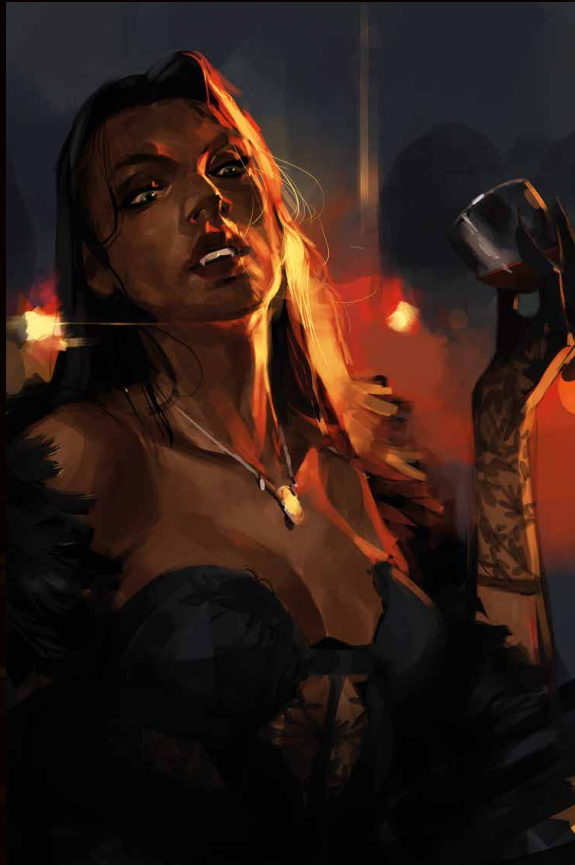
For all her efforts, she’s a small bit player without an official title. She’ll change that, no matter who must get hurt to accomplish it.

- **Difficulties:** 5/3
- **Blood Potency:** 3
- **Humanity:** 5
- **Standard Dice Pools:** Physical 4, Social 7, Mental 6, Disciplines 6
- **Secondary Attributes:** Health 7, Willpower 7
- **Exceptional Dice Pools:** Larceny 8, Intimidation 9, Finance 7
- **Disciplines:** Dominate 3 (Cloud Memory, Mesmerize, The Forgetful Mind), Fortitude 2 (Resilience, Toughness), Presence 3 (Awe, Lingering Kiss, Entrancement)

**Appearance:** Cleo has a voluptuous frame, tawny skin, and green eyes. Her black hair reaches her shoulders.

**In Play:** As a middle manager in the Ivory Tower, Cleo uses her economic and social sway to “encourage” Camarilla characters to take on tasks to aid the domain and intimidate Anarch characters into staying in line. She’ll back down from almost anything if characters can get a higher-up to reprimand her.

**Locations:** Cleo is at work in one of her many shops or her headquarters at Sub Rosa Financial Park.



**As a Sire:** Cleo treats her childer like personal assistants one night and indentured servants another. She sees the Embrace as a favor towards her childe. Considering that she’s the one that has to get the Prince’s permission and transition a mortal into undeath, the least her childer can do is obey her.

**Betrayal:** Kindred are liars but Cleo is better than most. Her motivations for treachery are obvious: She wants to rise in the city’s Camarilla hierarchy and is happy to throw anyone under the bus to do it. The question is, does she manage to get the characters to believe a beautiful lie before she does so?





**Mark Floros**  
**THE DRAMA ENGINEER**  
CAMARILLA  
12<sup>TH</sup> Generation Toreador Neonate

In life, Mark Floros wrote some of the greatest stage plays in the history of independent theatre. The careless act of a trusted friend brought the end of his life, the start of his unlife, and the end of his career, all in that order.

He doesn't miss being alive. As Kindred, he has the power, resources, and time to pursue a bold new canvas for storytelling: manipulating the lives of others.

- **Difficulties:** 4/3
- **Blood Potency:** 3
- **Humanity:** 6
- **Standard Dice Pools:** Physical 5, Social 7, Mental 6, Disciplines 5
- **Secondary Attributes:** Health 6, Willpower 7
- **Exceptional Dice Pools:** Craft 6, Performance 8, Investigation 7
- **Disciplines:** Auspex 1 (Heightened Senses), Celerity 2 (Cat's Grace, Fleetness), Presence 3 (Awe, Lingering Kiss, Entrancement)

**Appearance:** Mark has a husky frame, a great tan, and blue eyes. His red hair is long and curly.

**In Play:** Mark lives for creating drama, especially among the Kindred. He engineers feuds and spreads rumors for his amusement. He'll even take responsibility for slights other vampires commit if it's both entertaining to do and unlikely to get him killed. Characters that risk getting wrapped up in his schemes might find him a reliable source for news within the Camarilla.

**Locations:** Mark enjoys shooting the breeze at Blacklight and Taylor's Lakeside. He controls the latter via a ghoul proprietor.

**As a Sire:** Mark sees his childe as not only an opportunity to end a mortal's story, but to write a new one from scratch. He wants to create the best possible narrative for his childe, one that may clash with a character's moral comfort.

**Betrayal:** Mark can be quite charming when he sets his mind to it. He's happy to make all sorts of promises and declarations of eternal affection, but when he finds an entertaining angle for betrayal he'll take it. He's happy to subject the characters to bizarre social intrigues just for his own amusement, although it's a bonus if he gets something out of it.

**Bryce Garber**  
**THE HAPLESS OUTSIDER**  
ANARCHS (The Night Forum)  
12<sup>TH</sup> Generation Caitiff Neonate

Someone had their eye on Bryce Garber for a long while before his Embrace. Whoever they were, they used a copy of his apartment key to break into his home and take his life. The Anarchs found him first and defended him from the Camarilla's stakes.

He's settled into his new drinking habit but hopes that someday he can find his sire. If he ever does, the payback will be swift and terrible.

- **Difficulties:** 4/2
- **Blood Potency:** 1
- **Humanity:** 5
- **Standard Dice Pools:** Physical 4, Social 5, Mental 3, Disciplines 4
- **Secondary Attributes:** Health 7, Willpower 5
- **Exceptional Dice Pools:** Survival 8, Streetwise 7, Awareness 6
- **Disciplines:** Auspex 3 (Heightened Senses, Premonition, Scry the Soul), Fortitude 1 (Resilience), Presence 2 (Daunt, Lingering Kiss)

**Appearance:** Bryce has a sickly frame with pale skin and brown eyes. His shaggy brown hair always looks greasy.

**In Play:** Bryce owes a great debt to the Unchained. He's happy to help Anarch coteries that need his unique talents. He's bemused by the pageantry of Kindred heritage and pokes fun at any character that takes their bloodline too seriously.

**Locations:** Bryce takes night shifts at the North Convoy Business Center and plays midnight basketball at Al's Place.

**As a Sire:** He'll do his best to get his childe off on the right foot but keeps having sired them a secret, even from his allies. The Anarchs might not be willing to save them as well if caught. It's possible that his childe might naturally develop Disciplines and abilities he could never teach. This will amuse him.



**Betrayal:** Bryce tries to do things right, sometimes. He remembers values like loyalty and friendship and considers them important. The trouble is that he's had a rough time as a vampire, and the immediate needs of the moment tend to trump loftier motivations. Bryce is not one for grand betrayals: When he backstabs someone, it has the grubby ambience of a back-alley deal gone bad.





## Marilyn Haig

**THE PILLAR OF THE COMMUNITY**  
CAMARILLA and THE CHURCH OF CAINE  
12<sup>TH</sup> Generation Tremere (Lasombra) Neonate

As a mortal, Marilyn Haig got too close to discovering the existence of vampires. Her sire found her, tore her life apart, then Embraced her. Destroying them was the first time she felt in control in years. She joined the Camarilla to help them prevent and eliminate Masquerade breaches.

She does her job well, but her true loyalties lie with the Church of Caine. With their counsel, her unlife finally makes sense. She was never dealt a bad hand; she was chosen to serve God.

- **Difficulties:** 4/3
- **Blood Potency:** 2
- **Humanity:** 5
- **Standard Dice Pools:** Physical 6, Social 5, Mental 5, Disciplines 5
- **Secondary Attributes:** Health 7, Willpower 7
- **Exceptional Dice Pools:** Melee 7, Subterfuge 8, Investigation 7
- **Disciplines (Tremere):** Auspex 2 (Sense the Unseen, Premonition), Blood Sorcery 3 (Corrosive Vitae, Extinguish Vitae, Blood of Potency; Rituals: Blood Walk, Craft Bloodstone, Eyes of Babel), Dominate 1 (Compel)
- **Disciplines (Lasombra):** Dominate 1 (Compel), Oblivion 3 (Shadow Cloak, Arms of Ahriman, Shadow Perspective), Potence 2 (Lethal Body, Prowess)

**Appearance:** Marilyn has a wide frame, light golden skin, and brown eyes. She usually tucks her blond hair into a baseball cap.

**In Play:** In Marilyn's mind, she's not only protecting the Camarilla's domain from prying eyes, but defending them from the assault of hell itself. Characters that draw even the slightest suspicion of breaking the Masquerade discover the full force of her fury.

**Locations:** Marilyn is out anywhere the Camarilla sends her to. When possible, she spends the last portion of her night at Saint Januarius Catholic Church.

**As a Sire:** Marilyn wants to create a survivor just like her. She only aids childer when necessary, insisting upon their self-reliance. Every so often, she "leaves town" and engineers a test of her childer's capabilities.

**Betrayal:** Marilyn is less duplicitous than most Kindred, telling characters straight if she doesn't trust or like them. It's possible to be her ally in a fight against a common enemy, but she puts her principles above such allegiances. If she thinks a character is breaking the Masquerade, she'll go after them.

## Fred Hartmann

**FALLEN FROM GRACE**

ANARCHS (The Night Forum)  
and THE CHURCH OF CAINE  
12<sup>TH</sup> Generation Ventrue Neonate

Once, Fred Hartmann was a well-respected Camarilla member, known for his incredible project management. After an incident that Fred only refers to as "a faux-pas," he fell from grace and was expelled from the sect. He defected to the Anarchs, who still aren't comfortable with him.

Then, the Church of Caine also took him in. The Gnostic's beliefs soothed his wounded ego, and he's become one of the faith's greatest advocates in the city's Anarch movement.

- **Difficulties:** 4/3
- **Blood Potency:** 1
- **Humanity:** 5
- **Standard Dice Pools:** Physical 6, Social 7, Mental 5, Disciplines 5
- **Secondary Attributes:** Health 7, Willpower 7
- **Exceptional Dice Pools:** Firearms 7, Leadership 8, Occult 6
- **Disciplines:** Dominate 3 (Compel, Mesmerize, Submerged Directive), Fortitude 1 (Unswayable Mind), Presence 2 (Daunt, Lingering Kiss)

**Appearance:** Fred has a heavy-set frame, creamy white skin, and blue eyes. His blond hair is slicked back.

**In Play:** Fred's willing to lend his tactical expertise to Anarch characters, but he expects to have a share in the credit. He's chummy with any Kindred who claims an important lineage. If they get along well, he'll try to induct them into the Church of Caine.

**Locations:** Fred stalks his old colleagues at the Sub Rosa Financial Park; he worships at Saint Januarius Catholic Church.



**As a Sire:** Fred believes that his childer deserve the very best as the continuations of his illustrious bloodline. He parades them around social gatherings like someone showing off their new watch. He also believes that a child of his must never bring shame to their bloodline. What counts as shameful changes night to night.

**Betrayal:** Fred feels that the Camarilla betrayed him. He's bitter and aggrieved, his ego comforted only by the vampire supremacist views of the Church of Caine. He has a tendency to want to get close to Kindred who appear to have lineage or status, but he also resents them and finds reasons to betray them.



Caroline Janson  
FAKE IT TILL YOU MAKE IT

ANARCHS  
10<sup>TH</sup> Generation Tremere (Ministry) Neonate

Caroline Janson lied her way into a great college, becoming a valedictorian, and then into a cushy job at a national television news network. It was there that she met her sire. She told him the truth, that she wanted to be like him, and he granted her wish.

Now, she’s moved to the city and helps push stories that advance the Anarch movement’s agenda.

- **Difficulties:** 5 / 3
- **Blood Potency:** 4
- **Humanity:** 4
- **Standard Dice Pools:** Physical 6, Social 7, Mental 6, Disciplines 5
- **Secondary Attributes:** Health 6, Willpower 8
- **Exceptional Dice Pools:** Larceny 8, Subterfuge 9, Politics 7
- **Disciplines (Tremere):** Auspex 3 (Sense the Unseen, Premonition, Share the Senses), Blood Sorcery 2 (Corrosive Vitae, Extinguish Vitae, Rituals: Wake With Evening’s Freshness, Truth of Blood), Dominate 3 (Compel, Mesmerize, The Forgetful Mind)
- **Disciplines (Ministry):** Obfuscate 2 (Silence of Death, Unseen Passage); Presence 3 (Eyes of the Serpent, Lingering Kiss, Entrancement), Protean 3 (Eyes of the Beast, Feral Weapons, Shape Change)

**Appearance:** Caroline has a lean frame, bronze skin, and hazel eyes. Her black hair is in box braids.

**In Play:** Caroline sees the truth like a sculptor sees clay; it’s something to shape at her whim. Her closest allies might receive half-truths or lies of omission at the worst possible moment. When a character catches her bending the truth, she praises their judgment but refuses to apologize.

**Locations:** When Caroline isn’t hard at work during the night shift at the local TV station, she’s moshing her cares away at the nightlife spot Pink Slips.

**As a Sire:** Caroline sees no need to lie to her progeny. A childe can’t appreciate the craft of a good lie without a strong sense for truth. Plus, they depend on her for shelter and feeding grounds, which tends to prevent them from revealing her secrets.

**Betrayal:** Caroline has a very strong Mask, and she’s very particular about protecting it. She has a full mortal life and maintaining it is not easy. She likes to appear as someone who can grant you favors but her view of others is utilitarian: If a character ceases to be useful to her or the Anarch Movement, she turns treacherous on a dime.

Nora McCreery  
THE REGRETFUL DUSKBORN

ANARCHS (The Thrill Kill Gang)  
14<sup>TH</sup> Generation Thin-Blooded Fledgling

In a moment of weakness, Nora McCreery made a terrible mistake. While suffering in the last stages of a terminal illness, she was visited by a vampire feeding on other residents in her ward. The vampire offered her a way out, and she accepted. She never saw her sire again.

She’s aghast at what she’s become. She fell in with the Anarchs for survival and spends her nights seeking a cure for her new condition.

- **Difficulties:** 3 / 2
- **Blood Potency:** 0
- **Humanity:** 7
- **Standard Dice Pools:** Physical 4, Social 3, Mental 3, Disciplines 3
- **Secondary Attributes:** Health 5, Willpower 5
- **Exceptional Dice Pools:** Survival 5, Insight 7, Medicine 6
- **Disciplines:** Thin-Blood Alchemy 2 (Far Reach, Haze)

**Appearance:** Nora has a frail frame, cream-colored skin, and green eyes. She keeps her gray hair in a ponytail.

**In Play:** Nora isn’t afraid to let a vampire know when they’ve crossed a moral line. She’s fiercely protective of the city’s thin-blooded and suspicious of characters who treat them with disgust. In exchange for help cleaning her haven, she teaches what little she knows of Thin-Blood Alchemy.

**Locations:** Nora hunts about a mile away from her home in the suburbs. She keeps her alchemical gear in a storage locker at North Convoy Business Center.



**As a Sire:** Nora can’t apologize enough to her progeny. The Embrace shouldn’t have happened, but she won’t leave her childe to enter unlife as unprepared as she was. She’ll double her efforts to find a cure for their condition and would be horrified if her childe chose to become a true vampire.

**Betrayal:** Sometimes Nora’s regret veers into self-hatred. That’s when she makes truly abominable choices: Perhaps a vampire she knows is better off destroyed, for their own sake. Who would want to suffer from such a vile existence?





Mateo Serrano  
THE PUT UPON DIPLOMAT  
CAMARILLA

12<sup>TH</sup> Generation Toreador (Banu Haqim) Fledgling

Mateo Serrano was a counseling student before he caught the eye of a prominent member of the city’s Camarilla. Mateo’s Embrace was approved by the Prince, and he accepted his sire’s offer. Two nights later, his sire was a pile of ash with a stake driven through it.

In an attempt to deflect suspicion from himself, he’s taken up his sire’s position as a Camarilla diplomat. However, it isn’t working. He’s still the prime suspect, and unless someone solves the crime, he’ll have to take the punishment.

- **Difficulties:** 4/2
- **Blood Potency:** 1
- **Humanity:** 6
- **Standard Dice Pools:** Physical 3, Social 5, Mental 5, Disciplines 4
- **Secondary Attributes:** Health 5, Willpower 5
- **Exceptional Dice Pools:** Stealth 6, Insight 7, Awareness 5
- **Disciplines (Toreador):** Auspex 2 (Heightened Senses, Premonition), Presence 1 (Awe)
- **Disciplines (Banu Haqim):** Blood Sorcery 2 (Corrosive Vitae, Extinguish Vitae; Rituals: Clinging of the Insect, Eyes of Babel), Obfuscate 1 (Silence of Death)

**Appearance:** Mateo has a small frame, olive skin, and brown eyes. His black hair is in a pompadour.

**In Play:** When a vampire wants to join the Camarilla, Mateo is one of the first people they’ll meet. After a cordial introduction, he grills them to see if they’re worthy of joining the Camarilla. He’s polite but firm.

**Locations:** Mateo is a night school student at Streiber Polytechnic Institute. He’s also a regular at Blacklight.

**As a Sire:** Mateo isn’t prepared for a childe. He knows enough about unlife to give his childe a solid foundation but has little idea how to keep them in line without a strong Blood Bond. The thought makes him uncomfortable, but he sees no other option.

**Betrayal:** Mateo is very good at giving a positive first impression. He comes across as thoughtful, considered and not at all desperate, at least most of the time. His facade of affability crumbles the second he feels he can use the players’ characters to secure his position in the Camarilla.

Donny Sheridan  
THE FAMILY MAN

ANARCHS (The Night Forum)  
11<sup>TH</sup> Generation Brujah Ancilla

Donny Sheridan had a family when he was Embraced. He didn’t want to give them up, so the Camarilla murdered them. He went into hiding, joined the Anarchs, and now plans to take his revenge.

He’s replaced his family several times over. With careful planning, Kindred power, and sheer luck, he currently lives under three different identities, each helping raise a mortal family.

- **Difficulties:** 4/3
- **Blood Potency:** 3
- **Humanity:** 5
- **Standard Dice Pools:** Physical 5, Social 6, Mental 6, Disciplines 6
- **Secondary Attributes:** Health 6, Willpower 6
- **Exceptional Dice Pools:** Athletics 7, Leadership 9, Academics 8
- **Disciplines:** Celerity 3 (Cat’s Grace, Fleetness, Blink), Potence 2 (Lethal Body, Prowess), Presence 3 (Awe, Lingering Kiss, Entrancement)

**Appearance:** Donny has a paunchy frame, fair skin, and green eyes. His brown hair is in a comb-over.

**In Play:** Donny encourages characters to stretch the Masquerade to its limits. He uses his robust mortal cover as an example of the steps Anarchs must take if they seek real freedom. He’s a family man in every sense of the word and shows off the photos often.

**Locations:** Donny visits one of his families every night but never stays over. He’s a regular at Blacklight and Pink Slips.

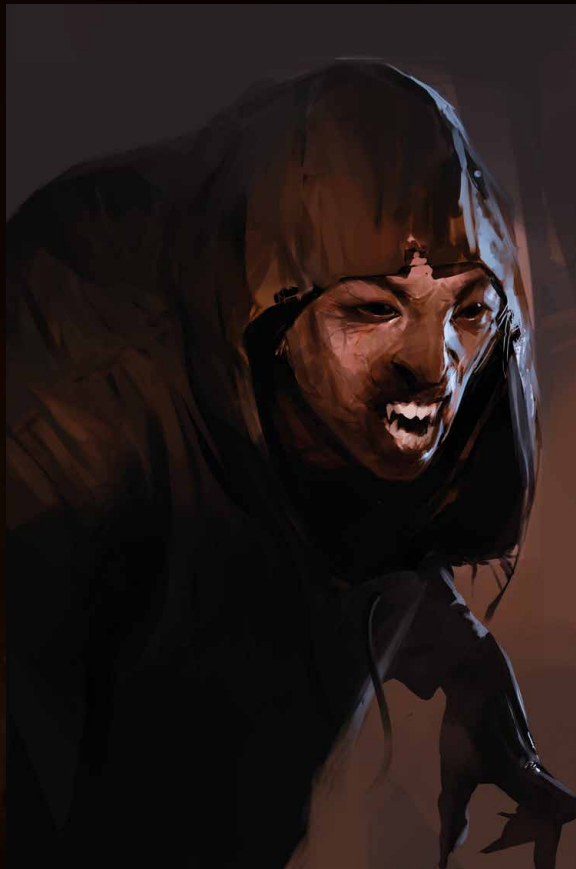
**As a Sire:** Donny’s childe are assigned to one of



his families, and he expects them to show the same level of affection. He tells his mortal loved ones that the childe’s a distant cousin or even a long estranged stepsibling returning home. None of his families know he or his childe are vampires, but some members suspect they’re con artists or mobsters.

**Betrayal:** Donny likes things to go his way. He can be very helpful to new Kindred, showing them the tricks and traps of nightly existence, but he believes that his method of embedding into mortal society is inherently superior. He has a habit of getting disappointed with young Kindred who fail to grasp the genius of his method and spitefully betraying them.





## An Tran

### THE FAITHFUL HUNTER

ANARCHS (The Circle of Mercy)  
and THE CHURCH OF CAINE  
12<sup>TH</sup> Generation Nosferatu Neonate

An Tran’s last coterie was murdered by lupines, and they swore they’d never be a bystander again. Their faith in the Church of Caine further encouraged them to face the unknown and tame the Beast within. When another wolf trespassed in their domain, they didn’t hesitate.

They see themselves as Gnostic more than Anarch, but they’re fine with the Unchained seeing them as a legend in the making. Evangelization is best done with deeds.

- **Difficulties:** 4/3
- **Blood Potency:** 2
- **Humanity:** 5
- **Standard Dice Pools:** Physical 7, Social 5, Mental 5, Disciplines 7
- **Secondary Attributes:** Health 7, Willpower 7
- **Exceptional Dice Pools:** Brawl 8, Animal Ken 7, Occult 6
- **Disciplines:** Potence 3 (Lethal Body, Prowess, Brutal Feed), Obfuscate 2 (Cloak of Shadows, Unseen Passage), Animalism 1 (Sense the Beast)

**Appearance:** An has a hunched frame, gangrenous skin, and completely black eyes. No one’s seen them out of their aged varsity hoodie.

**In Play:** An has no tolerance for frivolity and eccentricity, things frequent among the Anarchs. They’re among the first to discover threats to the city. Those that hunt with them might get a chance to learn more about the occult underbelly of the city.

**Locations:** An is usually seen in the city’s alleyways and back roads. They also keep a close eye for anything suspicious at Saint Januarius Catholic Church and Streiber Polytechnic Institute.

**As a Sire:** An gives their childer a crash course on the strange and unknown. They’d like their childer to join the Church of Caine but believes than an effective predator should be capable of making up their own mind.

**Betrayal:** An might not even consider what she does betrayal. After all, to survive, fledgling Kindred need to toughen up. Characters fighting or hunting alongside them need to keep up. If they fail to do so, it’s their own fault they get into trouble. Sometimes, An decides to do characters a favor by pushing them into danger on purpose. That’s the only way they’ll learn the world is unpredictable and dangerous.

## Robert Vasile

### THE LONE GENTLEMAN

CAMARILLA

12<sup>TH</sup> Generation Ventrue (Tzimisce) Ancilla

When the Camarilla demanded to know why Robert Vasile came to the city, he told them he “was tired of fighting.” He established a suburban haven, started a company, and purchased properties throughout the city.

No one is sure what to make of Robert. He claims he just wants a peaceful unlife, but his expanding territory brings about rumors of an autarky in development.

- **Difficulties:** 5/3
- **Blood Potency:** 4
- **Humanity:** 4
- **Standard Dice Pools:** Physical 5, Social 7, Mental 7, Disciplines 7
- **Secondary Attributes:** Health 5, Willpower 7
- **Exceptional Dice Pools:** Craft 7, Etiquette 9, Awareness 8
- **Disciplines (Ventrue):** Dominate 3 (Compel, Mesmerize, The Forgetful Mind), Fortitude 2 (Unswayable Mind, Toughness), Presence 3 (Daunt, Lingering Kiss, Dread Gaze)
- **Disciplines (Tzimisce):** Protean 3 (Eyes of the Beast, Vicissitude, Fleshcrafting), Dominate 3 (Compel, Mesmerize, The Forgetful Mind), Animalism 2 (Sense the Beast, Feral Whispers)

**Appearance:** Robert has a brawny frame, light beige skin, and hazel eyes. He has shoulder-length black hair.

**In Play:** Robert is a gentleman among Kindred. All vampires, including the thin-blooded, are treated with unconditional civility. The same can’t be said for mortals. He sees them either as another Kindred’s belongings or as something to add to his collection.



**Locations:** Robert’s property management business is headquartered at the Sub Rosa Financial Park. He has an interest in Al’s Place and hopes to purchase it.

**As a Sire:** Robert sires in batches. In the old days, he scattered his progeny to the winds and waited to see who came back successful. Now, he’d like to see if his childer can spend their unlives in the same place. A childer must either learn to tolerate their siblings-in-blood or get them out of the picture.

**Betrayal:** Lord of his own little domain, Robert can present an affable exterior but he’s extremely watchful of every little snub and sign of disrespect. And lack of respect is not something he can accept. He has a habit of developing subtle vendettas where the target often doesn’t even realize they’ve slighted Robert and then been targeted with a campaign of vengeance.





Jerri Voss

THE DEVIL’S ADVOCATE

ANARCHS (The Night Forum)

and THE CHURCH OF CAINE

12<sup>TH</sup> Generation Malkavian Neonate

In another city, Jerri Voss helped their Anarch Movement topple the local Camarilla. They brought both metaphorical and practical vision, while their comrades brought the blades. Later on, they watched their ideal society implode in the face of reality and had to flee to this city as the Ivory Tower retook power.

Jerri remains dedicated to the Anarch cause, but they’re burnt out. Every night, the idea of abandoning traditional Kindred society and fleeing to the Church of Caine feels more inviting.

- **Difficulties:** 4/2
- **Blood Potency:** 2
- **Humanity:** 5
- **Standard Dice Pools:** Physical 5, Social 4, Mental 3, Disciplines 5
- **Secondary Attributes:** Health 5, Willpower 5
- **Exceptional Dice Pools:** Athletics 7, Insight 8, Investigation 6
- **Disciplines:** Dominate 3 (Compel, Dementation, Submerged Directive), Auspex 2 (Heightened Senses, Premonition), Obfuscate 2 (Cloak of Shadows, Unseen Passage)

**Appearance:** Jerri has a chubby frame, tawny-beige skin, and amber eyes. Their dyed silver hair is kept in a pixie cut.

**In Play:** Jerri’s a natural devil’s advocate. They confront a player’s character’s ideals, picking their worldview apart in search of contradictions or unforeseen consequences. They know how to get under anyone’s skin, and characters that withstand their withering critiques might pick up a few tips.

**Locations:** Jerri’s on a first name basis with the bartenders at Pink Slips. On bad nights, they attend service at Saint Januarius Catholic Church.

**As a Sire:** Jerri might sire a childe out of panic or as a favor to a close mortal contact. If so, they bring their childe up to speed, providing them with a list of convenient places to hunt, then give them a wide berth.

**Betrayal:** Sometimes Jerri is wrong. They play their role as the devil’s advocate, picking apart the plans of others, and then those bastards succeed anyway. That’s difficult for Jerri. They have become cynical and they don’t like it when others actually manage to get somewhere. When that happens, they may start a quiet campaign of sabotage.

Dexter Wilkins

THE IMPORT-EXPORT MAN

AUTARKIS

12<sup>TH</sup> Generation Nosferatu (Hecata) Neonate

When Dexter Wilkins’ sire drove him into this city and threw him out on the street, he told him that he’d either make a fortune here or greet the sun in a ditch. He did the former.

Dexter’s a gun runner, an exports dealer, and a human trafficker. It should be time to contact his sire and connect the city to his network, but Dexter wants to enjoy his criminal empire a little longer.

The Puttanesca are a family which has traditionally provided many ghouls to the Hecata, and from which they have Embraced a number of Kindred over the years. If you’re using the clans in the *Players Guide*, you can make Dexter into a Hecata and a member of the Puttanesca family.

- **Difficulties:** 4/3
- **Blood Potency:** 3
- **Humanity:** 5
- **Standard Dice Pools:** Physical 6, Social 7, Mental 5, Disciplines 5
- **Secondary Attributes:** Health 8, Willpower 7
- **Exceptional Dice Pools:** Drive 7, Streetwise 8, Occult 6
- **Disciplines (Nosferatu):** Animalism 1 (Sense the Beast), Obfuscate 3 (Cloak of Shadows, Unseen Passage, Mask of a Thousand Faces), Potence 2 (Lethal Body, Prowess)
- **Disciplines (Hecata):** Oblivion 3 (Ashes to Ashes, Fatal Precognition, Aura of Decay), Auspex 2 (Sense the Unseen, Premonition), Fortitude 1 (Resilience)

**Appearance:** Dexter has a towering frame, a deathly pallor even with the Blush of Life, and milky gray eyes. He keeps his salt-and-pepper hair in a side part.

**In Play:** Dexter’s an exemplary businessman in some of the worst markets imaginable, and he has



no shame. Without a good reason or fantastic bribe, he’ll never directly involve himself in any scuffle between the city’s sects.

**Locations:** Dexter stores legit and gray market wares at the North Convoy Business Center. Anything else is kept in nondescript buildings just outside of the city limits.

**As a Sire:** Dexter claims his childe is a “junior partner” in his business, but in practice, they’re more like an unpaid intern. They take on the dirty work while he stays the public face of the operation. When things go south, he’ll direct the blame and consequences onto the childe.

**Betrayal:** In a way, Dexter is more honest than most. He’s going to fuck over the characters if there’s an advantage in doing so and doesn’t particularly care if they know.





## Carol Winfield

### THE LOST SPY

#### AUTARKIS

12<sup>TH</sup> Generation Nosferatu (Salubri) Neonate

Carol Winfield was a nurse before her Embrace. It was a matter of convenience. Her sire needed to bring a local into the fold before he was discovered, and she was alone at the bus station.

Before he left, he imparted her with a mission: if she could gather enough information about the city’s Kindred, he’d show her how to cure her condition. It’s been years since she’s heard from him, but she hopes her mission will end soon.

- **Difficulties:** 4/2
- **Blood Potency:** 3
- **Humanity:** 5
- **Standard Dice Pools:** Physical 4, Social 4, Mental 4, Disciplines 5
- **Secondary Attributes:** Health 5, Willpower 5
- **Exceptional Dice Pools:** Survival 6, Streetwise 7, Medicine 8
- **Disciplines (Nosferatu):** Animalism 2 (Bond Famulus, Feral Whispers), Obfuscate 3 (Cloak of Shadows, Unseen Passage, Mask of Thousand Faces), Potence 1 (Lethal Body)
- **Disciplines (Salubri):** Auspex 3 (Heightened Senses, Panacea, Scry the Soul), Dominate 1 (Cloud Memory), Fortitude 2 (Unswayable Mind, Invigorating Vitae)

**Appearance:** Carol has a lithe frame, ashy brown skin, and blue eyes. She’s rarely seen without a skull cap.

**In Play:** Carol is dedicated to her mission but can’t help getting attached to characters with high Humanity or a genuine need to do good. She keeps tabs on them and might even try to help them from the shadows. Anyone publicly seen interacting her is cast with suspicion, no matter the sect.

**Locations:** Carol finds herself on everyone’s territory but most often around sect strongholds like Al’s Place and the Sub Rosa Financial Park.

**As a Sire:** Carol’s childer are inducted into her conspiracy, though she won’t reveal the full details until she’s sure the childe is ready. She stays by their side, both to ensure their safety and to make sure they won’t betray her.

**Betrayal:** Carol is desperate to become mortal again and she hasn’t quite grasped how close to impossible that is. She’s loyal and trustworthy but also susceptible to manipulation. If someone less principled dangles a promise of redemption in front of her, she may end up betraying characters she’s become attached to. She’ll regret it if it happens.

## Lesley Woodrow

### THE YOUNG LEADER

#### CAMARILLA

10<sup>TH</sup> Generation Tremere Ancilla

Lesley Woodrow was nowhere close to the top of the Tremere Pyramid, but they know that its implosion was the worst thing to happen to the clan. Though they spend their nights serving the Camarilla as one of their occult experts, they also lead the first chantry the city’s had in years.

While the chantry only consists of Lesley and a handful of Warlocks, they’re sure it’s only a matter of time until the Pyramid rises once more.

- **Difficulties:** 5/3
- **Blood Potency:** 4
- **Humanity:** 4
- **Standard Dice Pools:** Physical 5, Social 7, Mental 8, Disciplines 7
- **Secondary Attributes:** Health 6, Willpower 7
- **Exceptional Dice Pools:** Melee 7, Persuasion 8, Occult 9
- **Disciplines:** Auspex 3 (Sense the Unseen, Premonition, Scry the Soul), Blood Sorcery 3 (A Taste for Blood, Extinguish Vitae, Blood of Potency; Rituals: Blood Walk, Craft Bloodstone, Ward against Ghouls, Communicate with Kindred Sire, Warding Circle against Ghouls, Deflection of Wooden Doom, Ward against Lupines), Dominate 2 (Compel, Mesmerize)

**Appearance:** Lesley has an imposing frame, coppery skin, and brown eyes. They keep their black hair in a crew cut.

**In Play:** Lesley believes that everyone should know their place. Those making a blatant power grab find them hot on their trail. Their loyalties lie with the Tremere first, a fact characters could use to their advantage.



**Locations:** Lesley’s yet to find a stable home for their chantry. For now, they move between an abandoned office at Sub Rosa Financial Park and the basement beneath Taylor’s Lakeside.

**As a Sire:** Lesley chooses their childer carefully. Reckless Embraces had a hand in the clan’s downturn, after all. When they sire a childe, they induct them into the chantry and teach them the importance of maintaining hierarchy in chaotic times.

**Betrayal:** Lesley sees themselves as something of a player in the city’s political game. The characters are pawns, to be used and discarded as necessary. Lesley plays the role assigned to them as a Tremere leader, learned and careful, but sometimes they make badly thought out moves of betrayal and treachery in their desire to appear a Kindred power player.



# Anarch Gang Bosses

These supporting characters lead the three Anarch gangs in the city. They represent the grandest figures on the city’s political map the players’ characters can reasonably interact with.

## Emily Coldara

THE IDEALIST

8<sup>TH</sup> Generation Brujah Ancilla

Emily is the cleverest of the local Anarchs and an idealist. She’s big on consensus, reason and order instead of arbitrary rules and power politics. She leads a group of Anarchs called the Night Forum.

- **Difficulties:** 4/3
- **Blood Potency:** 4
- **Humanity:** 6
- **Standard Dice Pools:** Physical 5, Social 7, Mental 6, Disciplines 6
- **Secondary Attributes:** Health 6, Willpower 6
- **Exceptional Dice Pools:** Academics 8, Awareness 8, Investigation 8, Leadership 8, Politics 9, Subterfuge 7
- **Disciplines:** Celerity 3 (Cat’s Grace, Fleetness, Blink), Obfuscate 1 (Cloak of Shadows), Potence 3 (Lethal Body, Prowess, Uncanny Grip), Presence 3 (Awe, Lingering Kiss, Entrancement)

**Betrayal:** Emily talks a really good game about community building, constructive co-operation and broad-based consensus. She believes herself to be a good person struggling successfully with the demons of vampirism. Because of this, she has embedded herself with the causes and communities she wants to support, absolutely blind to the fact that her presence, vampiric Hunger and nightly needs poison the people around her. Her betrayal is unconscious: she doesn’t realize she is the problem.

## Shara Allen

THE FIREBRAND)

8<sup>TH</sup> Generation Gangrel Neonate

Shara is a firebrand and the leader of the Thrill Kill Gang. She wants to see the Anarchs rise and develop enough strength and power to see an end to the city’s Camarilla, so all Kindred inhabitants can be free.

- **Difficulties:** 4/3
- **Blood Potency:** 4
- **Humanity:** 4
- **Standard Dice Pools:** Physical 8, Social 6, Mental 5, Disciplines 6
- **Secondary Attributes:** Health 8, Willpower 6
- **Exceptional Dice Pools:** Brawl 10, Drive 9, Intimidation 8, Leadership 6, Streetwise 7
- **Disciplines:** Animalism 3 (Sense the Beast, Feral Whispers, Animal Succulence), Fortitude 4 (Unswayable Mind, Toughness, Defy Bane, Flesh of Marble), Protean 3 (Eyes of the Beast, Feral Weapons, Earth Meld)

**Betrayal:** Shara likes to fuck with people. Sometimes she terrorizes people outside her gang just for fun. Her followers may be subjected to it as well, in the shame of hazing rituals she makes up to serve a well-developed cruel streak. Although Shara can make a character’s existence difficult, she’s the least treacherous Anarch boss as her vindictiveness is predictable.

## Marcus Gallowglass

THE HUMANITARIAN

9<sup>TH</sup> Generation Ministry Neonate

Marcus is a humanitarian who is something of a father figure to the community. He fears the Anarchs are losing their touch with humanity and wants them to focus on building enduring unives as clandestine members of human communities. The Anarch group led by Gallowglass is called the Circle of Mercy.

- **Difficulties:** 4/3
- **Blood Potency:** 3
- **Humanity:** 7
- **Standard Dice Pools:** Physical 6, Social 7, Mental 7, Disciplines 7
- **Secondary Attributes:** Health 6, Willpower 7
- **Exceptional Dice Pools:** Awareness 8, Insight 10, Performance 8, Persuasion 8, Subterfuge 8
- **Disciplines:** Obfuscate 3 (Cloak of Shadows, Unseen Passage, Mask of a Thousand Faces), Presence 4 (Daunt, Lingering Kiss, Entrancement, Summon), Protean 3 (Weight of the Feather, Feral Weapons, Shapechange)

**Betrayal:** Marcus is a philosopher, a debater and a thinker. He does his best to guide each individual on their own, personal journey. These principles are all well and good, but when Marcus feels threatened, they don’t apply anymore. He justifies the terror and death that follow by arguing that when you have something beautiful, you have to protect it. He’s intelligent enough to lie even to himself when he comes up with new justifications for awful actions.