

Michael Parker grew up California new money. His folks got rich off naval contracts in San Francisco. As a result, Mike's teens were spent rebelling pretty intensely in the 50s Bay Area. During his Freshman year of college, though, his parents were killed by a drunk driver. That shook Mike to the core. Basically everyone he associated with was way into the growing drug movement at that point, so Mike had to get out.

In the early 60s Michael got as far away from his old life and loss as he could. Europe was a great place to bum around and Michael made the most of his parents' money by studying for a semester or two throughout Europe. While "studying" in West Berlin he caught the eye of the Tremere.

For the first couple of years they kept Michael in the dark about what they were about. All Michael knew was that they were involved in some crazy things. His best bet was some sort of spy thing going on, particularly given the clandestine coverups he got involved in. It is fair to say he was hooked on the deeper lifestyle. The revelation of vampires was actually something of a disappointment given the many theories he'd been entertaining.

Eventually Michael impressed them enough with his ability to navigate the mortal chaos surrounding them that they made a more permanent investment in him. As a vampire, it fell upon Michael to keep the Cold War from interfering with Clan priorities. It was largely an easy job\* as the Nazi mysticism has long since been fought over and the Tremere had little concern for the welfare of the populace or lines on maps.

With the relaxing of tensions in recent years, Michael's role with the local Tremere has become less and less needed. When it was suggested that he should probably shift his attention to the occult Michael realized it was time to buckle down or get out. He opted to get out and proposed looking into the Giovanni of Metatropolis under the pretense of answering their call.

((\* I am assuming there was some degree of crazy vampiric struggle going on between the East and West. I'm also assuming it hasn't been defined. It is my plan to make vague hints at things and then fall back upon the Rule of Secrets when pressed. I'm not really interested in involving White Wolf Soviet cannon with our game. ))