

SEASON THREE

PLAY RENEGADE

A STORY FOR VAMPIRE: THE MASQUERADE

# WINE-DARK WATERS

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VAMPIRE

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THE MASQUERADE



# VAMPIRE

THE MASQUERADE

## Wine-Dark Waters

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# INTRODUCTION

*Your coterie has built an existence on the water, refurbishing an old luxury yacht into a floating nightclub that doubles as a smuggling operation. It's easy money, and the takeout delivers itself, eager to dance through the night. But when an enemy coterie wants your ship for themselves, you'll have to defend it.*

## CONTENT WARNING

**Vampire: The Masquerade** is a game about societal and personal horror in which you play a monster in a world similar to ours. It inherently involves blood, bodily fluids, deception, and death, and this story may also touch on violence and drug use. Please take some time as a group to discuss your goals for the play experience and how you feel about these topics. Feel free to use the “Advice for Considerate Play” section in *Vampire: The Masquerade* (p. 421) to adapt the story as needed.

## READY TO PLAY

This story is written as a one-shot session run over a few hours. You can adapt it to an existing coterie of players’ characters, but for your convenience, we’ve provided a coterie of six ready-to-play vampire characters in Appendix II.

You’ll need a copy of *Vampire* to run this story. The antagonists of this story are presented as a coterie composed entirely of vampires from Clan Lasombra. Details on Lasombra vampires can be found in the *Players Guide* or *Chicago by Night*. Appendix I: Oblivion contains details on the Oblivion Discipline powers used in this story, but Storytellers without access to one of these books might wish to alter the clans of the antagonists and their associated powers.

## Background

*Wine-Dark Waters* is a story about defending your territory against intruders. The players’ coterie is based on an old luxury yacht-turned-party boat in Chicago, making it and the dock it belongs to their domain. They’ve been granted the right to this domain by the local Camarilla jurisdiction in return for ferrying important dignitaries across the lake and keeping an eye on the wider territory. Under the table, they also transport contraband goods from port to port in collaboration with a local crew of Anarchs. It’s the perfect gig—which is why a rival coterie of Lasombra vampires soon tries to take over.

In this story, the Lasombra coterie plans to embarrass the players’ coterie out of their domain by disrupting an essential smuggling operation. Complicating matters for the defenders, they’ve got a shipload of mortal passengers. However, the Lasombra are not a united front: internal conflicts make them vulnerable to infighting. The players’ coterie must divide and conquer the Lasombra or otherwise repel them, receive a contraband shipment on the water while keeping it away from prying eyes, and keep their passengers happy. All while maintaining the Masquerade.

# How to Play: Pacing

The story of *Wine-Dark Waters* takes place over one night of in-game time. As noted in the scene titles, certain events are tied to specific hours. Other potential complications are free-floating and can be used by the Storyteller as they see fit. Storytellers should move the game at a fairly brisk pace and keep their troupe aware of the ticking clock that'll drive the story forward. It may even be a good idea to speed up the progression of events if the clock moves too slowly for the speed of play.

## Setting

The *Penelope* is a 200-passenger Lürssen event ship from 1990. She is 42 meters long, equipped with two engines, and has a cruising speed of 12 knots (or roughly 22 kilometers per hour). Her hold is full of secrets. Most nights, the yacht ferries wealthy tourists and townies out onto Lake Michigan's cool waters from the pier in Chicago, offering hours of drinking and dancing. On occasion, she also moonlights as a smuggling vessel,

transporting illicit merchandise — from weapons to vitae and alchemical substances — from port to port. Her high-rolling clientele is the perfect cover for stops at cities across the lake. The yacht sails under the Kindred jurisdiction of the Prince of Chicago, Kevin Jackson.

The coterie knows that there will be consequences if they should disappoint their Camarilla contacts but is unaware that there's an explosive device on board that can sink the ship if things go awry.

The coterie's Camarilla-granted domain technically includes the *Penelope*, the home base pier in Chicago, and two smaller party yachts anchored there, manned exclusively by mortal crew. As a hunting ground, the domain is rife with drunk guests and provides easy access to wanderers near the pier. As a bonus, the *Penelope* makes it particularly easy to dispose of a body in a hurry, if needed. Everybody knows it's dangerous to be too drunk on the water.

The *Penelope*'s interior main deck has been modified into a maze of tight, twisty passages leading to small lounges or party rooms. A spacious glassed-in dining room bookends the deck on one end, and the dimly lit dance floor takes up the other. The ship sails a little after dinner and returns to the dock in the late-night hours,



where illegal cabs line up to offer rides home or further out into the night. The *Penelope* can be divided into three rough sections:

## The Main Deck

- The dining room has excellent lake views at dusk when the moon rises.
- The dance floor has a DJ setup and mics for live music, a spacious dancing area, and a full bar.
- Eight or nine lounges are scattered along the winding hallways between the dance floor and dining room. The lounges are small rooms with couches and minibars, comfortably fitting six or ten in a squeeze—perfect for amorous guests or hungry Kindred looking for somewhere quiet and private.

## The Upper Deck

- The bridge houses the navigation, steering instruments, and marine radio.
- The observation deck is open to the stars and sky, perfect for appreciating the city skyline at night or spotting boats in the distance.

## Below Decks

- Tiny crew bunks and a few guest rooms line the ship's sides.
- The galley is located directly under the dining room.
- The engine room is a real squeeze to get through, full of pipes and boxes of tools.
- The hold houses emergency rafts, bottles of drinks, and boxes of dry goods. Big, unassuming plastic boxes with false bottoms are used for the under-the-table cargo.

# Coterie Communication

- The coterie and mortal crew members carry two-way radios to talk to each other and to contact the pilot room when working in separate spaces. The radios can be silenced to avoid prying ears from listening in, although this also means the user will miss incoming radio messages.

### CHANGING THE SETTING

You can easily change the geographical location of Wine-Dark Waters. The *Penelope* could be sailing anywhere in the world where party boats are a likely sight. The Aegean Sea, Biscayne Bay in Florida, the coastal areas of Rio de Janeiro, the French Riviera, or the warm shallow waters of the South China Sea could all work. You could even turn the *Penelope* into a riverboat and anchor her on the Vltava, the Mississippi, the Nile, the Rhine, or the Mekong River.

## The Dilemma

When the players' coterie took over management of the yacht, it was a financial sinkhole with barely enough visitors to fill the veins of one vampire, no less an entire coterie. Turning it into a club and making a deal with the Anarch smugglers has bought the ship and the coterie aboard it a more promising future. But this also means juggling alliances with both the great sects—pissing either side off is likely to have dire consequences. Without Anarch support, the coterie loses their smuggling contacts and must rely on the club to succeed—which may be challenging with the smugglers working against them. Without Camarilla support, they lose the ship and any deals with other local Princes and Barons along the coast. ■



# STORYTELLER CHARACTERS

The *Penelope* carries a load of up to 200 passengers. As the players' coterie attempts to locate and deal with the threat posed by the enemy coterie, they'll constantly run into drunken dancers and other more-or-less curious mortals. To keep the action tight, use the passengers to bring life to the setting and complicate the scenes, but don't stay too long with any one party guest. The focus should be on the tension between the two coteries and the rising anxiety among the human crew members as they realize something is off.

## Mortal Crew

The players' coterie shares the *Penelope* with a few mortal crew members. It's necessary in the hospitality business: sunset cruises, daytime meetings with pier officials, and supply pickups all require a friendly mundane face

### Amara Odei (Bartender)

Amara works behind the bar some nights, but mostly, she takes care of bottle service — she's cute and flirty, which keeps the champagne orders flowing from the VIP guests. She's a cheerful young woman with perfect winged eyeliner, a bit of a thrill-seeker. Amara's also the Touchstone for Robin — a close friend since college. She harbors a secret crush on Finley and acts a little flustered around them. At the Storyteller's discretion, Amara can be the only crew member who knows about the coterie's true nature; she's enthusiastic about helping her friends, even when it

means getting in risky situations. The Storyteller may also decide that Amara is in the dark with the rest of the crew.

### Max Grant (Fixer)

Max is the guy who "knows a guy" at every port. Sometimes, he gets the coterie a score: high-grade liquor at low prices or mortal smuggling goods like Cuban cigars and out-of-stock Korean face masks that can be sold directly to the kine. Other times, he picks duds out of loyalty to some past favor owed by him. He's a scrappy little guy with a cherubic baby face that's gotten him out of more than one close call with the law. His joking manner helps with that, too — he's easy to befriend, if only on a surface level.



## Daniel Kurlanski (Pilot)

Daniel pilots the ship and keeps an ear on the marine radio for incoming messages from the Coast Guard. He's a big, quiet man who thinks about his words for a second or two before he answers. He's not a natural with guests, but with the familiar crew, he's more relaxed.

### MORTAL CREW MEMBER

**General Difficulty:** 3/2

**Common Dice Pools:** Physical 4, Social 6, Mental 4

**Secondary Dice Pools:** Health 4, Willpower 4

**Exceptional Dice Pools:** Drive 6, Persuasion 7, Resolve 6

**Other Qualities:** Choleric or Phlegmatic Resonance

## Party Guests

Tonight's guests aboard the *Penelope* are much the same as every night—young, with money to spare, and looking to have a good time. The only difference is that there are several VIP guests this time: influencers and big names in the clubbing scene who'll spread the word if anything extraordinary should happen. Below, you'll find a handful of guests who might be attending the night's party.

## Isabella “Bella” Sinclair (Heiress)

Bella heard about the *Penelope* from a yoga friend, and now she's brought a few girlfriends to see what the fuss is about. If she likes the evening, she'll be sure to return, and she may even want to charter the yacht for her next birthday. She spends the night in the private lounges, gossiping with her friends and laying out lines of coke.

## Remy “the Rhythm” Delacroix (The DJ)

This much-hyped DJ either ends his night playing a stunning set with a beat that's to die for or knocked out from too many drinks in a dirty corner somewhere. Which it'll be depends entirely on how celebrated and flattered he feels through the night. He will be on the dance floor until then.

## Luis Hernandez (Investment Banker)

Luis has money and is eager to spend it. He's in one of the private lounges ordering bottles from Amara or on the dance floor looking for a girl to take home come dawn.

## Rachel Kim (Deserted Girlfriend)

Rachel technically studies biology, but at this party, the only thing anyone cares about is that she's the Rhythm's new girlfriend. She can't seem to find him, though, and he appears to have utterly forgotten about her. Rachel can be found crying in a corner or awkwardly trying to explain to Luis or Jamal that she's taken.

## Ashley Akers (Influencer)

Ashley Akers, “you know, from TikTok,” is a professional influencer who's here looking for a scoop for her next reel. She's crossing her fingers for the evening to turn out entirely enviable and exclusive, but she won't stop filming if it goes the other way. Ashley carries her phone everywhere, and she's constantly documenting—except in the private lounges.

## Jamal Williams (Emerging Professional Athlete)

Jamal's agent has promised him he'll be rich and famous, and Jamal is eager to live like he's already there. But he doesn't quite have the stamina for it. At the start of the night, he's ordering expensive shots at the bar. A few hours later, he'll be in one of the private lounges looking for a hook-up, doing drugs he's not familiar with, or trying to sneak a nap. By the night's end, he'll have snuck below decks and is sleeping it off somewhere he shouldn't be.

### MORTAL PARTY GUEST

**General Difficulty:** 3/2

**Standard Dice Pools:** Physical 3, Social 5, Mental 4

**Secondary Dice Pools:** Health 5, Willpower 2

**Exceptional Dice Pools:** Persuasion 6

**Other Qualities:** Sanguine, Choleric, or Melancholy Resonance

# Lasombra Antagonists

The enemy coterie of Lasombra vampires share a sire who has ordered them to stake out new territory. Their sire has blackmail on each of them, so even if they wanted to go against him, it's not so simple.

## Maria Elena Chavez

Maria Elena is a model Lasombra: ambitious, cut-throat, and disgusted by failure. She's the right hand of her sire and holds the most responsibility in fulfilling his orders. She's eager to please and keep his goodwill. But finding an unoccupied domain among Chicago's busy streets isn't easy task—just keeping her coterie grudgingly under her control is hard enough. Hostile takeover it is, then. Maria Elena isn't about to let a bunch of pissants keep a prime location like the *Penelope*. She knows that if she can disrupt the smuggling operation, she can sever the coterie's Anarch connections and their cash flow in one fell swoop. Then it'll only be a matter of taking over their spot on the pier and convincing the Chicago Camarilla leadership she'll take better care of the *Penelope* than the players' coterie could.

Unbeknownst to most of Maria Elena's group, their shared sire has promised her she'll be in charge of the new territory. The other members won't be joining her in the new domain, as their sire plans to continue using them to carry out his missions elsewhere, letting Maria Elena enjoy her new territory in peace—and keeping her loyal.

### Her Secret

Maria Elena plans to take the domain for herself and assemble a new coterie of allies beholden to her, not her sire.

The players' characters can discover her secret by talking to her directly or to Hazel. They can also find out about it if they hack into her phone. They can use the intel against her by getting the other Lasombra vampires to turn against her.

#### MARIA ELENA, CUTT-THROAT PERFECTIONIST

12<sup>th</sup> Generation Lasombra Neonate

**Blood Potency:** 1

**Humanity:** 5

**General Difficulty:** 4/3

**Standard Dice Pools:** Physical 5, Social 8, Mental 6,

**Disciplines** 4 (Dominate)

**Secondary Dice Pools:** Health 7, Willpower 7

**Exceptional Dice Pools:** Awareness 6, Intimidation 6,

Resolve 8

**Disciplines:** Dominate 2 (Cloud Memory, Mesmerize),

Oblivion 1 (Shadow Cloak), Potence 1 (Soaring Leap)

## Hazel Rivera

Hazel mostly wants a good time and to maintain her image. She cares about dancing, feeding, and getting cash to buy more fun things: jewelry, clothing, nice apartments, a paid dating app subscription. She's far from a ditz, though—she's a ruthless ally to have on one's side, provided she gets a hefty cut. Currently, Maria Elena offers access to all her favorite things, but Hazel's not interested in sticking around long-term. Unlike her companions, she knows that their sire (who let it slip in an inebriated moment) plans to give Maria Elena the domain and cut the rest of them out. She's been saving the knowledge, looking for the right opportunity to use it to her own advantage.

### Her Secret

She's broken the Masquerade by flexing her abilities in front of mortals with smartphones, and there are still people out there who remember the video.

The players' characters can discover her secret by talking to mortal characters who recognize her from the internet, such as the heiress or the influencer. One of them may also recognize her themselves if they succeed on an appropriate skill test. They can try to use it to threaten her or to get her coterie to turn against her in the realization that she may be too much of a liability.

#### HAZEL, DEADLY PARTY GIRL

13<sup>th</sup> Generation Lasombra Neonate

**Blood Potency:** 1

**Humanity:** 5

**General Difficulty:** 4/3

**Standard Dice Pools:** Physical 8, Social 6, Mental 5,

**Disciplines** 4 (Potence)

**Secondary Dice Pools:** Health 7, Willpower 6

**Exceptional Dice Pools:** Politics 7, Resolve 7

**Disciplines:** Dominate 1 (Compel), Oblivion 1 (Ashes to Ashes), Potence 2 (Soaring Leap, Prowess)

## Philip Park

Philip is a sullen man dressed in an expensive suit. In life, he was an accountant of the elite, driven by the desire to provide a seaside villa for his wife and a new car for his mistress. In death, he first and foremost wants out from under Maria Elena's thumb. Philip has ambitions he wants to follow up on, and he chafes at the leash she has on him through their sire. Namely, they are both blackmailing him about his accidental indiscretion.

Philip's been slowly weaving his plans, even as Maria Elena's suspicions of him grow. He needs her removed entirely from the city, either sent far enough away that she won't trouble him anymore, or *dealt with* permanently. If Maria Elena fails with their sire, he's sure she'll be relieved of her leadership of the coterie and sent away. Better yet, he'd like her destroyed. Of course, it will have to happen discreetly out of respect for the Traditions.

### His Secret

A few months ago, Philip lost control and killed another Kindred. His sire was present and promised to keep it hidden to protect him. Clearly, their sire chose to tell Maria Elena about it anyway, for she's been hinting at it to Philip ever since.

The players' characters can discover his secret by talking to Maria Elena or going through Philip's pockets, where he carries a letter from his sire. They can also get hints from the other Lasombra vampires that a mutual ally of theirs disappeared a few months ago and that Philip has seemed very stressed about it. The players' characters can use Philip's secret to blackmail him themselves or simply offer to help him get free of Maria Elena's blackmail.

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### PHILIP, IMPATIENT EXECUTIVE

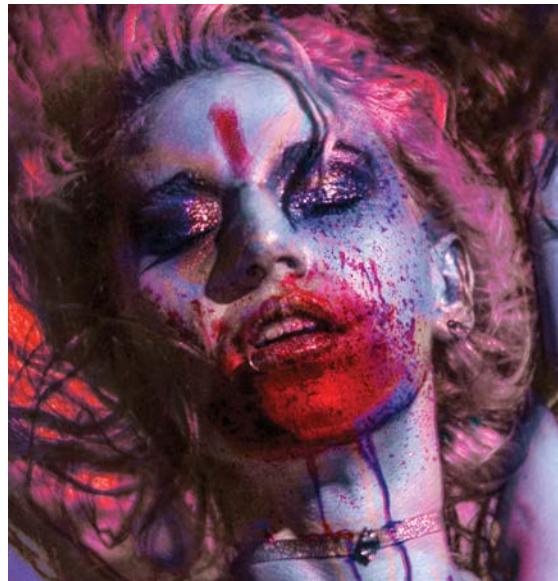
**12<sup>th</sup> Generation Lasombra Neonate**

**Blood Potency:** 1

**Humanity:** 6

**General Difficulty:** 3/2

**Common Dice Pools:** Physical 5, Social 4, Mental 3, Disciplines 3 (Oblivion)



**Secondary Dice Pools:** Health 6, Willpower 3  
**Exceptional Dice Pools:** Firearms 6, Streetwise 6, Technology 6  
**Disciplines:** Dominate 1 (Slavish Devotion), Oblivion 2 (Shadow Cloak, Arms of Ahriman), Potence 1 (Lethal Body)

## Sasha Petushenko

Sasha believes in Maria Elena to a fault. Every fearless general needs a faithful lieutenant, and Sasha is more than ready to stand at

her side until the end. Sasha's willing to help propel Maria Elena into the highest echelon of Chicago's Kindred...as long as they go together. But every loyalist has a breaking point, and if the coterie can disrupt Sasha's faith in Maria Elena, they'll be a strong voice against the hostile takeover.

### Their Secret

Sasha has created a thin-blood childe. Unable to admit it to anyone, not even themselves, they keep it imprisoned in an abandoned vacation home up the coast while they figure out what to do with it.

The thin-blood players' characters can discover Sasha's secret by succeeding in an appropriate skill test and realizing that *they* know about Sasha from the childe's descriptions, a young woman they chat with on the dark web. They can use Sasha's secret to blackmail them or offer to deal with the illicit childe for them (one way or another).

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### SASHA, LOYAL LIEUTENANT

**13<sup>th</sup> Generation Lasombra Neonate**

**Blood Potency:** 1

**Humanity:** 6

**Clan:** Lasombra

**General Difficulty:** 4/3

**Common Dice Pools:** Physical 6, Social 4, Mental 6, Disciplines 1 (Potence)

**Secondary Dice Pools:** Health 8, Willpower 6

**Exceptional Dice Pools:** Awareness 6, Brawl 8, Stealth 8, Resolve 7

**Disciplines:** Dominate 1 (Cloud Memory), Oblivion 1 (Shadow Cloak), Potence 2 (Lethal Body, Prowess) ■

## ACT I:

## NIGHTFALL

The coterie is preparing the *Penelope* for another night as one of Chicago's fairly new floating nightlife destinations. Alcohol flows freely in the lounges, and the combination of drunkenness and seasickness among the guests makes it easy for the coterie to hide their feeding. Tonight will be a big night: the *Penelope* has some high-profile guests from Chicago's clubbing scene on the VIP list. If anything goes wrong while they're here, it'll be much harder to contain than on a usual night. However, if the party is a success, the *Penelope* will become a hot-ticket location—and a better hunting ground for the seasons to come.

Tonight has the coterie's reputation on the line in more ways than one. The *Penelope* isn't just a party yacht—she's also a smuggling vessel, bringing illegal or forbidden goods into the city for high-paying buyers. The smuggling business is the coterie's most reliable source of cash and the reason the local Anarchs did not interfere when they staked the domain in the first place. The domain may technically be under the Camarilla, but if the Anarchs disapprove, the coterie will have a hard time keeping it. Unfortunately, their last smuggling job was a disaster. The package was damaged aboard the *Penelope*, kine authorities got suspicious, and worst of all, their Anarch contacts lost faith in their abilities. The coterie now owes their Anarch contacts a debt, and it's been made clear to them that tonight is their last chance if they want to keep their deal with the smugglers.

The coterie has been contracted to smuggle a valuable item of unknown qualities to shore tonight. A ship will

meet them on the water two hours past midnight, when most of the guests will be too sloshed to notice a small speed boat coming up alongside the *Penelope*. After they've hauled the package onboard, it'll rest hidden in the hold for a few hours, the massive party above an easy alibi for any irregularities in timing when coming back to the dock. An hour before dawn, the Anarch buyers will show up at the pier to collect their prize, and the coterie will be rewarded or face the consequences if they've failed.

Act I introduces the players' characters to the night's festivities aboard the *Penelope* and the mortal crew. The act ends with the group of Lasombra holding the *Penelope* (and the coterie's livelihood) hostage in exchange for the smuggled package.

## 9:00 PM: The Bite

The coterie's fulfilling their usual duties in and around the cramped dance floor, handing out long-stemmed champagne glasses or elaborate cocktails with Max and Amara. The guests are laughing and starting to sway to the music, stumbling into each other when Daniel, steering in the pilot room, hits a wave.

The light, tumultuous chaos on the dance floor reveals a scene the players' coterie wasn't meant to notice. A woman dressed in a glittering gold dress loses her grip on her dance partner, an empty-eyed suit who slides limply towards the floor, his neck slipping wetly out of the woman's mouth. Startled, she looks up to notice the

coterie staring at her. She giggles and hurries to wipe the blood from her lipstick-smeared mouth. While the players' characters rush to help her dazed victim before he causes a scene, she disappears into the crowd. The highest Resolve + Awareness among the coterie can track her between the mortal bodies crowding every square inch of the *Penelope*. When they catch up with her, she's already pressed against another potential victim, blood-drunk and full of attitude. She tries to escape them but doesn't truly take the situation seriously. If pressured, she admits the coterie wasn't meant to see her feed, but she just couldn't resist. She introduces herself as Hazel and arrogantly reveals she's boarded the ship together with her allies and that they're planning to take the *Penelope* from the players' coterie before the night is over.

## 10:00 PM: Blood in the Water

Now the players' coterie has a few hours to locate the rest of the enemy coterie if they want to be sure the smuggling operation goes off without a hitch. They can attempt to lock Hazel up, but her coterie will come for her if at all possible.

Until Act III, the players' coterie will struggle to locate all the Lasombra vampires in one place. The Lasombra are slippery, and the players' coterie cannot know how many of them are on board. Their best option is to negotiate. They can try to pick off the Lasombra one by one, but if they break the Tradition of Destruction, they'll be making an enemy of the Sheriff of Chicago and the Lasombra coterie will be justified in returning the violence.

After Hazel, the players' coterie can locate Maria Elena and Sasha. Maria Elena is a confident woman in a sharp black cocktail dress. She sticks close to the party crowd at all times. Sasha is an intimidating androgynous character with a strong frame and an icy stare. Sasha follows Maria Elena but can be lured away if they think there's some present danger or opportunity to deal with.

When approached, Maria Elena is initially annoyed that her plan has been revealed but proposes a deal to the coterie—one they'd better listen to if they want to end the night with even a fraction of what they have now.

Maria Elena's proposal is simple: the coterie will immediately hand over the package to her when they've

received it and say nothing of it to the messengers. In return, she and her allies will leave quietly when it's time to return to the harbor. Should the players' coterie refuse to cooperate, however, her crew will create a Masquerade breach and pin it on them. She makes it clear that interfering with her and her group will see their abilities deployed in the most destructive and flashy way. And she's arranged it so that it'll be very hard to pin a bloodbath on *Penelope* on anyone except the players' coterie. Every Kindred with a connection to the pier knows they are the ones responsible for what happens aboard *Penelope*. All four Lasombra have alibis for the night in the far corners of the city. Alibis that can easily be dissolved should anything happen to them, but which will otherwise protect them. Maria Elena's sire has eyes everywhere, and the players' coterie is still relatively new to town, as she reminds them.

Upon speaking with Maria Elena, the players' coterie realizes she's effectively taken everyone on the ship hostage. Not only is their feeding ground in danger but so are their crewmembers—one of whom is a Touchstone. ■



# ACT II:

# ESCALATING EVENING

The coterie must formulate a plan to deal with Maria Elena and her crew as minor crises flare into existence across the *Penelope*'s decks.

The Storyteller should introduce as many complications as they see fit from "Act Natural" and "Fish and Visitors" until they feel it's time to move to "Midnight." Four to five complications are suggested as the standard amount. The Storyteller may keep the clock ticking by telling their troupe when 11 and 11.30 PM rolls in. As the coterie scrambles to regain control of the situation and keep their cool, all Social Combat tests performed in front of mortals do +1 extra Willpower Damage.

## Act Natural

Shuffling through the narrow hallways, the coterie barely has time to hurry into the corners to discuss the fix they're in before other duties rear their heads. The *Penelope* is stuffed to the gills with kine, and they're getting rowdy. The morass of increasingly intoxicated guests is hard to resist. With each "Act Natural" selection, increase Hunger by one for all Kindred present in the scene.

### Soothes the Savage Breast

The DJ was supposed to go on an hour ago, and the crowd's getting bored of dancing elbow-to-elbow to canned club music. A stream of guests asks for the live music they were promised. Amara's frantic voice over the radio lets the coterie know a fight's broken out on the dance floor — typical drunken nonsense, a jealous boyfriend or a girl furious with her friend over a perceived slight. Separating the combatants is a Difficulty 2 endeavor. The gush of blood from one bruised nose provokes a Willpower test, Difficulty 2. Failure increases the watching Kindreds' Hunger by one.

Composure + Etiquette (Difficulty 3) gives the coterie the edge in cooling down the situation and splurging on a couple of free drinks to soothe the crowd until the DJ can be located. Or, a Charisma + Performance (Difficulty 4) while providing some form of entertainment distracts the crowd and gets the party moving.

### Privileged Information

Max or Amara approaches the coterie, saying the crew is getting worried. Something feels off about the evening,

and it's hard not to notice the coterie seems to know what's going on and is keeping it to themselves. The crew member demands to be let in on the secret—they're as worried as anyone about the handoff going off without a hitch tonight. The coterie must reassure the crewmember: It's Manipulation + Subterfuge (Difficulty 2) to convince them everything's handled or Composure + Leadership (Difficulty 2) to convince them they're all on the same team and simply dealing with some difficult guests. If the crew can't be reassured, they'll do their jobs poorly, and all Difficulty levels for dealing with the mortal guests go up by one.

## Hazel's Victim

The drunk man Hazel first sank her fangs into comes back to consciousness, and he's upset. Something happened, and he can't quite remember the details—but he does remember that the crazy woman in the gold dress *bit* him, though, and he's making a big fuss. It's Social Combat at Difficulty 2 to shut him up: Charisma + Intimidation, Manipulation + Subterfuge, or Composure + Persuasion will all do the trick. Failure to quiet him will mean all following tests aimed at drawing mortal eyes away from the Lasombra will be one Difficulty level higher.



# Fish and Visitors

The Lasombra are getting antsy waiting for Maria Elena's signal to do something. As they wait, the coterie has the chance to find and talk to them one by one—or deal with their dramatics.

## Hazel

Hazel is bored of sitting around. She picks someone to feed on. She's hoping for something interesting to happen, so she chooses a Storyteller character with whom the player characters interacted positively (Amara is an excellent choice, as she's a Touchstone). Hazel is careful to pick her victim in plain view of the player character involved and throws a smug look over her shoulder as she steers the mortal toward one of the lounges. Hazel thinks of herself as a shark swimming in a school of fish, and she feeds like it: if she's left to her own devices, she'll rip into a mortal body with abandon. It's a Wits + Subterfuge test at Difficulty 4 to distract her before she finishes draining her victim, a Charisma + Persuasion at Difficulty 3 to talk her down, or a Strength + Brawl at Difficulty 4 to rip her away in time to save the victim's life. Otherwise, all that will be left when she's done is a ragged corpse in torn clothes. She may offer to get rid of the body for the coterie.

Hazel isn't interested in physical combat but in goading the coterie into foolhardy action: shouting, infighting, and making a scene. She readily admits that she's sick of Maria Elena's leadership, and she doesn't care about the package at all—although she's very interested in all the delicious, warm mortals who board the *Penelope* every night.

## Sasha

The coterie's radios crackle with Daniel's voice: "Hey boss, one of the guests got in here somehow, and they keep touching the instruments. [muffled] Good to have you on board! Sorry, but passengers aren't allowed—[click]." Sasha's made themselves comfortable on one of the seats by the time the coterie arrives. They can hear all the radio messages from here, which is handy indeed. And from up here, they can also get a good view of the handoff when it occurs. The coterie has to dislodge them, or else it'll be tough to communicate with each other privately and equally hard to hide any shenanigans with the handoff. For instance, they could distract Sasha by saying Maria Elena is in trouble. That would be an Intelligence + Subterfuge test at Difficulty 3 (unless it's true).

## Philip

The coterie can run into Philip brooding in a corner of the dining hall or up on the deck. He's still smarting from a former confrontation with Maria Elena and watches the party crowd with an expression somewhere between envy and hate. A Charisma + Persuasion test (Difficulty 4) can draw him into conversation. He doesn't outright complain about Maria Elena (that would be gauche), but he slides more than enough snide side comments into the conversation to make it clear he doesn't trust her. Philip has his own ideas about where power should lie in his coterie. He challenges a member of the players' coterie to impress him with ruthlessness—he implies that if they do, he might have a reward for them. His idea of ruthlessness is straight-up sadism at best, cold-blooded murder at worst. If they succeed or convince him that the test isn't necessary with a social combat, the Storyteller should proceed to Philip's section in "Midnight," assuming the troupe is ready to move on to Act III or at least four other scenes from "Act Natural" and "Fish and Visitors" have taken place.

## Maria Elena

If the players' coterie approaches Maria Elena again, she'll remain civilized, calm, and utterly implacable. She's sure of her victory but knows gloating is in poor taste. Maria Elena is surprisingly open that (while she certainly intends to sell the package to the highest bidder) her main goal is to fracture the coterie's hold on their domain. If she disrupts the smuggling mission, she'll break the coterie's bank. If she fails to take the package but still damages the coterie's relationship to the Chicago Camarilla, that's a victory, too. If Maria Elena gets one or two of the players' characters alone, she'll try to bribe them into joining her side. She may act like she's looking for a partner in her future business and sees the rare potential in them. Intelligence + Insight at Difficulty 3 reveals that it's empty promises. If she manages to convince anyone to join her, she'll turn on them before morning unless they can convince her they're genuinely worth her time. In that case, it may take a few more months. ■



# ACT III: CONFRONTATION

The coterie must put their final plan into action with the help of a new ally. The act finishes with the handoff of the mysterious package and the coterie either watching in defeat as the Lasombra cart it away or passing it on to its proper buyers for an excellent reward.

If the coterie decides that open violence is their chosen course of action, the Lasombra have no qualms about engaging in kind. However, an open war on the vessel will almost certainly become a massive Masquerade breach thanks to the hundreds of mortal passengers. In that case, it's unlikely that either coterie will make it back to shore. When the Court of Chicago let the coterie take the *Penelope*, they rigged the ship to sink as needed. Remotely controlled detonation devices can take the yacht out while it's still on the water and will be explained away as a tragic engine failure or perhaps an act of local terrorism. If the coterie thinks to search for any explosives or bugs from the Chicago Camarilla, they may find them with a Wits + Investigation test (Difficulty 4).

Allow the player to win at a cost on a failure — the cost is likely time lost searching in all the wrong places but eventually finding a small explosive and detonator near the engine below decks. Detonation requires a successful Intelligence + Technology test at Difficulty 5, and it's obvious that a failed attempt will trigger the explosion. A failure deals Aggravated damage equal to the margin of failure, and the ship begins to sink. The package is likely lost, the ship lost, and their domain lost. The Storyteller may need to improvise a few desperate scenes of escape. The story will have come to an unsatisfying conclusion.

## 12:00 AM: Midnight

One (or more) of the Lasombra has had enough. This whole outing has only exacerbated their issues with their group, or they've spotted a better deal and want a cut. They want something from the players' coterie and are willing to make a deal.

### Hazel

Maria Elena's too bossy for Hazel's tastes — and her tastes are wide and hedonistic, as she'll tell inquiring members of the player coterie. Hazel says yes to things, but this whole "hostile takeover" job involves an awful lot of saying yes, *Maria Elena*. She'll work against Maria Elena if given the right incentive: a fun and bloody time, all the victims she would like. Exclusive rights to the coterie's domain, in other words. In exchange, Hazel can offer up Maria Elena's secret (see "Storyteller Characters") and agrees to throw her abilities behind the coterie's plans for the night.

### Philip

If the coterie defeated Philip in a social combat or completed his challenge in "Fish and Visitors," he decides they are his chance to throw Maria Elena to the dogs. He offers to work together with the coterie if they'll promise to protect him from the consequences of his betrayal. He's ready to list all the dirty work Maria Elena's done for their sire, including actions taken to undermine Prince Kevin Jackson and other influential Kindred in

Chicago — once they're all safely back on shore.

If Sasha discovers Philip's plan and hasn't changed sides, they'll enter Fury Frenzy and try to maim him. Anyone who interferes risks becoming the new focus of their anger. Maria Elena tells Sasha to keep it away from the guests but doesn't interfere.

## Sasha

If Sasha discovers Maria Elena's secret, they're devastated. Then furious. They corral the other Lasombra and demand to know if they were in on it. Hazel confesses she knew but wasn't cut in on the deal; Philip's surprised but not shocked. Sasha confronts Maria Elena in the corner of the dance floor, not bothering to keep their voice down. She admits the plan but says she means to cut Sasha into it — they're special to her. The coterie can attempt a Social Combat (Difficulty 4) to sway Sasha into disbelieving her. If the coterie is successful, Sasha shows every sign of losing control. The coterie must succeed in a Manipulation + Persuasion or Intimidation test at Difficulty 4 to keep Sasha calm or convince them to move the confrontation to another room. A failure or a messy critical sees Sasha enter Fury Frenzy (*Vampire* p. 220). They trash whatever room they're in. With Sasha enraged, neither Philip nor Hazel particularly wants to go through with the hostage situation.

## Maria Elena

If the coterie succeeds in blackmailing Maria Elena or fracturing the Lasombra group beyond functionality, she's furious but surprisingly graceful in defeat. She smoothly promises retribution and informs the coterie that she intends to watch them very, very closely. Her sire has the Prince's ear, and the latter will hear about their next slip-up — there won't be time to cover up mistakes or get advice. The hounds of the domain will have their scent already.

Although unlikely, if the coterie manages to convince Maria Elena that they have a better opportunity for her, she'll consider it carefully. After all, she's looking for power, not the package (or even the *Penelope*) in particular. If the coterie indeed finds a better deal for Maria Elena, such as an equally tempting domain, she's more than happy to oblige. The handoff in "The Package" goes smoothly as the Lasombra cool their heels in one of the lounges and pour over their new assets.

## 2:00 AM: The Package

In the darkness, another boat approaches. Daniel radios that he's sighted the signal: the package is on its way. The boat is a small speed boat, three figures onboard — one driving, two crouched on the deck. When they draw closer to the open hold door, a tall, thin man and two corpse-faced Kindred in blue coveralls appear. The thin man carefully eases the speedboat alongside the *Penelope* and watches over his shoulder as his companions lift up the package. It's a long, bulky box about 6 feet long and 3 feet across — a tight fit in the *Penelope*'s hold. It's a Strength + Athletics check at Difficulty 4 to get the box inside the yacht without damaging the packaging. The thin man clicks the button of his walkie-talkie three times — probably signaling the package has been handed off — and takes off.

Now that the box rests in *Penelope*'s hold, what's inside it? Looking at the box with Intelligence + Investigation (Difficulty 5) reveals refrigeration markings along the exterior, indicating that whatever's inside is perishable. If the coterie chooses to look inside, it's Dexterity + Larceny (Difficulty 5) to do so without leaving obvious traces. On one or two successes, the package opens, and the coterie doesn't realize they left evidence of their curiosity behind. On three or four successes, they're not perfectly stealthy but know what traces they've left behind.

Inside, they find row upon row of carefully packaged vials of vitae, some with names written on the label, some with dates or symbols. In the time between receiving the package and handing it over to the buyers, they may have the opportunity to do something with these contents. Taste them, experiment with them, or attempt to sneak a few for themselves for some other, later purpose.

If the coterie hands the package over to the Lasombra, Sasha immediately carries it upstairs to the dining room, where Maria Elena and Philip are pointedly mixing with the talking guests. The Lasombra will guard it there until the *Penelope* docks.

**THE PACKAGE**

The contents of the package can be tweaked. Some choices might be:

- A staked vampire in torpor, wearing clothes from a decade past.
- Vials of Thin-Blood Alchemy brews marked with a strange symbol.
- The required ingredients for a blood sorcery ritual.
- Vitae of exceptional quality and age.
- Old tomes of esoteric text.
- Weapons customized for Kindred destruction.

## 3:00 AM: Last Negotiations

If any of the Lasombra are left unhappy with the solution reached between them and the players' coterie, they now make their last attempts to get to the contents of the package. Unless the players' coterie guards it carefully until they reach port, it will be tampered with, and at least a few vials will be missing by the time they reach the shore.

If there's no resolution between the Lasombra and the players' coterie, and the Lasombra fail to get their

hands on the package, one of them may now choose to create a Masquerade breach. If the players' characters fail to contain it, there is still a small chance that the mortal witnesses will be too drunk to notice at this point. However, the number of witnesses dials up the difficulty, and a dozen witnesses or more automatically results in the breach ending up on social media.

## 3:30 AM: Little Pitchers (Optional)

As the coterie is finishing their final preparations to return to land, one of them stumbles on Amara or Max on the lower decks (the Storyteller should choose one who does *not* know about the Kindred). The crew member seems distracted and disturbed. Manipulation + Persuasion or Charisma + Leadership at Difficulty 2 gets them to admit that they'd been nervous about the drop and went to check on the package in the hold. The lid was askew, or a corner of the holding box was damaged... Whatever the reasons, they saw row after row of plastic tubes of *blood* inside. To their knowledge, that's far from the usual smuggling fare. They demand to know what the hell the coterie's dragging them into. ■



# ACT IV:

# BEFORE

# DAWN

## 4:00 AM: Terra Firma

When the *Penelope* pulls back into the pier, the outside world is waiting. The coterie assembles on the deck to see their voyage come to an end and watch the Lasombra disembark along with the mortal guests—in whatever state that may be.

### The Guests

#### Party City

As the passengers carefully walk down the gangplank, it's evident whether tonight was a good night aboard the party yacht. If the coterie solved half the complications they encountered in "Act Natural," and kept the guests alive and unawares, the clientele considers the night a great success. The VIPs will bring in a wave of new guests, and the *Penelope* will become one of Chicago's essential nightlife locales for the entire season.

#### One-Star Review

If the coterie failed at half or more of "Act Natural," or witnessed acts of extraordinary violence they still remember, the mortals' night aboard the *Penelope* was decidedly unpleasant. The VIPs steer their friends and followers away from any events on it, and the party revenue begins to dry up. The coterie receives fewer and fewer guests each week as the novelty of a floating club begins to wear off.

### The Lasombra

#### End of An Era

If Maria Elena and her group were triumphant and got the package, the coterie is in deep trouble. The Lasombra make sure any Masquerade breaks they caught (or caused) are flaunted loud and long. The coterie's reputation and social standing are the first things ripped away, their domain the next. The *Penelope* will be auctioned off to the highest bidder, who licks their lips and smiles knowingly at the coterie. And worst of all, the coterie receives a summons: Sheriff Damien of Chicago wants to see them. Now.

## Divided and Conquered

If the coterie succeeded in dividing the Lasombra, they might have ended up with an extra passenger the following night. Hazel and Philip, if bargained with, stay aboard the *Penelope* to discuss their terms. They're willing to help cover up any Masquerade breaches, although they warn that their sire might look for dirt on the coterie in revenge.

## The Package

### Riches and Wonders

If the coterie held on to the package, they meet with their Anarch contacts under an overpass. Two of the faces mean only little to them: they're smugglers they've seen before but do not know the names of, as their contacts like to keep a low profile. The third they may recognize as Bobby Weatherbottom, "the Hurricane," a Ventre techie with Anarch sympathies. The trio inspects the package and seems pleased with what they find, presuming there's no obvious tampering. The coterie is paid, their debt forgiven, and they receive a promise of more jobs. Their reputation as smugglers is sound, and the *Penelope* will sail another night.

If the Anarchs do notice tampering, skip to the latter half of "Sitting Ducks" below.

#### **BOBBY "THE HURRICANE" WEATHERBOTTOM**

**8<sup>th</sup> Generation Ventre Neonate**

**Blood Potency:** 2

**Humanity:** 7

**General Difficulty:** 4/4

**Standard Dice Pools:** Physical 2, Social 3, Mental 6

**Secondary Dice Pools:** Health 5, Willpower 4

**Exceptional Dice Pools:** Subterfuge 4, Investigation 10 (Surveillance)

**Disciplines:** Dominate 1 (Cloud Memory), Fortitude 2 (Unswayable Mind, Toughness), Obscure 1 (Cloak of Shadows), Presence 1 (Awe) Use the stats for Anarch Revolutionary from the "Antagonists" chapter in *Vampire* for the two smugglers.

### Sitting Ducks

If Maria Elena took the Package, the coterie watches as the Lasombra quickly shunt their prize off the ship and into a

waiting vehicle, surrounded by departing guests. As they screech away, someone's phone dings – it's their Anarch contact, letting the players' coterie know they're ready and waiting for the package.

Confessing to the Anarchs that the package isn't with them doesn't go well. The buyers are instantly suspicious that the coterie took the goods for themselves. Even if they can be convinced otherwise, they make it clear the coterie's smuggling nights are over. Their debt remains unpaid, and things look bleak for the coterie.

As the passengers carefully walk down the gangplank, it's obvious whether tonight was a good night aboard the party yacht. If the coterie succeeded in solving half of the complications they encountered in "Act Natural", the night is considered a great success by the guests. The VIPs bring in a wave of new guests and *Penelope* is considered one of Chicago's essential nightlife locales the entire season.

### One Star Review

If the coterie failed at half or more of "Act Natural," the mortals' night aboard the *Penelope* was decidedly unpleasant. The VIPs steer their friends and followers away from any events on it, and even the party revenue begins to dry up. The coterie receives fewer and fewer guests each week as the novelty of a floating club begins to wear off in the city.

## The Camarilla

### Discretion Above All

The coterie's Camarilla contacts do not like to get overly involved with petty business, and there were no members of the court on board tonight. But if there was a Masquerade breach aboard the *Penelope*, it got out, and the players' coterie make it to land, a stylish black van will be waiting to pick them up for an interview with Sheriff Damien once they've sorted out the business with the Anarchs.

If there was a Masquerade breach early in the night and the *Penelope* doesn't make it back to land, anxious family and friends of the mortals gather at the dock with the empty waiting rescue vehicles. Any Kindred who make it will have to race the sunlight to get out of the city as fast as possible. ■

# CONTINUING THE STORY

The Storyteller can choose to end the story once they've tied up any loose threads and keep *Wine-Dark Waters* as a short peek into the world of the Kindred. You can also use this story as the jumping-off point for a longer chronicle.

## Rewards

If a troupe continues with the same characters, give each character experience points as normal. Storytellers may suggest players could spend experience on some of the following options or grant them as temporary assets:

Successfully fending off the Lasombra and delivering the goods may gain the coterie an Adversary and/or increase their Status. One or more mortal characters could be added to the relationship map as an Ally, Contact, Enemy, Stalker, or Retainer. An odd turn of events could bring on one of the Lasombra (or their sire) as a Mawla.

Characters who taste any Lasombra vitae may be eligible to learn the Oblivion Discipline (see Appendix I) if they can locate a vessel that's empty of resonance and perhaps a character to teach them about the empty resonance.

## Further Play

This setting easily ties into *Chicago By Night*, and a Storyteller can use any number of Chronicle suggestions and background characters provided there. Here are a few hooks to sink your teeth into as well.

- A shipment of Thin-Blood Alchemy ingredients turns out more valuable than the coterie knew, and multiple factions are trying to get to it. See Blood Sigils for advice on using Thin-Blood Alchemy in chronicles.
- Trouble in Chicago leads the coterie to sail to Michigan, trying to let the heat cool down a little. But a contact's SOS means they have to sail back to Chicago under the radar. Can they manage to keep a low profile on their journey around the lake?
- A group of older Kindred ask the coterie to host a

private gala aboard the Penelope. They have particular requests—including more than a few mortals with distinctive backgrounds to snack on.

- A bunch of wealthy Chicagoans rent out the Penelope for an event. Turns out, it's a gathering of monster Hunters. Can the coterie keep their Kindred tells under the radar and deal with their unruly guests? Was this a setup from the beginning?

## In Chronicles

Storytellers wishing to use this story in an existing chronicle might adapt it in the following ways.

## The Players' Coterie as the Villains

Unusual domains can be tempting targets. A players' coterie looking for a domain might want to take over the *Penelope*. Use the Lasombra coterie as rivals for control of the ship and its human crew or push out the Kindred crew of characters from Appendix II.

## Inheriting the Penelope

- The Penelope ferries well-connected Kindred between cities on the lake. In this version of the story, its Kindred crew and captain have been destroyed or disgraced, and the powerbrokers in Chicago offer the players' coterie the chance to take over. Once they've established themselves, Maria Elena might make her move.

## Incorporating Romance

For troupes interested in exploring dark romance subplots and opportunities, the leader of the attacking coterie can be an old lover of one of the player's characters. They aren't trying to take over the *Penelope* out of ambition but out of jealousy, a desire to enact control, or a twisted dream of proving to their ex that they are better than their allies in the players' coterie. More suggestions and play tools can be found in the romance companion book *Blood-Stained Love*. ■

# APPENDIX I:

# OBLIVION

Complete details on Oblivion can be found in the *Players Guide*. The summary below is useful for playing the Lasombra antagonists in this story.

With the power of Oblivion, vampires wield the very stuff of shadows and death as weapons. Some practitioners call the power's source the *Abyss*, while others say it comes from the *Labyrinth*. The one certainty is that Oblivion channels the darkest forces from where the dead go to die. Oblivion's powers are ineffective in brightly lit areas. Daylight and rooms without shadows are particularly prohibitive, preventing the Discipline's successful function, though ultraviolet light and infrared light place no restriction on its use. Moderately lit rooms apply a one-die penalty to Oblivion Discipline rolls.

Some users of Oblivion, particularly Clan Hecata, also master Ceremonies which function similarly to the Rituals of Blood Sorcery. Full details on these Oblivion Powers can be found in either *Chicago by Night* or the *Players Guide*. Ceremonies can be found in *Cults of the Blood Gods* or the *Players Guide*, but they aren't necessary for this story.

- **Type:** Mental
- **Blood Resonance:** Sociopaths and the emotionally detached. Blood empty of Resonance.

**Note:** When making a Rouse check for an Oblivion power, a result of 1 or 10 results in a Stain, in addition to any Hunger gained. If the user's Blood Potency allows for a reroll on the Rouse check, they can pick either of the two results.

## Level 1

### Shadow Cloak

Subtly applying the influence of Oblivion on ambient shadows, the user masks their appearance or seems more sinister and threatening.

**Cost:** Free

**System:** The vampire gains a two-dice bonus to Stealth tests and for Intimidation versus mortals.

**Duration:** Passive

## Level 2

### Arms of Ahriman

**Amalgam:** Potence 2

The vampire summons shadowy extensions from unlit spots in the area, within line of sight. Local shadows distort as they flow across walls and floors and converge on one or more hapless victims. Whether by gliding up the body of the victim or engaging in a mystic grapple with the victim's own shadow, the shadow arms can hold someone in place or smother them.

**Cost:** One Rouse Check

**Dice Pools:** Wits + Oblivion

**System:** The user takes one turn and pays the cost, summoning the shadow extensions. Using these, the vampire can perform bludgeoning and grappling attacks against distant targets every subsequent turn. Additional arms can be created by splitting the dice pool, enabling the user to engage multiple opponents. (*Vampire: The Masquerade*, p. 125).

The shadows use the vampire's Wits + Oblivion to attack and deal Superficial damage or grapple, adding half the user's Potence rating (round up) as a damage bonus. The vampire can do nothing else except control the shadows while this power is active.

The vampire can also use the shadows to perform simple actions (such as opening doors and pulling levers) but nothing as advanced as typing or controlling vehicles. The extrusions have a length (in yards/ meters) equal to twice the Oblivion dots of the user. (Note that they, being shadows, move across surfaces, not air, and any distance calculation must take this into account.)

The shadow arms can only be banished by bright light, such as from a powerful torch or daylight, but a successful Wits + Oblivion test against Difficulty 3 allows the shadows to avoid the light for a turn.

**Duration:** One scene or until ended or destroyed ■



# APPENDIX II:

# THE PLAYERS'

# COTERIE

*Wine-Dark Waters* includes six prewritten players' characters you can use. These characters are a young, scrappy Fang Gang coterie (*Vampire*, p. 198) of 4–6 childer who have still to decide if they lean more Anarch or Camarilla. They share a hunting ground and are starting to find their feet in working together — as long as nothing (or no one) unbalances them too much.

If you'd prefer to create new characters or use ready characters from an existing chronicle, you just need to give them a reason to have claimed the *Penelope*. For instance, they could temporarily be guarding the ship as a favor to one of their contacts.

To use the prewritten characters, have each player pick one they like. Feel free to take a few moments to describe what they look like and how they got involved with the crew of the *Penelope*.

**Note:** The coterie shares a Haven background. Each player's character has contributed one dot worth of coterie Advantages to it. Adjust the background if you play with less than six players' characters.

## SUMMARY OF THE COTERIE

NAME	ROLE	DESCRIPTION
Jessica Rodrigues	The Chemist	12 <sup>th</sup> Generation Caitiff Siren
Robin Walker	The Entertainer	12 <sup>th</sup> Generation Toreador Osiris
Callum	The Hide	13 <sup>th</sup> Generation Nosferatu Farmer
Jay Lutton	The Muscle	13 <sup>th</sup> Generation Gangrel Sandman
Finley "Fang" Dawson	The Planner	13 <sup>th</sup> Generation Brujah Scene Queen
Jules Hollis	The Spy	12 <sup>th</sup> Generation Toreador Pursuer

# Jessica Rodriguez (The Chemist)

You've always been too curious for your own good. Your appetite for knowledge wins out every time there's a decision to be made, and it was no great surprise when, eventually, this got you into hot water. Everyone knows you shouldn't follow strange men home the first time you meet them. Well, the fact that the man turned out to be shady wasn't that shocking—that's why you carried pepper spray. But the fangs *were* a twist. Long story short, the Embrace gave you an awareness of the fabric of reality beyond your wildest dreams. So, you're not complaining. Dropping out of our undergraduate studies in biochemistry was a small price to pay to experience what you now do. At least, that's what you keep telling yourself.

You were sired in what turned out to be some sort of occult sex ritual, your maker trying to use your living blood to revitalize his own dead cells. That didn't exactly go as planned, but you stuck around long enough for him to teach you a few real tricks. From your perspective, there's no such thing as magic—your sire's blood rituals were just a science he didn't comprehend. Your search for answers fills your every thought.

## Actions you can try as the Chemist:

- Experiment at an inopportune moment.
- Explain your theories excitedly.
- Try to find the gray areas in black-and-white questions.

**Clan:** Caitiff

**Embraced:** 2022 (Born 1999)

**Ambition:** Understand the workings of the vampiric condition through the lens of blood sorcery.

**Desire:** Satisfy your curiosity.

**Predator Type:** Siren

**Convictions:** Knowledge must be increased.

**Touchstones:** Rachel, a friend from summer school.

**Humanity:** 7

**Generation:** 12<sup>th</sup>

**Blood Potency:** 1

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

**Secondary Attributes:** Health 4, Willpower 7

**Skills:** Craft 2 (Engines), Drive 1, Finance 2, Firearms 1, Investigation 3, Larceny 2, Occult 3 (Blood Sorcery), Science 4 (Chemistry), Subterfuge 1 (Seduction), Technology 3

**Disciplines:** Blood Sorcery 2 (A Taste for Blood, Extinguish Vitae), Presence 2 (Awe, Lingering Kiss)

**Rituals:** Wake with Evening's Freshness

**Advantages:** Looks 2 (Beautiful), Bond Resistance 1, Mockingbird 3\*, Shared Base Haven 3 (the *Penelope*) equipped with Security Systems 1, Luxury 1, and a Cell 1; Domain: Chasse 1, Lien 1, Portillon 1; Shared Contact 1 (coastguard)

**Flaws:** Compromised Haven 2, Clan Curse 2 (Tremere), Enemy Flaw 1 (Claus, spurned lover), Shared Enemy Flaw 2 (mortal smugglers)

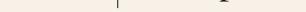
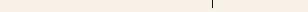
\*Mockingbird is a Caitiff-specific Advantage from the *Players Guide*. Change it out for 3 points of other Advantages if you don't have that book.

# VAMPIRE

# THE MASQUERADE

Name <i>Jessica Rodriguez</i>	Concept <i>The Chemist</i>	Predator <i>Siren</i>
Chronicle <i>Wine-Dark Waters</i>	Ambition <i>Understand the vampiric condition</i>	Clan <i>Caitiff</i>
Sire	Desire <i>Satisfy your curiosity</i>	Generation <i>12</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	○○○○○	Etiquette	○○○○○	Awareness	○○○○○
Craft <i>Engines</i>	●●○○○	Insight	○○○○○	Finance	●●○○○
Drive	●○○○○	Intimidation	○○○○○	Investigation	●●●○○
Firearms	●○○○○	Leadership	○○○○○	Medicine	○○○○○
Melee	○○○○○	Performance	○○○○○	Occult <i>Blood Sorcery</i>	●●●○○
Larceny	●●○○○	Persuasion	○○○○○	Politics	○○○○○
Stealth	○○○○○	Streetwise	○○○○○	Science <i>Chemistry</i>	●●●○○
Survival	○○○○○	Subterfuge <i>Seduction</i>	●○○○○	Technology	●●●○○

## DISCIPLINES

## Resonance

Hunger

## Humanity

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Knowledge must be increased.</p> <p>Touchstone: Rachel, from summer school.</p>	
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Advantages & Flaws

Looks (Beautiful)	●●○○○
Bond Resistance	●○○○○
Mockingbird	●●●○○
Shared Contact (coastguard)	●○○○○
Clan Curse (Tremere)	●●○○○
Enemy (Claus, the asshole)	●○○○○
Shared Enemy (mortal smugglers)	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Blood Potency ●○○○○ ○○○○○

Blood Surge	Mend Amount
Power Bonus	Rouse Re-Roll
Feeding Penalty	Bane Severity

Total Experience .....

Spent Experience .....

True age
Apparent age
Date of birth 1999
Date of death 2022
Appearance
Distinguishing features
History

Notes

Shared Base Haven (the Penelope) 3, Security Systems 1, Luxury 1, Cell for prisoners 1  
 Domain: Chasse 1, Lien 1, Portillon 1  
 Compromised Haven 2

Ritual: Wake with Evening's Freshness

# Robin Walker (The Entertainer)

You're charismatic, charming, and sing like an angel — and on good nights, you weave music no one can forget. This is your blessing and your curse because your sire chose you for these gifts exactly, ripping you away from everything you once held dear. And just as your career was taking off, too. You can no longer perform under your own name, but you're still determined to become a great artist. Your heart doesn't beat, yet you love those closest to you fiercely. They're not just your dear ones; they're your fans.

## Actions you can try as the Entertainer:

- Convince someone to trade secrets with you.
- Draw every eye in the room.
- Get protective when something threatens those dear to you.

**Clan:** Toreador

**Embraced:** 2022 (Born 1997)

**Ambition:** Be a Name, someone who's remembered.

**Desire:** To be praised, adored, and the center of attention.

**Predator:** Osiris

**Convictions:** Art is the only true form of immortality. Individuality above all else.

**Touchstones:** Amara, your close friend from college and current coworker; Dave, musician friend

**Humanity:** 7

**Generation:** 12th

**Blood Potency:** 1

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

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

**Skills:** Athletics 1, Drive 1, Etiquette 3, Finance 2, Insight 3, Intimidation 2, Occult 2, Performance 4 (singing, musical theatre), Persuasion 3, Politics 1 (Camarilla)

**Disciplines:** Auspex 1 (Heightened Senses), Presence 3 (Awe, Daunt, Lingering Kiss)

**Advantages:** Fame 1, Herd 1, Influence 2 (High Society), Resources 1, Retainer 1 (Derek, loyal fan), Mythic 2 (Eat Food), Mask 1, Shared Base Haven 3 (the *Penelope*) equipped with Security Systems 1, Luxury 1, and a Cell 1; Domain: Chasse 1, Lien 1, Portillon 1; Shared Contact 1 (coastguard)

**Flaws:** Compromised Haven 2, Mythic 1 (Folkloric Block: Holy Symbols), Enemy 1 (Eric Waterman, suspicious talent scout), Dark Secret 1 (record company debt), Status 1 (suspect, Anarchs), Shared Enemy Flaw 2 (mortal smugglers)

# VAMPIRE

THE MASQUERADE

Name <b>Robin Walker</b>	Concept <b>The Entertainer</b>	Predator <b>Osiris</b>
Chronicle <b>Wine-Dark Waters</b>	Ambition <b>Be remembered</b>	Clan <b>Toreador</b>
Sire	Desire <b>Be the center of attention</b>	Generation <b>12</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 .....	○○○○○
Brawl .....	○○○○○	Etiquette .....	●●●○○	Awareness .....	○○○○○
Craft .....	○○○○○	Insight .....	●●●○○	Finance .....	●●○○○
Drive .....	●○○○○	Intimidation .....	●●○○○	Investigation .....	○○○○○
Firearms .....	○○○○○	Leadership .....	○○○○○	Medicine .....	○○○○○
Melee .....	○○○○○	Performance <i>Singing, musicals</i> .....	●●●●○	Occult .....	●●○○○
Larceny .....	○○○○○	Persuasion .....	●●●○○	Politics <i>Camarilla</i> .....	●○○○○
Stealth .....	○○○○○	Streetwise .....	○○○○○	Science .....	○○○○○
Survival .....	○○○○○	Subterfuge .....	○○○○○	Technology .....	○○○○○

## DISCIPLINES

Auspex      ●○○○○	Presence      ●●●○○	○○○○○
<i>Heightened Senses</i>	<i>Awe</i>	
	<i>Daunt</i>	
	<i>Lingering Kiss</i>	
○○○○○	○○○○○	○○○○○

Resonance .....

Hunger □□□□□

Humanity ■■■■■■■■■■■■□□□

Chronicle Tenets

Art provides the only true immortality.  
Touchstones: Amara, bartender  
Dave, musician

Clan Bane

**Advantages & Flaws**

Fame	●○○○○
Herd	●○○○○
Influence (High Society)	●●○○○
Resources	●○○○○
Retainer (Derek, true fan)	●○○○○
Mythic (Eat Food)	●●○○○
Mask	●○○○○
Shared Contact (coastguard)	●○○○○
Mythic Folklore Block (Holy Symbols)	●○○○○
Enemy (Eric, suspicious talent scout)	●○○○○
Dark Secret (record company debt)	●○○○○

Notes

Status 1 (suspect, Anarchs)  
Shared Enemy Flaw 2 (mortal smugglers)  
Shared Base Haven (the Penelope) 3, Security Systems 1, Luxury 1, Cell for prisoners 1  
Domain: Chasse 1, Lien 1, Portillon 1  
Compromised Haven 2

**Blood Potency**

Blood Surge	Mend Amount
Power Bonus	Rouse Re-Roll
Feeding Penalty	Bane Severity

**Total Experience**

**Spent Experience**

True age
Apparent age
Date of birth 1997
Date of death 2022
Appearance
Distinguishing features
History

# Callum “My Last Name is None of Your Business” (The Hide)

You occupy the fringes: you were Embraced before anyone else in your coterie, yet you look younger than all of them. Unfortunately, your face (youthful as it is) is covered in cankerous sores that never heal,. This explains why you’re sometimes relegated to the belly of Penelope’s hold as mortal guests carouse above—but you take your small pleasures where you can, and the dim lighting of the ship lets you move around without much issue. Nights when you have a shipment, you’re king of the hold, and what you say goes. You know how to hide the goods, whether it’s on ship or land. Fang keeps the gang on schedule, Jay keeps the ship safe, and you keep the goods safe. You suspect the three of you could do the jobs solo, but you’re not averse to the extra crew—they’re companions in a world where you find it difficult to make friends.

## **Actions you can try as the Hide:**

- Observe from the shadows.
- Search for the hidden enemy vampires.
- Sneak something into your pockets that doesn’t belong to you.

**Clan:** Nosferatu

**Embraced:** 2018 (Born 1998)

**Ambition:** To find connection with people.

**Desire:** To feel safe and appreciated. To touch soft, warm things.

**Predator:** Farmer

**Convictions:** Safety is worth almost any sacrifice.

**Touchstones:** Petrov, pet store clerk.

**Humanity:** 8

**Generation:** 13<sup>th</sup>

**Blood Potency:** 1

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

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

**Skills:** Academics 1 (Local History), Animal Ken 3, Athletics 2, Awareness 3, Brawl 2, Drive 1, Insight 1, Investigation 1, Larceny 1, Medicine 2, Occult 1, Stealth 2, Streetwise 1, Survival 3 (Hunting), Technology 2 (Surveillance Systems)

**Disciplines:** Animalism 3 (Sense the Beast, Feral Whispers, Quell the Beast), Obfuscate 1 (Cloak of Shadows)

**Advantages:** Ally 1 (your old mother with dementia), Mask 2 (Cobbler 1), Resources 1, Contacts 2 (vet clinic), Shared Base Haven 3 (the *Penelope*) equipped with Security Systems 1, Luxury 1, and a Cell 1; Domain: Chasse 1, Lien 1, Portillon 1; Shared Contact 1 (coastguard)

**Flaws:** Compromised Haven 2, Looks 2 (Repulsive), Vegan 2, Shared Enemy Flaw 2 (mortal smugglers)

# VAMPIRE

# THE MASQUERADE

Name <u>Callum</u>	Concept <u>The Hide</u>	Predator <u>Farmer</u>
Chronicle <u>Wine-Dark Waters</u>	Ambition <u>To connect with others.</u>	Clan <u>Nosferatu</u>
Sire	Desire <u>To feel safe and warm.</u>	Generation <u>13</u>

## 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	<u>Local History</u>	● ○ ○ ○ ○
Brawl	● ● ○ ○ ○	Etiquette	○ ○ ○ ○ ○	Awareness		● ● ● ○ ○
Craft	○ ○ ○ ○ ○	Insight	● ○ ○ ○ ○	Finance		○ ○ ○ ○ ○
Drive	● ○ ○ ○ ○	Intimidation	○ ○ ○ ○ ○	Investigation		● ○ ○ ○ ○
Firearms	○ ○ ○ ○ ○	Leadership	○ ○ ○ ○ ○	Medicine		● ● ○ ○ ○
Melee	○ ○ ○ ○ ○	Performance	○ ○ ○ ○ ○	Occult		● ○ ○ ○ ○
Larceny	● ○ ○ ○ ○	Persuasion	○ ○ ○ ○ ○	Politics		○ ○ ○ ○ ○
Stealth	● ● ○ ○ ○	Streetwise	● ○ ○ ○ ○	Science		○ ○ ○ ○ ○
Survival	<u>Hunting</u>	Subterfuge	○ ○ ○ ○ ○	Technology	<u>Surveillance Systems</u>	● ○ ○ ○ ○

## DISCIPLINES

Animalism	● ● ● ○ ○	Obfuscate	● ○ ○ ○ ○	○ ○ ○ ○ ○
Sense the Beast		Cloak of Shadows		
Feral Whispers				
Quell the Beast				
	○ ○ ○ ○ ○		○ ○ ○ ○ ○	○ ○ ○ ○ ○

## Resonance

Hunger

## Humanity

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Safety is worth almost anything. Petrov, friend from the pet store.</p>	Repulsive
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Advantages & Flaws

Allies (Mother)	●○○○○
Mask	●●○○○
Cobbler	●○○○○
Resources	●○○○○
Contacts (the vet clinic)	●●○○○
Shared Contact (coastguard)	●○○○○
Looks (Repulsive)	●●○○○
Vegan	●●○○○
Shared Enemy (mortal smugglers)	●●○○○
	○○○○○
	○○○○○

Notes

Shared Base Haven (the Penelope) 3, Security Systems 1, Luxung 1, Cell for prisoners 1  
Domain: Chasse 1, Lien 1, Portillon 1  
Compromised Haven 2

Blood Potency ●○○○○ ○○○○○

Blood Surge	Mend Amount
Power Bonus	Rouse Re-Roll
Feeding Penalty	Bane Severity

Total Experience .....

Spent Experience .....

True age
Apparent age
Date of birth May 8, 1998
Date of death 2018
Appearance
Distinguishing features
History

# Jay Lutton (The Muscle)

In life, you let your fists do most of the talking. That's just how it is when you're big-bodied and grow up in the slums. You gotta use what you've been given. And your fists haven't failed you since your Embrace either, though you gotta be more careful if you want to avoid hurting anyone too badly. You know better than anyone just how much damage you can do if you let loose.

You're not stupid — you notice more about a person when they walk into a room than most people do after talking to someone for an hour — but you generally prefer to let other people deal with the money, the sweet-talking, and the paperwork. Especially since you're nervous about your picture or signature going on anything: you're a known corpse in the mortal world, and you'd hate to upset your mortal family. They only just got over your death.

## Actions you can try as the Muscle:

- Threaten someone to do as you say.
- Let loose for once. It takes more energy than you'd think to keep it all inside all the time.
- Try to convince someone you're just a big softie.

**Clan:** Gangrel

**Embraced:** 2020 (Born 1994)

**Ambition:** To live in comfort.

**Desire:** To get through the damn night and keep everyone still standing.

**Predator:** Sandman

**Convictions:** Always keep your word.

**Touchstones:** Harriet, on-again-off-again blood-doll girlfriend.

**Humanity:** 7

**Generation:** 13<sup>th</sup>

**Blood Potency:** 1

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

**Secondary Attributes:** Health 7, Willpower 6

**Skills:** Athletics 1, Awareness 1, Brawl 3 (Fist Fights), Craft 1 (Soldering), Drive 1, Firearms 2, Insight 2, Intimidation 2, Larceny 1, Melee 3, Medicine 1, Stealth 2, Survival 2, Streetwise 2, Subterfuge 1, Stealth 3 (Break-ins)

**Disciplines:** Fortitude 2 (Unswayable Mind, Toughness), Protean 1 (Eyes of the Beast), Auspex 1 (Heightened Senses)

**Advantages:** Contact 2 (arms dealer), Substance Use 1 (High-Functioning Addict: alcohol), Feeding 1 (Bloodhound), Influence 1, Resources 1, Shared Base Haven 3 (the *Penelope*) equipped with Security Systems 1, Luxury 1, and a Cell 1; Domain: Chasse 1, Lien 1, Portillon 1; Shared Contact 1 (coastguard)

**Flaws:** Compromised Haven 2, Known Corpse 1, Methuselah's Thirst 1, Shared Enemy Flaw 2 (mortal smugglers)

# VAMPIRE

THE MASQUERADE

Name <i>Jay Lutton</i>	Concept <i>The Muscle</i>	Predator <i>Sandman</i>
Chronicle <i>Wine-Dark Waters</i>	Ambition <i>To live in comfort</i>	Clan <i>Gangrel</i>
Sire	Desire <i>To keep the crew safe</i>	Generation <i>13</i>

## ATTRIBUTES

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

## SKILLS

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

## DISCIPLINES

Fortitude    ●●○○○	Protean    ●○○○○	Auspex    ●○○○○
Unswayable Mind	Eyes of the Beast	Heightened Senses
Toughness		
○○○○○	○○○○○	○○○○○

Resonance .....

Hunger ■□□□□

Humanity ■■■■■■■■■■■□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>Always keep your word.</p> <p>Touchstone: Harriet, girlfriend (delicious if never quite filling)</p>	
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**Advantages & Flaws**

Contact (arms dealer)	●●○○○
Substance Use (alcohol)	●○○○○
Feeding (Bloodhound)	●○○○○
Influence	●○○○○
Resources	●○○○○
Shared Contact (coastguard)	●○○○○
Known Corpse	●○○○○
Methuselah's Thirst	●○○○○
Shared Enemy (mortal smugglers)	●●○○○
	○○○○○
	○○○○○

Notes

Shared Base Haven (the Penelope) 3, Security Systems 1, Luxury 1, Cell for prisoners 1  
Domain: Chasse 1, Lien 1, Portillon 1  
Compromised Haven 2

**Blood Potency**

Blood Surge	Mend Amount
Power Bonus	Rouse Re-Roll
Feeding Penalty	Bane Severity

**Total Experience** .....

**Spent Experience** .....

True age
Apparent age
Date of birth 1994
Date of death 2020
Appearance
Distinguishing features
History

# Finley “Fang” Dawson (The Planner)

In life, you always had big ideas and worked tirelessly to chase your goals. Not selfish ones. But beautiful ideals of creating a community. You were a doer who made things happen and truly felt you could make a difference. You organized festivals, created street art, and danced all night at illegal desert raves. After your Embrace, you were initially shocked. It felt like everything you believed about reality had gone upside down, like all your worst fears were confirmed. But now, you’re starting to see the potential and are hitching yourself to the Anarch cause.

You’re the brain behind the smuggling operation, which you started at the suggestion of an Anarch contact. Short-term, the operation keeps your coterie floating and fed. Long-term, you hope to use the *Penelope* to make a real difference for Kindred as well as kine — perhaps turn it into a refuge of some sort. You know that to get there, you’ll have to maintain the party yacht facade with consummate professionalism, no matter how much you might roll your eyes at these rich kids drinking your liquor.

## Actions you can try as the Planner:

- Grit your teeth and be the adult in the room. Remind everyone of the consequences of acting too rashly.
- Do someone a favor at personal expense — because they’ll have to repay you later.
- Convince someone to join your cause.

**Clan:** Brujah

**Embraced:** 2019 (Born 1991)

**Ambition:** Stand out as a central figure in the Anarch rebellion.

**Desire:** To feel that what you do is meaningful.

**Predator:** Scene Queen: ravers

**Convictions:** A worthy cause justifies any act.

**Touchstones:** Gita, an old friend from political circles.

**Humanity:** 7

**Generation:** 13<sup>th</sup>

**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:** Academics 1 (Research), Athletics 1, Awareness 2, Etiquette 1, Finance 2, Insight 3 (Empathy), Investigation 3, Larceny 1, Leadership 3, Persuasion 2, Politics 2, Stealth 1, Streetwise 1 (Raves), Survival 1, Subterfuge 2

**Disciplines:** Celerity 2 (Rapid Reflexes, Fleetness), Potence 2 (Lethal Body, Prowess)

**Advantages:** Contact 2 (Ken Williams, moderately successful mortal politician), Mask 2 (Zeroed 1), Status 1 (Anarchs), Shared Base Haven 3 (the *Penelope*) equipped with Security Systems 1, Luxury 1, and a Cell 1; Domain: Chasse 1, Lien 1, Portillon 1; Shared Contact 1 (coastguard)

**Flaws:** Compromised Haven 2, Prey Exclusion 1 (sober people), Long Bond 1, Shared Enemy Flaw 2 (mortal smugglers)

# VAMPIRE

# THE MASQUERADE

Name <u>Finley "Fang" Dawson</u>	Concept <u>The Planner</u>	Predator <u>Scene Queen</u>
Chronicle <u>Wine-Dark Waters</u>	Ambition <u>Anarch leadership and glory</u>	Clan <u>Brujah</u>
Sire	Desire <u>To have purpose</u>	Generation <u>13</u>

## 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	<b>Research</b>	●○○○○
Brawl	○○○○○	Etiquette	●○○○○	Awareness	●●○○○	
Craft	○○○○○	Insight	<b>Empathy</b>	●●●○○	Finance	●●○○○
Drive	○○○○○	Intimidation	○○○○○	Investigation	●●●○○	
Firearms	○○○○○	Leadership	●●●○○	Medicine	○○○○○	
Melee	○○○○○	Performance	○○○○○	Occult	○○○○○	
Larceny	●○○○○	Persuasion	●●○○○	Politics	●●○○○	
Stealth	●○○○○	Streetwise	<b>Raves</b>	●○○○○	Science	○○○○○
Survival	●○○○○	Subterfuge	●●○○○	Technology	○○○○○	

## DISCIPLINES

## Resonance

Hunger

## Humanity

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>A worthy cause justifies anything.</p> <p>Touchstone: Gita, from political circles.</p>	
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Advantages & Flaws

Contact (the politician Ken)	●●○○○
Mask	●●○○○
Zeroed	●○○○○
Status (Anarchs)	●○○○○
Shared Contact (coastguard)	●○○○○
Prey Exclusion: sober people	●○○○○
Long Bond	●○○○○
Shared Enemy (mortal smugglers)	●●○○○
	○○○○○
	○○○○○
	○○○○○

Notes

Shared Base Haven (the Penelope) 3, Security Systems 1, Luxury 1, Cell for prisoners 1  
 Domain: Chasse 1, Lien 1, Portillon 1  
 Compromised Haven 2

Blood Potency ●○○○○ ○○○○○

Blood Surge	Mend Amount
Power Bonus	Rouse Re-Roll
Feeding Penalty	Bane Severity

Total Experience .....

Spent Experience .....

True age
Apparent age
Date of birth 1991
Date of death 2019
Appearance
Distinguishing features
History

# Jules Hollis (The Spy)

If it hadn't been for the Kiss, you'd still be sitting in your moldy micro studio apartment with your nose in your phone, scrolling through dreamy reels of places you knew you'd never visit. Thank fuck you got bit. You're finally experiencing things for yourself.

You always loved learning new stuff: skills, facts, and stories. In your past life, you never knew how to access any of it for real. You were awkward and anxious. And broke, not to mention. Now that you're one of the Kindred, you've finally come out of your shell. These nights, you sling drinks behind the bar to scions of the elite. You feast on new experiences every night and drink your full of gossip and juicy information. Looking at the moonlit path unrolling before you, you're not so naive you can't see the drawbacks. But you mean to take the opportunities presented.

## Actions you can try as the Spy:

- Poke your nose into other peoples' business.
- Plant a rumor to see where it goes.
- Try to gain new allies.

**Clan:** Toreador

**Embraced:** 2021 (Born 1996)

**Ambition:** To always have the best gossip and be included in the inner circle.

**Desire:** To feel alive (ironic or not)

**Predator:** Pursuer

**Convictions:** It's always good to teach a lesson to people who richly need one.

**Touchstones:** Kim, a friend from the yarn store.

**Humanity:** 6

**Generation:** 12<sup>th</sup>

**Blood Potency:** 1

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

**Secondary Attributes:** Health 5, Willpower 3

**Skills:** Academics 1 (History), Awareness 2, Craft 2 (Fiber Arts), Drive 2, Etiquette 2, Finance 1, Firearms 2, Insight 2, Investigation 3, Larceny 1, Medicine 1, Occult 1, Persuasion 1, Politics 1, Stealth 2 (Shadowing), Streetwise 1, Subterfuge 2 (Innocence), Survival 1, Technology 1

**Disciplines:** Auspex 3 (Sense the Unseen, Premonition, Scry the Soul), Celerity 1 (Cat's Grace)

**Advantages:** Bloodhound 1, Contact 1 (Björn, the captain of the neighboring party boat), Resources 1, Herd 2, Linguistics (Greek), Shared Base Haven 3 (the *Penelope*) equipped with Security Systems 1, Luxury 1, and a Cell 1; Domain: Chasse 1, Lien 1, Portillon 1; Shared Contact 1 (coastguard)

**Flaws:** Compromised Haven 2, Bondslave 2, Shared Enemy Flaw 2 (mortal smugglers)

# VAMPIRE

THE MASQUERADE

Name <i>Jules Hollis</i>	Concept <i>The Spy</i>	Predator <i>Pursuer</i>
Chronicle <i>Wine-Dark Waters</i>	Ambition <i>Become somebody</i>	Clan <i>Toreador</i>
Sire	Desire <i>To feel alive</i>	Generation <i>12</i>

## ATTRIBUTES

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

## SKILLS

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

## DISCIPLINES

Auspex	●●●○○	Celerity	●○○○○	○○○○○
Sense the Unseen		Cat's Grace		
Premonition				
Scry the Soul				
	○○○○○		○○○○○	○○○○○

Resonance .....

Hunger □□□□□

Humanity ■■■■■ ■□□□□

Chronicle Tenets

Touchstones & Convictions

Clan Bane

	<p>It's good to teach people a lesson.</p> <p>Touchstone: Kim, from the yarn store.</p>	
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Advantages & Flaws

Bloodhound	●○○○○
Contact (Bj rn, local captain)	●○○○○
Resources	●○○○○
Herd	●●○○○
Linguistics (Greek)	●○○○○
Bondslave	●●○○○
Shared Contact (coastguard)	●○○○○
Bondslave	●●○○○
Shared Enemy (mortal smugglers)	○○○○○
	○○○○○
	○○○○○

Notes

Shared Base Haven (the Penelope) 3, Security Systems 1, Luxury 1, Cell for prisoners 1  
 Domain: Chasse 1, Lien 1, Portillon 1  
 Compromised Haven 2

Blood Potency ●○○○○ ○○○○○

Blood Surge	Mend Amount
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Total Experience .....

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