

VAMPIRE

THE MASQUERADE

Make
Blood
Boil



MAKE BLOOD BOIL: A VAMPIRE THE MASQUERADE 5TH EDITION JUMP START ADVENTURE

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INTRODUCTION

This jump-start adventure you are about to read can be used in your game of Vampire: The Masquerade 5th Edition many ways. It can act as the start of a brand new chronicle, or a standalone story using the supplied characters, or as part of an existing chronicle. Perhaps you may just use just use particular scenes from this story and use them in your own chronicle of Vampire: The Masquerade. The story can also be easily retro-fitted for previous editions of Vampire, or even used in Vampire: The Requiem. Most of all, have fun with it!

This jump-start adventure is broken down into three sections. The first is an overview of Manchester, in the United Kingdom, one year on from the events in Berlin, and the influence of the growing threat of the Second Inquisition and their purging of London. Not all of the information in Chapter 1 is required reading for the story in Chapter 2, but it is provided as a useful overview of Manchester so that you can construct your chronicle. Chapter 2 is the story itself, broken down into key scenes. Finally, in Chapter 3, there are the Storyteller Player Characters (SPCs) and the sample player characters to use for this story, and perhaps beyond.

As a character option, the Gangrel character, Janine, is described as having a great cat as a ghoulded familiar. This echoes the legend of the Black Shuck, a phantasmal cat like creature that roams the hills around Manchester. However, feel free to change this. Our suggestion is to replace this ghoulded creature with ghoulded spiders. An entire swarm. This will offer a very different type of character, and expression of Animalism and the ability to ghoul creatures.

CHAPTER 1: A KINDRED HISTORY OF MANCHESTER

Manchester... the Belly and Guts of the Nation - George Orwell

For an introduction on Manchester and Kindred society within this vibrant and diverse city, go check out 'Ascension Night', the first free adventure for this setting by Darker Days Radio. For the purposes of this first chapter the Anarch Movement of Manchester will be further expanded upon.

Manchester has been a centre for revolutions - industrial, technological, civic, and social . Mortals and vampires have fought for their rights, and often the result has been brutal and bloody. When mortals cause great upheaval, it is of no surprise that the Kindred have taken advantage of events too. To gain an understanding of how the city has always been a hub for rebellion we must con-

sider the history of the UK and England and how events led to refugees and the ostracised to flee to this city.

As the Inquisition swept across mainland Europe during the 14th to 16th century, the period known as the Burning Times, and lead to the Convention of Thorns and the formation of the Sabbat, England was relatively untouched by this crusade. Evidence that the heretical Cathar sect of Christianity arrived in England can be seen in the murals found in Hertfordshire in the sleepy town of Piccotts End. The arrival of these blasphemous Christians came alongside the arrival of Cainite Heresy, desperate to preserve their faith as mortals sought to hunt them down on mainland Europe. Seeking to find safety, these heretical cults avoided London, acknowledging it as the base of power for the legendary Mithras. Instead these heretics travelled north, following a route already taken by previous pilgrims as evidenced by the Angel Stone. This carving dates to 700 AD, upon which is encribed "into thy hands, O Lord, I commend my spirit".



With the ancient Mithras and his Barony sat between the Camarilla and the northern fringes of England, Manchester, the neighbouring town of Salford, and the smaller villages, along with the few castles that dotted the landscape, was the perfect little domain for those Anarchs seeking autonomy. Heresies like Lollardy, local to England, promoted ideas and philosophies in opposition to the Catholic Church, and helped Anarch vampires reduce the influence of faith and the Catholic power structures that could undo their night kingdom.

The Convention of Thorns in 1493 was the beginning of the coming rebellion, and with Manchester at the heart of it in England, the British Isles, and the wider world. As elders of all clans attended the small town of Thorns, dissatisfied Anarchs, not wishing to bow to the demands of the newly formed Camarilla, found safe haven in Manchester. Even though Mithras accepted the need for the Traditions, the Prince of London was not of the Camarilla, and neither were the British Isles. But even Mithras would not allow these rebels to exist within his domain, and so these burgeoning “sabbats” kept quiet. Their nightly rituals and bloody black masses remained hidden from the lord of Albion, and Manchester, being nothing but a market town to the north, was far from his auspices.

The arrival of Flemish weavers to Manchester, motivated by religious persecution, and not just by trade and civic strife, brought faithful from the Low Countries. It was those parts of northern Europe that had always been a breeding ground for reformation and Protestants. King Philip II of Spain continued his father’s work of imposing Catholic rule on the lands, which would culminate in the Dutch Revolt of 1568 and the Beeldenstorm (‘statue storm’), where Calvinists took to destroying Catholic imagery. The Council of Blood was formed by the Duke of Alba, with 10,000 soldiers ordered to punish and bring to court any and all who made serious offenses to crown and God. It would be amongst their numbers that Cainites, along with Gregoire de Morangias, would arrive in England and Lancashire.

It was also during this period that the future Arbitrator of Manchester, Moira Dunne, who had been embraced for a number of decades, joined the Church of Caine, seeking to shed the misogyny of the Catholic Church that had at one time kept her trapped and cowed into submission.

Gregoire, as a prominent member of the Church of Caine and student of Narses, and no fan of the new Camarilla, led his persecuted flock across the English Channel, and heading north, first to Nottingham, and then onwards to Manchester. Here he was able to practice the creed of the Cainite Heresy, without the fear of the Inquisition or predations of Mithras and his own cult. However, his cult of Gnostic heretics did come into conflict with the young Sabbat packs that were hidden in the lands around Manchester. Gregoire’s sermons and unholy prayers to Caine and the Antediluvians were in direct contrast to the doctrines of the Anarch sabbat’s and their Jyhad they were to wage against their ancient founders. These two dark churches of Kindred waged a war within the night, each trying to prove their strength of faith. The Prince of Edinburgh and London simply let them fight. It took four decades, but the Church of Caine drove the Sabbat out of the city, with the Gehenna cult pushed to Lancaster, a grievous mistake of Mithras when viewed in hindsight.

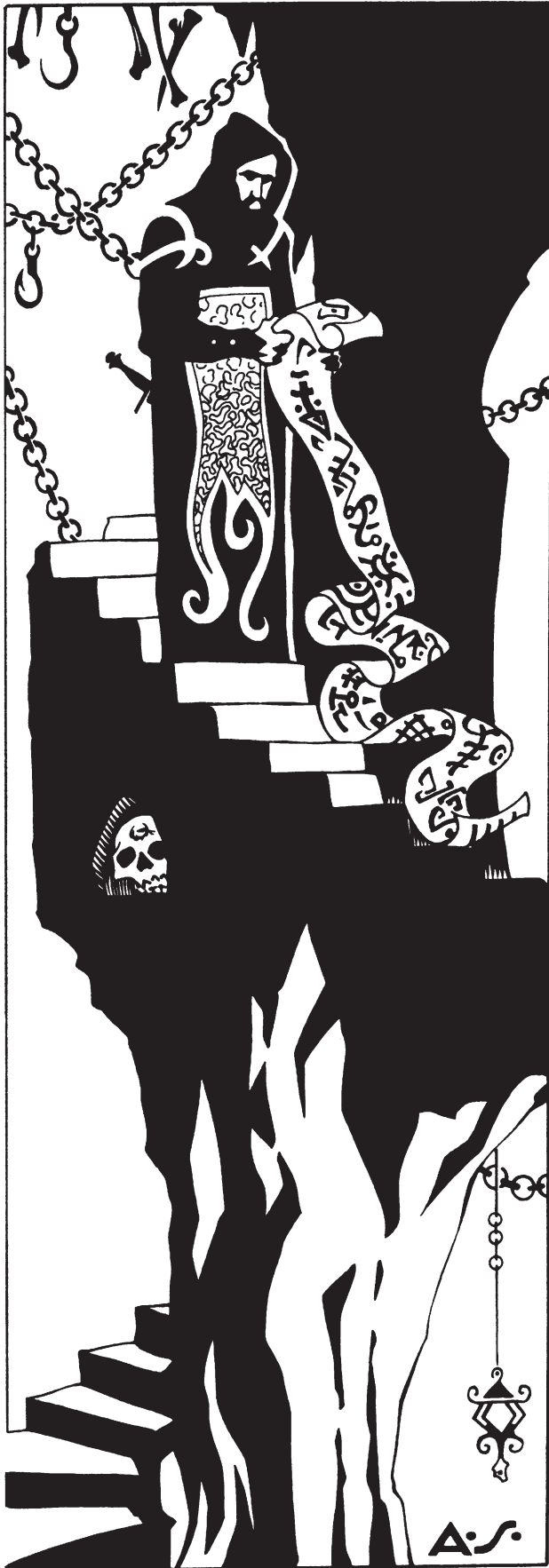
As the collegiate church of Manchester was built and expanded, Gregoire ensured the safe keeping of the Angel Stone, having it placed within the wall of the new church. With the Sabbat driven from Manchester, and Mithras distracted, Gregoire used the town as a seat of influence, spreading the seeds of disorder that would further corrupt the church and widen the schism growing between England and the Vatican. The more isolated England was, the better protected the Church of Caine was from the agents of the Inquisition. Through Gregoire the teachings of Luther were sown in the lands of England, eventually taking root and influencing Henry the VIII who was seeking any reason to annul his marriage to Catherine of Aragon. Even Mithras was not opposed to this ideological shift.



The reign of the Church of Caine in Manchester was short lived, lasting less than five decades. Gregoire and his flock, drained from their conflict with the Sabbat were drawn into conflict with the Tremere of House Trismegistus who had fled London and the predations of Mithras, and the warlocks of the Order of Hermes. All three sects and societies sought to gain influence over the magus, John Dee. His teachings and theories unlocked greater mysteries, but he had been imprisoned, banished, and now was desperate for patronage from Queen Elizabeth the First, who assigned him as warden to the collegiate in Manchester. All sects wanted the secrets of Enochian and the cipher to unlock the knowledge within the Book of Soyga. The mystical shadow war between blood sorcerers, heretical vampire priests, and mages was one that threatened to spill over into the everyday lives of the denizens of Manchester, only to be cut short when the Black Death struck the town. Around a quarter of the population died from the plague, and the air and skies was thick with the smell of burning bodies and the scent of the rotting dead.

And it was then that Gregoire was last seen. Perhaps he was killed as priests sought for the source of this punishment from heaven. Maybe he was found in the day and cast to the flames. Or maybe he succumbed to the Plague itself, just as vampires had died during the last outbreak in the 14th century. It was under the guise of priests and plague doctors that the inquisitors of the Vatican were able to operate within the British Isles, hidden from the auspices of the Church of England and the Queen. Many other Kindred met their final death during these nights, and many at the hands of each other, laying the blame at the feet of the Inquisition, demons, angles, and God.

The Plague was just the start of the problems for the Tremere. Where before the inquisitors had operated in secrecy, now under the instructions of James I, witch trials began. The most famous of these trials was that of the Pendle Witches, near to Manchester. Such trials would lead to many Tremere and their ghouls meeting their final death in flames. Seeking allies as their war for control of the throne of



England spilled out into mortal lives, the Ventrue, led by Philip de Gresle turned to the Brujah and Baron Karl Levant, and Manchester became one such stronghold during the English Civil War. With the Tremere dominance over the city at an end, it was the Brujah of the city who lit the touch paper in 1642, seeking to see the other High Clans tear each other to shreds, and did so by having their mortals resist the demands of the son of the Earl of Derby.

During this conflict the Brujah, and future Anarch, Lucas Daughlish was embraced. Dog as Lucas in future would be known, initially as an insult, was embraced from a family of printers and book binders. His sire, Johan Rutberg saw this technology as critical to creating a new Carthage for Kindred and Kine, and a tool against the superstitious nonsense of the Church of Caine and the Cult of Mithras. However, the Brujah ascendancy would be short lived, and their influence over London and the country curtailed as the English Restoration resulted in the removal of the member of Parliament for Manchester. This was of course a price to pay to bring the Brujah low, and re-establish the primacy of the Tremere within the city, with Regent Ardon Becker, as the Tremere backed the Toreador and their restoration of the monarchy.

The battle for the crown would not be over even with Charles II placed on the throne. The Treaty of Durham between the Toreador in their stronghold of Edinburgh, and the Ventrue of London would not prevent further attempts by the Toreador to claim dominance. In 1715 James Stuart was proclaimed king in Manchester, and Jacobite mobs sacked Unitarian churches, churches that were seen as a tool of the Clan Ventrue by the Toreador. The uprising did not last long as Charles Wills led Royalist troops from Manchester against the Jacobites. But this would not be the end of the uprisings. As Toreador and Ventrue factions fought for Manchester and the country, the Brujah led by Johan Rutberg continued to foster the desire for Manchester to stand alone against these High Clans. Regent Ardon and his

cabal of Tremere also had plans to further cement their power in the growing town, and continued their work to realign the ley-lines of the city, aiding the great engineering enterprise of canal construction and redirecting entire rivers. Dr Michael Gouling of the House Trismegistus of Clan Tremere, and Lucas Daughlish made a truce, both seeing Manchester as a centre of innovation, industry, and global revolution. No longer would Manchester be a pawn in the games of the other clans.

The growth of Manchester did not go unnoticed. As industry in Manchester grew and traded on ever grander scales with the wider world, the ships from the New World brought back vampires, vampires who claimed allegiance to the Sabbat. Some of these vampires were familiar faces to the denizens of Manchester, faces of Gehenna heretics they had thought had been sent to Final Death. The rumours of Manchester standing alone, free from the oppression of Mithras or the Toreador, now attracted this Gehenna cult, some of whom remembered the persecution at the hands of the Church of Caine. Skirmishes being Sabbat vampires and the Tremere and Brujah were few and fleeting, but it was clear that where the old Church of Caine had once dominated Kindred society, this new cult was taking hold, and so to were their prophecies of Gehenna.

1745 was the year that Tremere and Brujah finally asserted that Manchester stood alone. The Toreador had another new king in waiting, Bonnie Prince Charles. He and his Jacobites once more entered Manchester on November 25th, and a regiment was formed of some 300 men. Just two weeks later these same forces fled back north and through Manchester. This was the last straw for the Tremere and Brujah. The Decree of Manchester was published, declaring that Manchester would no longer be a pawn in the games of the High Clans, and that all attempts to hold the city by either court would result in outright war.

Whether the Toreador and Ventrue paid attention to this demand is unknown, but Manchester continued to grow

and evolve, as cotton mills and more were built rapidly. The giant factories belched out smoke across the town, and the workers were crammed into squalid homes. It was a perfect feeding ground for vampires. Regent Ardon and his cabal continued their great work, as they performed their monumental act of geomancy. Rivers, canals, and roads were all part of the great mechanism of the Tremere, a grand mandala of power. Suspicion of the Tremere was rife, with many suspecting it was their fault for the earthquake on the 14th of September 1777. Church bells across the city rang in unison, and for many they thought it was the end of the world. The Malkavians, and their mad philosopher Blanche Windman, had said for some time that a great change was coming, as they sought to understand the mad ravings and mutterings of the inmates of Manchester Asylum. Those Nosferatu who had taken advantage of the new canal tunnels, spoke of dark shadows moving in the deep. Underground, a number of Tremere and their allies had focused their efforts on empowering an ancient site of holy communion, a temple dedicated to the true Mithras. With the site rediscovered, and ley-lines now converging on this temple, this mystery cult were able to commune with their vampiric god and not that pretender in London.

CHAPTER 2: MAKE BLOOD BOIL INTRODUCTION

On the 7th of July, a year after the Berlin revolution, a coterie of vampires, members of the Anarchs, is blowing off steam and have a house party in a rundown apartment block. Drinks are flowing, drugs are being taken, and for the vampires it is an opportunity to make deals with other vampires from other gangs, and of course a chance to feed. However, things spiral out of control fast as a party goer is found dying, apparently due to some sort of infection. An infection passed on by a vampire. The race is then on for the coterie to clear their name,

prove they are not the carriers, and find patient zero before the enforcer of the city Camarilla, the Lictor, starts to put to final death any and all suspected carriers.

This scenario will involve the coterie speaking with high ranking members of the Anarchs and the elite executioner of the Camarilla, plus almost coming face to face with agents of SO13, all the while maintaining the masquerade.



SCENE 1: DEATH ON THE DANCE FLOOR

At an illegal rave in an abandoned apartment block, outside of Ancoats, the coterie are enjoying themselves. Music echoes from one room to the next, as garish disco lights flash and strobe, and there is the smell of sweat, alcohol, and vomit. The walls of the apartment block are peeling, with signs of damp, and gang tags that have been sprayed everywhere. The people partying are a range of ages and ethnicities, all enjoying the thumping base of the Grime music, and are dressed in stylish sportswear, contemporary raver apparel, gold jewellery, and functional clothing. Drugs are being bought and sold, plumes of nauseating nicotine vapour diffracts the beams of multi-coloured light, and people are drinking and flirting.

This is an opportunity for the players to introduce their characters, explaining how they feel being a vampire surrounded by those partying. It is also a chance for a player to describe and engage their character in feeding. How do the PCs feed? How wary are they of breaking the Masquerade? Are they seeking out people who are intoxicated – or not? Keep in mind that a vampire feeding on those who are intoxicated may well feel the effects as it courses through the very blood they are drinking.

Only an hour into the party, there is a scream, and they will quickly discover that a raver has discovered in an apartment kitchen a young woman who is dead. The victim has what is clearly a bite mark on her neck which looks slightly necrotic around the wounds. Her name is Kim Daring, and she is a regular clubber on the Manchester nightclub scene. She is also a design student at Manchester Metropolitan University.

- Five nights earlier Kim was fed upon at a dive bar near the Piccadilly train station.
- She has no specific ties to the infected vampire, other than being in the right place at the



right time for the vampire to feed upon her.

- She contracted the disease in the early stages and so while she is the first to have it passed to her, she is late in showing symptoms.
- Using Auspex, and the power “Premonition”, the PC will have a vision that is an echo of a time far in the past, from the medieval age in the city of Venice, during the outbreak of the Black Death. This vision is an opportunity to give the group a warning not to touch the body. This vision is a freebie, and so is introduced when it fits the narrative of the scene, and a great way for the PC in question to then issue a warning to any other PC who is risking touching the body.

With the discovery of Kim, her friends will be desperate to take her to hospital. Also there are other vampires present at this party and it will mean that news will get to other Anarch gangs, and perhaps further, and the coterie will be seen as being responsible for the danger

that is presented by this infection. How will the PCs deal with Kim’s friends? Will they dispose of the body? What about anyone calling an ambulance or the cops?

SCENE 2: CONTAINMENT

The coterie is met near to the apartment blocks by a member of the Anarchs and Peterloo Warriors gang, Cisco. They were sent for by the Peterloo Warrior’s leader, and mover and shaker amongst the Anarchs, Lucas “Dog” Daughlish. They are demanded to follow Cisco and to with Dog. The PCs can attempt to ignore him, or intimidate him. But it should be made clear that doing so will be taken as a sign that they are responsible and will be handed over to any Camarilla hunters.

This is an important opportunity to examine how intimidation works, and how Willpower damage is done if the players wish to ignore this directive. Cis-

co will not be alone, and be flanked by four more gang members who are presumably mortals or ghouls.

Cisco appears to be in his mid 20s, and is of Caribbean descent. He sports stylish shaved hair with tribal like patterns, and gold teeth. His attire is a mix of a leather jacket, sneakers, and sports trousers and a mesh shirt. His fingers are adorned with gold rings. He has a broad jaw, stubble, and strong brow.

Following the Cisco, the coterie is led to “Kebabylon”, a kebab takeaway. The takeaway is typical of any other in Manchester or the UK. It has a dirty illuminated sign outside, and floor to ceiling windows. Within are chipped painted metal chairs that are fixed in place before filthy and scratched up tables. The smell of chips, cooking fat, and pungent spices fills the air. The counter hosts a heating cabinet where hour old chips and fried chicken sit. Behind the counter is a rotating pillar of kebab meat, continuously being cooked by the gas burner. Lucas “Dog” Daughlish is an imposing man, dressed in a leather jacket and with bling that would impress most enforcers and gangsters. He is bald-headed, with blond eyebrows and has a well-trimmed goatee, and wears a thick black padded body warmer. The customers of the takeaway have been intimidated to leave, making it safe to talk about Kindred matters. Dog also still retains a slight Irish accent.

Dog explains that this victim is a potential Masquerade breach, and given the potential that this is some sort of infection within the Kindred population, if news of this reaches the Camarilla then they could soon expect a Blood Hunt on any and all Anarchs who are suspected as being carriers. He is concerned that the carrier must be poaching on the territory of different Anarch gangs and coterie, and this elevates the chance that this infection could spread through the Kindred population.

The coterie is tasked by Dog, since the infection was first discovered at their illegal rave, with going to the

Royal Infirmary Hospital, and from there find more information on just what this infection is, and if there have been similar cases. Dog explains that a contact of his has reported other recent deaths that sound similar to this more recent case. This contact being a vampire who hunts within the hospital, preying on the infirm, and who is now paranoid that she has been infected.

SCENE 3: HOSPITAL VISIT

The coterie arrives at the hospital and they need to gain access to the morgue and any records regarding the victims of the infection. They need to compare the details of Kim Daring to those of the other victims. This will require a combination of sneaking about the hospital and searching the records. Of course a character with any background in medicine has a much easier time with this task, both in terms of talking to medical staff and pretending to be one, and analysing the evidence found.

The Royal Infirmary Hospital is a combination of some modern construction dating from the 70s and early 90s, and older construction dating from the Victorian period and in a pavilion style or Greenwich Baroque. The older parts of the hospital boast tall windows, a red brick exterior, with imposing columns, domed towers, and balconies adorned with rain stained statues. One particular sculpture is a large relief panel depicting seven figures, ‘Christ Healing the Bling Man’. The halls of the hospital are depressing and gloomy. Seats and furniture are adorned in a faux green leather, and a sterile smell of TCP and cleaning fluids makes the hospital uninviting, even if the interior of the hospital is decorated to a modern standard. The lighting is a strong white, that would cause most people to feel uncomfortable, and for vampires feels oppressive and too much like natural sunlight. By comparison the A&E department is dingy, with harsh metal seats, and a throng of desperate people waiting for treatment, or to hear the news on someone who has just been admitted for an emergency health issue. People are moan-

ing in pain, some have signs of bloody injuries, limbs in slings and braces, and others have signs of bleeding, with spatters of fresh blood on the floor. There is of course a light police presence as police take witness statements from victims or the people accompanying to triage.

The morgue is a cold and sterile chamber, with security doors barring access. The chamber is tiled, and has a series of autopsy tables and cabinets filled with surgery equipment and chemicals. One wall of the room is lined with cold storage cabinets, some of which do have bodies within. The bodies of the infected are currently on the autopsy tables, and covered in plastic sheeting.

- Sneaking into the hospital and into restricted areas will require a Dexterity + Stealth roll vs Difficulty 3, or using Manipulation + Subterfuge vs Difficulty 5 if they are trying to convince people to let them in to restricted places.
- By investigating the morgue and the records there, it becomes clear that there are four bodies in total. One died on a bus three nights ago. Another two bodies just came in the over the last couple of days, and were found dead outside their homes. There is also the victim from the rave.
- All the victims, except for Kim Daring, were fed upon near to the haven of the infected vampire.
- The later victims are in a greater state of necrotic decomposition compared to Kim Daring.
- The virus has been identified as Dengue Fever, a blood born virus.
- All the victims were found either in or around Castlefield.

While investigating in the morgue the coterie must be careful, as four police officers, and two agents of some sort enter the room. The agents refer to each other as Mr Munroe and Ms Penn, and as special investigators for the Department of Health and Social Care as they examine the reports on the bodies. The agents, once they have dismissed the police, note that the experiment is perform-

ing well, perhaps too well, and that they will need refine the virus further make it an effective weapon. Currently it is killing its carriers too quickly, which makes it ill-suited for infecting the Kindred population. Munroe also notes that they should expect collateral damage, in the form of deaths of humans, but that the deaths are predicted to be restricted to minority groups and immigrant populations. For Munroe this is an acceptable cost. They are still awaiting infect rate modelling from GCHQ.

The agents will also comment that they need to wait to gain access to the next carrier who is in A&E to get a blood sample. This victim is responding differently to the virus, and is showing signs of what can only be described as rapid aging.

The coterie should attempt to sneak their way to the examination room where this other victim, a ghoul is held. Doing so, they will find the ghoul resting, exhausted, with hair falling out. The ghoul will recognise the coterie from a previous meeting of the Anarch gangs. He will plead that his sire did not cause this, and that she must have fed on someone else that was already infected. The ghoul will divulge the haven of their sire, Jocelyn, is in Fallowfield in an old butchers.

SCENE 4: TAINTED BLOOD

The coterie arrives at the haven of the infected vampire – but not patient zero if they are to believe the ghoul. The haven is an old butcher's shop in Fallowfield. The butcher's shop is located at the end of a row of houses, all of which are rentals that are empty. The outside of the building is littered with rubbish, and the windows are covered in posters for gigs and club nights. Many of the houses nearby have broken windows, or are boarded up, and there is a car that is burnt out.

The coterie must be very cautious entering the haven. The nature of the virus is such that it causes vitae within a vampire to be used up quickly, and



the symptom for the vampire is equivalent to a fever with bloody sweat. This vampire is ravenous!

Moving through the abandoned butcher's shop, past the old chiller cabinets, the rusty hooks on the wall, and the small bones left behind on the floor, through the stained plastic curtains, is the back room of the butcher's, where there are corroded shelves, and a chiller room. There are signs that at some time in the past junkies have used the shop to shoot up. There is also a trapdoor and this leads to steps and more storage and the haven of the vampire.

Within the basement is a makeshift home, and there are two bodies on the floor, their throats ripped out and drained of blood. Jocelyn is crouched over another body, scooping up blood from the chest of her victim who she has ripped open. She is dressed in fish-net tights, a crop top and pvc skirt, and her face and hair is slathered in blood and gore. Jocelyn is infected.

There is a real possibility that one of the coterie will get infected during this encounter. They can investigate if they can find a cure for themselves, which will involve seeking out the strange arts of Thin Blood alchemy performed by those vampires who are so low in generation, so removed from Caine, that they are neither vampire or human, but something in between. But they will need to ask the right people, and quickly. There is no need to be cured within the scope of this episode but it is a great plot device for future stories following this one.

If they can restrain the vampire, they will be able to learn that they have been poaching on the territory of the Red Shuck gang, an Anarch gang who has territory that matches with where the virus victims were found. If they stake her, they can always carefully revive her with blood and question her then.

The Infected Flaw ranges from 1 to 3 dots, representing how virulent the disease is that the vampire is carrying. When the vampire feeds or is fed upon, there is a chance that the disease the vampire is carrying is passed on to the victim or the attacker. The person who is at risk of being infected makes an extended Stamina roll over the course of 3 days, and requires 2 times the flaw rating in successes. If the number of successes is not achieved then the character is now infected, and gains the same rating of the flaw as the person that attacked them, and if the newly infected is a mortal they will now need medical assistance with relation to the disease they now carry. Vampires are of course immune to the disease they carry, but if they are unaware they are a carrier, and start to cause an epidemic within the city, they will be liable for destruction as part of Blood Hunt.

Jocelyn's haven also has some printed photos that are of the entrance to some tunnels in some wasteland. The tunnel entrance has warnings to keep out, as it is one of the abandoned tunnel entrances that leads to a decommissioned bomb shelters from WWII.

If they kill Jocelyn, then they will be called by Dog who will inform them of where to go next, as the Lictor has destroyed the Red Shuck gang, and news of this has reached Dog.

No matter what happens, the players should be left with deciding what the final fate of Jocelyn is due to the threat she presents.

SCENE 5: THE LICTOR

If the coterie was able to get the information they needed from Jocelyn, they must now race to the Red Shuck gang, and from there find patient zero—the original carrier of the virus. The Red Shucks are based out of a warehouse in Castlefield, located near the canals. The warehouse is located under and archway of a train overpass. The doors are large riveted steel, with paint flaking and gig posters glued on top. The street outside is cobbled and there are larger steel supports that hold up the overpass for the trams.

Arriving in time to talk to these vampires, who are something typical as far as Mancunians dress and look and who operate as musicians, and traders within the Anarch Movement of kine who have particular properties in their blood. The warehouse acts as a secure haven for the Red Shucks, and also place for band practice and a place to hold kine who they are trading to other vampires.

The leader of the gang, and bass player, Gretchin, has short cropped hair, a gaunt look, and baggy t-shirt, jeans and docs, is shocked by the revelation that their band mate, Stan, is infected, and the threat it as to their business, and to the Anarchs.

The Lictor will arrive shortly afterwards, watching from afar and will note the presence of many Kindred and cannot risk destroying so many Anarchs without risking all-out war between the Camarilla and the Anarchs. In this case the Lictor will approach the coterie.

If the coterie arrives late, because they destroyed the infected vampire in the previous scene, then they will arrive at the Red Shuck haven and find it ablaze.

Either way the Lictor will signal his presence to the coterie, and wishes to discuss their efforts to end the threat of this infection.

The Lictor, Vito Cole, is of clan Tremere, and has been tasked with eliminating the threat of the infection after the Toreador Harpy was discovered to be a carrier and was promptly destroyed by the Arbitrator for the threat they had presented.

In either situation the coterie must be careful with dealing with this powerful member of the Camarilla, especially if one of their number is infected.

Vito is nearly six foot tall, and dress in a business suit and has his black hair tied back into a pony tail. He has wire framed glasses and a scar just below the left eye.

SCENE 6: THE VECTOR

Putting together the clues, the information from the Red Shucks and from Jocelyn's haven, they will note that one of the Red Shucks is missing/ This is Stan Fritz. He has not been seen for days by his gang. Stan is hiding in the bomb shelter, the one Jocelyn had taken pictures of, and clues to this location will be numerous.

- There is an unusual amount of vermin near entrance to the bomb shelters. The smell coming from it is wretched, and the Kindred are more sensitive to the smell of fresh blood and so will sense this particular location.

- A member of the coterie skilled in *Auspex* could get a premonition, or using this discipline gain insight when touching the photo, leading them to the bomb shelter. Visions should be of a pile of body parts, and of a dark body of water, along with the sound of an air raid siren.
- The bomb shelter make sense as they would have been located underground and used existing structures of the sewers there. This would allow Stan to move from place to place with respect to the more recent victims.
- The Blood Sorcery Ritual, *Illuminate the Trail of Prey*.

Getting access to the air raid shelter will require breaking in and descending a long tiled staircase. As the coterie investigate the depilated air raid shelter, they will find a place that consists of a network of corridors and chambers. The walls are covered in tiles, some of which have come loose. There are old signs pointing to “Shelter”, “Triage”, and “Canteen”. The shelter chambers have numerous bunk bed frames, all of which have peeling paint and signs of rust. The Triage is bare of equipment and is just dirty tiles and old metal operating tables. The canteen is equally grimy and has numerous rotting wooden chairs and tables. In one shelter they will find the grotesque pile of body parts that show signs of having been gnawed upon by a vampire. The virus in Stan has driven him to kill, and in even great numbers and these bodies parts are rife with the virus. One of the shelters is located past this charnal house, and down a staircase and as they descend they will find the shelter is filled with water that reaches their chest. With all these chambers and tunnels feel free to design a map for the PCs to investigate.

Stalking Stan will lead to a violent encounter in the air raid shelter, with Stan using the water to hide before launching out to attack. However, the encounter will be cut short as a “Bag and Tag” team of SO13 agents will arrive, and it will be up to the coterie to survive, and make a choice of either escape, or to fight and prevent Stan falling into the hands of these mortal vampire hunters.

SPCS

Cisco - Toreador Rebel

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

Secondary Attributes: Health 5, Willpower 6

Skills: Awareness 1, Athletics 2, Brawl 3, Drive 2, Larceny 3, Melee 2, Stealth 1; Intimidation 2, Persuasion 3, Subterfuge 2

Disciplines: Dominate 2, Fortitude 2, Potence 2, Presence 3

Humanity: 5

Blood Potency: 2

Jocelyn - Ventrue Rebel

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

Secondary Attributes: Health 5, Willpower 6

Skills: Awareness 3, Athletics 2, Brawl 2, Drive 2, Larceny 3, Melee 1, Stealth 1; Intimidation 2, Persuasion 3, Subterfuge 2

Disciplines: Dominate 3, Fortitude 2, Potence 2, Presence 2

Humanity: 4

Blood Potency: 3

She is at hunger 4

She has the Infected Flaw (2)

Vito Cole - Tremere Lictor

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 2, Manipulation 3, Composure 3; Intelligence 5, Wits 4, Resolve 4

Secondary Attributes: Health 6, Willpower 7

Skills: Awareness 4, Athletics 2, Brawl 2, Drive 2, Larceny 3, Melee 4, Stealth 3; Intimidation 3, Persuasion 3, Subterfuge 2, Occult 4

Disciplines: *Auspex* 3, Blood Sorcery 4, Dominate 2, Celerity 2

Humanity: 4

Blood Potency: 4

Stan – Infected Malkavian

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

Secondary Attributes: Health 6, Willpower 5

Skills: Awareness 4, Athletics 2, Brawl 2, Melee 1, Stealth 2, Intimidation 3, Persuasion 3, Subterfuge 2

Disciplines: Auspex 3, Dominate 3, Obfuscate 2

Humanity: 4

Blood Potency: 3

He is at hunger 4

He has the Infected Flaw (2)

SO13 Operative

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

Secondary Attributes: Health 6, Willpower 6

Skills: Academics 2, Awareness 2, Investigation 2, Technology 2; Brawl 2, Firearms 3, Larceny 2, Melee 2, Stealth 2; Intimidation 2, Survival 2

Equipment: Radio, Body Armor (Rating 2), Shotgun with phosphorous ammunition (Causes aggravated damage), pistol with normal ammunition.

Police Officer

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

Secondary Attributes: Health 6, Willpower 6

Skills: Academics 1, Awareness 1, Investigation 1, Technology 1; Brawl 1, Drive 2, Firearms 1, Larceny 1, Melee 2, Stealth 1; Intimidation 2, Survival 2

Equipment: Radio, Taser (attack may use Firearms or Melee skill depending on range, +2 damage value, superficial damage to mortals and vampires)

CHAPTER 3: CONTINUING THE STORY

Make Blood Boil was designed as a standalone adventure, but there are a number of possible sequel stories you can play.

THE INFECTED

The player characters are highly likely to have at least one of their number infected, and it is a race against time to find a cure. There are many numerous routes to explore.

One option is the possibility that Thin Blood alchemy is able to reverse the effects. Their nearness to mortality means their blood is filled with vitality missing from Kindred vitae, and perhaps such blood is the key to a serum.

Another option is consulting the blood magics of the Tremere and offering oneself up as a guinea pig to enable a cure to be found so the Camarilla can fight back against the Second Inquisition. The question is, would the Camarilla consider this option or just destroy you and the coterie on sight.

A similar route is where the coterie asks the Banu Haqim and their viziers for help. They are keepers of eastern alchemical arts and strange blood magics and rituals that could remove such a virus.

A particularly masquerade-endangering option is to find members of the Arcanum. Within this mortal organization are many ancient texts, and more modern theses on blood, vampirism, and supernatural afflictions. Within their libraries could be a potential cure.

The near-suicidal route is tracking down the SO13 agents and stealing their research and using that information to guide the creation of a cure.

THE OUTBREAK!

If the coterie has survived unscathed, and survive many more encounters and conflicts, they will inevitably hear of a new outbreak, and face new infected vampires. The virus has evolved, it doesn't kill vampires as quickly, enabling it to survive and spread for longer. The SO13 agents also are heartless, and have little interest for the damage it is doing amongst the human population. It is not long until a region of the city is earmarked for containment, the blame being levelled on evangelical anti-vac parents.

The fear of infection leads to the Camarilla taking to extreme measures, immolating any and all who they suspect of infection. The Church of Caine takes this time as a chance to proclaim this as a curse from God upon all Kindred who have not accepted the path of Caine into their hearts. Memories of the Black Death from centuries ago still haunt elder vampires, who lock themselves away.

In this climate there is a desperate need for the infected vampires to be contained, and for the cause of the outbreak to be found and eliminated. There is even pressure from Princes from neighbouring cities, and those Princes who fear the infection will spread by human carries via air travel. Emmissaries are sent and a war council of sorts is formed.

This plot is a perfect chance for the tables to be turned on the Second Inquisition, and to take the fight to them. It is high stakes, and many Kindred belonging to all factions can end up dead, allowing the coterie the chance to fill the power vacuum.

Perhaps more worrying is if this new virus does take hold in the mortal population, and the cure is not so easily found. The Second Inquisition would be the architects of humanities own downfall as a consequence of their narrow minded hunt for the Kindred.





VAMPIRE

THE MASQUERADE

Name **Marcus Swanson**

Concept **Black Market Fixer**

Sire **Thomas Biltmore**

Player

Ambition

Clan **Caitiff**

Chronicle **Make Blood Boil**

Predator **Bagger**

Generation **13th**

ATTRIBUTES

Physical

Strength ● ○ ○ ○ ○ ○
Dexterity ● ● ○ ○ ○ ○
Stamina ● ● ○ ○ ○ ○

Social

Charisma ● ● ● ○ ○ ○
Manipulation ● ● ● ○ ○ ○
Composure ● ● ● ○ ○ ○

Mental

Intelligence ● ● ○ ○ ○ ○
Wits ● ● ● ● ○ ○
Resolve ● ● ○ ○ ○ ○

SKILLS

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

HEALTH

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WILLPOWER

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HUMANITY

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DISCIPLINES

Auspex ● ○ ○ ○ ○ ○	Dominate ● ● ● ○ ○ ○	Obfuscate ● ○ ○ ○ ○ ○
¹ Heightened Senses	¹ Compel	¹ Cloak of Shadows
2	² Mesmerize	2
3	³ The Forgetful Mind	3
4	4	4
5	5	5
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

Resonance.....

HUNGER

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CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

Disliked.

BACKGROUNDS, MERITS & FLAWS

Resources	●●○○○
Status (Anarch)	●●○○○
Mask	●○○○○
Contacts (Black Market)	●○○○○
Haven	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
Flaw: Despised (The Russian Mafia)	●●○○○
Flaw: Disliked	●○○○○

NOTES

Marcus has a secret haven, unbeknownst to his coterie, in an uptown storage locker. It's stocked with some blood bags in case of emergency.

BLOOD POTENCY

●○○○○ ○○○○○

Blood Surge	Mend Amount
+1 Die	1 Superficial
Power Bonus	Rouse Re-Roll
N/A	Level 1
Feeding Penalty	Bane Severity
N/A	1

TOTAL EXPERIENCE

SPENT EXPERIENCE

BIOGRAPHICAL DATA

True Age	73
Apparent Age	35
Date of Birth	1945
Date of Death	1980

Appearance

Short, pudgy, and wearing threadbare jackets, the brown-haired, brown-eyed Marcus doesn't stand out much.

Distinguishing Features

Marcus was born with only four fingers on his right hand, giving him the not-so affectionate nickname, "Four Finger Special."

History

After a few rough years of secondary school, it didn't seem like Marcus would amount to much. But after working the docks, the young man started dealing in stolen goods, finding what people needed in the country's struggling economy and providing it - at three times the market price.

The embrace was a disappointment - Marcus displayed none of the noble aire of the Ventrue and he wouldn't hesitate to eat _anything_. He was outcast from Elysium by his own sire, and soon fell in with the anarch rabble, bringing his skills as a fence and fixer to secure a steady supply of black market blood to his coterie.

Sergei, the coterie's late transplant surgeon, was one of the few kindred sympathetic to Marcus. His death at Armand's hands has caused tension.

VAMPIRE

THE MASQUERADE

Name **Daniel Seacole**

Concept **Real Estate Broker**

Sire **Thomas Biltmore**

Player

Ambition

Clan **Ventrue**

Chronicle **Make Blood Boil**

Predator **Sandman**

Generation **13th**

ATTRIBUTES

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

SKILLS

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

HEALTH

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WILLPOWER

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HUMANITY

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DISCIPLINES

Dominate	●○○○○	Fortitude	○○○○○	Presence	●●●○○
1 <i>Compel</i>		1		1 <i>Awe</i>	
2		2		2 <i>Lingering Kiss</i>	
3		3		3 <i>Dread Gaze</i>	
4		4		4	
5		5		5	
	○○○○○		○○○○○		○○○○○
1		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	

Resonance.....

HUNGER

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CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

Character may only feed from a certain group (In this case, individuals missing a body part).
With a Resolve + Awareness test (Difficulty 4+) your character senses if a mortal possesses the blood required. If you want your character to feed from anything but their preferred victim, you must spend Willpower points equal to the character's Bane Severity.

BACKGROUNDS, MERITS & FLAWS

Resources	●●●○○
Status (Anarch)	●○○○○
Mask	●○○○○
Haven (Multiple)	●●●○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
Flaw: Despised (City's Camarilla Ventrue)	●●○○○

NOTES

Daniel has access to numerous rental and marketed properties throughout the city. In exchange for the blood of (unwilling) organ donors, Daniel provides the coterie with shelter and a safe place for Qin to operate.

BLOOD POTENCY

●○○○○ ○○○○

Blood Surge	Mend Amount
+1 Die	1 Superficial
Power Bonus	Rouse Re-Roll
N/A	Level 1
Feeding Penalty	Bane Severity
N/A	1

TOTAL EXPERIENCE

SPENT EXPERIENCE

BIOGRAPHICAL DATA

True Age	53
Apparent Age	35
Date of Birth	1965
Date of Death	2000

Appearance

Daniel is a tall man, always dressed in the best suit available off a department store rack.

Distinguishing Features

Daniel has a slight tilt to the left - the effect of a botched kidney surgery.

History

Daniel hates it, but he is a servant to the upper class. His black heritage has held him back, whether it be in business, networking, or romance. Still, his diligence building a profitable real estate empire drew the attention of the kindred Thomas Biltmore. Soon after, however, Thomas's attention waned, and Daniel found himself without a guiding hand.

The Camarilla's politics proved too dangerous, and Daniel soon found himself in the Anarch organ harvester coterie. In exchange for blood he could drink, Daniel provides them safe, constantly changing havens - a great boon in these dangerous times.

VAMPIRE

THE MASQUERADE

Name **Marcus Swanson**

Concept **Black Market Fixer**

Sire **Thomas Biltmore**

Player

Ambition

Clan **Caitiff**

Chronicle **Make Blood Boil**

Predator **Bagger**

Generation **13th**

ATTRIBUTES

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

SKILLS

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

HEALTH

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WILLPOWER

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HUMANITY

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DISCIPLINES

Auspex	●○○○○○	Dominate	●●●○○○	Obfuscate	●○○○○○
¹ Heightened Senses		¹ Compel		¹ Cloak of Shadows	
2		² Mesmerize		2	
3		³ The Forgetful Mind		3	
4		4		4	
5		5		5	
	○○○○○		○○○○○		○○○○○
1		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	

Resonance.....

HUNGER

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CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	CLAN BANE
		Disliked.

BACKGROUNDS, MERITS & FLAWS

Resources	●●○○○
Status (Anarch)	●●○○○
Mask	●○○○○
Contacts (Black Market)	●○○○○
Haven	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
Flaw: Despised (The Russian Mafia)	●●○○○
Flaw: Disliked	●○○○○

NOTES

Marcus has a secret haven, unbeknownst to his coterie, in an uptown storage locker. It's stocked with some blood bags in case of emergency.

BLOOD POTENCY

●○○○○ ○○○○○

Blood Surge	Mend Amount
+1 Die	1 Superficial
Power Bonus	Rouse Re-Roll
N/A	Level 1
Feeding Penalty	Bane Severity
N/A	1

TOTAL EXPERIENCE

SPENT EXPERIENCE.....

BIOGRAPHICAL DATA

True Age	73
Apparent Age	35
Date of Birth	1945
Date of Death	1980
Appearance	Short, pudgy, and wearing threadbare jackets, the brown-haired, brown-eyed Marcus doesn't stand out much.

Distinguishing Features

Marcus was born with only four fingers on his right hand, giving him the not-so affectionate nickname, "Four Finger Special."

History

After a few rough years of secondary school, it didn't seem like Marcus would amount to much. But after working the docks, the young man started dealing in stolen goods, finding what people needed in the country's struggling economy and providing it - at three times the market price.

The embrace was a disappointment - Marcus displayed none of the noble aire of the Ventrue and he wouldn't hesitate to eat _anything_. He was outcast from Elysium by his own sire, and soon fell in with the anarch rabble, bringing his skills as a fence and fixer to secure a steady supply of black market blood to his coterie.

Sergei, the coterie's late transplant surgeon, was one of the few kindred sympathetic to Marcus. His death at Armand's hands has caused tension.

VAMPIRE

THE MASQUERADE

Name **Qin Lee Fletcher**

Concept **Transplant Surgeon**

Sire **The Lord of the Clog**

Player

Ambition

Clan **Nosferatu**

Chronicle **Make Blood Boil**

Predator **Sandman**

Generation **13th**

ATTRIBUTES

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Intelligence	●●●○○
Dexterity	●●●○○	Manipulation	●●●○○	Wits	●●○○○
Stamina	●○○○○	Composure	●●○○○	Resolve	●●●○○

SKILLS

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

HEALTH

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WILLPOWER

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HUMANITY

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DISCIPLINES

Animalism	○○○○○	Obfuscate	●●●○○	Potence	●○○○○
1		¹ <i>Silence of Death</i>		¹ <i>Lethal Body</i>	
2		² <i>Unseen Passage</i>		2	
3		³ <i>Mask of a Thousand Faces</i>		3	
4		4		4	
5		5		5	
	○○○○○		○○○○○		○○○○○
1		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	

Resonance.....

HUNGER

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CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	CLAN BANE
		Any attempts to disguise as a human incur a penalty equal to Bane Severity to dice pools (including Mask of a Thousand Faces).

BACKGROUNDS, MERITS & FLAWS

Resources	●●●○○
Status (Anarch)	●●○○○
Mask	●○○○○
Influence (Medical Community)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
Flaw: Despised (Manchester Nosferatu)	●●○○○
Flaw: No Haven	●○○○○

NOTES

Hidden Scalpels (+1 Damage Value weapon)

BLOOD POTENCY

●○○○○ ○○○○○

Blood Surge	Mend Amount
+1 Die	1 Superficial
Power Bonus	Rouse Re-Roll
N/A	Level 1
Feeding Penalty	Bane Severity
N/A	1

TOTAL EXPERIENCE

SPENT EXPERIENCE.....

BIOGRAPHICAL DATA

True Age	43
Apparent Age	Gross
Date of Birth	1975
Date of Death	2000

Appearance

Qin's flesh wrinkles and hangs off her bones like melting cheese. Qin frequently uses a Mask of the Thousand faces that looks like a jaundiced, older version of her mortal-self.

Distinguishing Features

Her bottom eyelids sag low enough to reveal pink flesh.

History

The child prodigy of a lowborn English doctor and a Hong Kong heiress, Qin was groomed for a position in government administration - particularly the National Healthcare System. That was until she caught the eye of the Lord of the Clog, who forcibly embraced Qin and added her to his network of blood bonded warrens throughout Southern England.

With the Lord's apparent death in the London Inquisition, Qin was free to escape to Manchester and become the coterie's new transplant surgeon, seeing as the last one was eaten...

VAMPIRE

THE MASQUERADE

Name **Janina Razvan**

Concept **Luring Webweaver**

Sire **Unknown**

Player

Ambition

Clan **Gangrel**

Chronicle **Make Blood Boil**

Predator **Siren**

Generation **13th**

ATTRIBUTES

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

SKILLS

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

HEALTH

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WILLPOWER

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HUMANITY

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DISCIPLINES

Animalism	●○○○○	Fortitude	●●●○○	Protean	○○○○○
1 <i>Blood Famulus (Arachnids)</i>		1 <i>Resilience</i>		1	
2		2 <i>Enduring Beasts (Arachnids)</i>		2	
3		3 <i>Defy Bane</i>		3	
4		4		4	
5		5		5	
Presence	●○○○○		○○○○○		○○○○○
1 <i>Awe</i>		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	

Resonance.....

HUNGER

□□□□□

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

In Frenzy, gain animal features equal to Bane Severity. Each feature reduces one attribute by 1 point. These features last one more night afterward.

BACKGROUNDS, MERITS & FLAWS

Looks (Beautiful)	●●○○○
Status (Anarch)	●●○○○
Mask	●○○○○
Feeding (Bloodhound)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
Flaw: Enemy (Spurned Lovers)	●●○○○
Flaw: No Haven	●○○○○

NOTES

Janina's current Famulus is a menagerie of spiders hiding in her handbag, crawling in her hair, and lurking beneath her dress. Janina's Blood Famulus Discipline may be used either with an individual spider or the swarm as a whole, but never simultaneously.

Spider Swarm

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 3 (+3), Willpower 1

Exceptional Dice Pools: Awareness 3, Brawl 2, Dodge 5, Stealth 8

Special: Spider Swarms do not attack normally, instead poisoning a victim with venom. A poisoned victim's Stamina and maximum Health are reduced by 1 every two hours, to a minimum of Stamina of zero, until the victim receives medical attention or Kindred vitae. Vampires may cure the venom with a successful Rouse check.

BLOOD POTENCY

●○○○○ ○○○○○

Blood Surge	Mend Amount
+1 Die	1 Superficial
Power Bonus	Rouse Re-Roll
N/A	Level 1
Feeding Penalty	Bane Severity
N/A	1

TOTAL EXPERIENCE

SPENT EXPERIENCE.....

BIOGRAPHICAL DATA

True Age	53
Apparent Age	20
Date of Birth	1945
Date of Death	1965

Appearance

A tall woman with flowing black hair. Her tanned complexion is abnormally rosy for one of the undead.

Distinguishing Features

A henna tattoo on her left arm has remained there since her embrace.

History

Born to Polish and Romani parents after fleeing the War, Janina never fit in with other children. Her natural beauty made other girls jealous and the boys tortured her for being different. She grew up moving from town to town as her parents chased factory work.

Janina's embrace was a strange one. A dark figure spoke to her in the night for years, assuring her safety and security. It was not until her 20th birthday that she asked to see the strange guardian in the light, and that is the night her life ended.

Janina has been the bait for many coterie, now luring the destitute and depressed onto Qin Lee's surgery table.

VAMPIRE

THE MASQUERADE

Name **Janina Razvan**

Concept **The Sensual Lioness**

Sire **Unknown**

Player

Ambition

Clan **Gangrel**

Chronicle **Make Blood Boil**

Predator **Siren**

Generation **13th**

ATTRIBUTES

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

SKILLS

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

HEALTH

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WILLPOWER

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HUMANITY

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DISCIPLINES

Animalism	●○○○○	Fortitude	●●●○○	Protean	○○○○○
1 <i>Blood Famulus (Great Cats)</i>		1 <i>Resilience</i>		1	
2		2 <i>Enduring Beasts (Great Cats)</i>		2	
3		3 <i>Defy Bane</i>		3	
4		4		4	
5		5		5	
Presence	●○○○○		○○○○○		○○○○○
1 <i>Awe</i>		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	

Resonance.....

HUNGER

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CHRONICLE TENETS

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BACKGROUNDS, MERITS & FLAWS

Looks (Beautiful)	●●○○○
Status (Anarch)	●●○○○
Mask	●○○○○
Feeding (Bloodhound)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
Flaw: Enemy (Spurned Lovers)	●●○○○
Flaw: No Haven	●○○○○

NOTES

Janina's current Famulus is a cougar she encountered decades ago in the mountains. It is the only animal to have ever hurt her in combat, tasting her precious vitae in ensuing melee.

Great Cat

Standard Dice Pools: Physical 6, Social 1, Mental 1
 Secondary Attributes: Health 6 (+3), Willpower 3
 Exceptional Dice Pools: Awareness 3, Intimidation 5, Stealth 6
 Special: Add +1 to damage done by great cat attacks

BLOOD POTENCY

●○○○○ ○○○○○

Blood Surge	Mend Amount
+1 Die	1 Superficial
Power Bonus	Rouse Re-Roll
N/A	Level 1
Feeding Penalty	Bane Severity
N/A	1

TOTAL EXPERIENCE

SPENT EXPERIENCE.....

BIOGRAPHICAL DATA

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