

### KERRY ALDANO, 41

#### Senior Inquisitor

Attack: 7 (Submachine gun: +4 Damage)  
OneRoll: 4

Kerry is the ultimate team player and natural leader. He's been training all his life, and he's the best at what he does. His main goal is for the team to make it home tonight, while getting as many blankbodies as possible.

*"They cannot pass!"*

Phlegmatic

### JULES WALKER, 33

#### Senior Inquisitor

Attack: 8\* (Stake: +0 Damage + Staking Effect)  
OneRoll: 6

Before the Second Inquisition even started, Jules' family was already hunting Vampires. Nobody knows much about her, only that she leads the charge with pride and expertise, delivering deadly blows to any monster she finds in her way.

*"..."*

Phlegmatic

### LEAH NGUYEN, 32

#### Inquisitor

Attack: 6 (Assault Rifle: +4 Damage)  
OneRoll: 4

Even after two tours in Afghanistan and an honorable discharge, nothing prepared Leah for the darkness she would find upon returning home. Being recruited by Inquisitor Kerry Aldano saved her from losing her mind.

*"Keep the formation!"*

Sanguine

### PAT GORRITI, 24

#### Inquisitor

Attack: 5 (Handgun: +2 Damage)  
OneRoll: 4

Pat always wanted to be a Police Officer and has had an impeccable record so far. His Captain asked him one night to join her on a special assignment. He's now horrified and would rather not be here, but his loyalty and shame force him to stay.

*"I'm covering you."*

Melancholic

### MONROE DAVIDSON, 29

#### Inquisitor

Attack: 6 (Handgun: +2 Damage)  
OneRoll: 4

FBI Agent Monroe Davidson has been a member of Special Affairs for years, and she is considered delusional by many of her peers. Her wish to prove that vampires exists works directly against her standing orders. Maybe this is the night.

*"I have seen this before. Be careful, team!"*

Sanguine

### ARI FLEISZMAN, 51

#### Inquisitor

Attack: 6 (Revolver: +2 Damage)  
OneRoll: 4

A veteran Police Detective, Ari has been asked to cover up mysterious killings for too many years by her superiors. Now, they are allowing her to do what's right. She will not let all of those victims down.

*"I see one of them over there!"*

Choleric

### RUDY CABALLERO, 37

#### Inquisitor

Attack: 6 (Shotgun: +3 Damage)  
OneRoll: 4

Rudy is a SWAT Officer. The death of his husband at the hands of vampires has made him a hardcore hunter. He's doing it mostly to leave his two kids a better world.

*"Don't let any of them get out alive!"*

Choleric

### TOBY NICHOLSON, 21

#### Junior Inquisitor

Attack: 5 (Handgun: +2 Damage)  
OneRoll: 2

New to the Police force, but not to Vampires, Toby saw his parents die at the hands of a monster. His thirst for revenge matches his will to help children in need.

*"Don't believe their lies! Shoot them all!"*

Choleric

### FATHER AVERY, 65

#### Junior Inquisitor

Attack: 4 (Shotgun: +3 Damage)  
OneRoll: 2

Getting young people out of the streets used to be Avery's mission, until he saw first hand the cruelty of vampires. He has quickly become one of the top recruiters of the Second Inquisition in town. He's worried about his colleagues' safety.

*"Return to hell, abomination!"*

Melancholic

*ENEMIES*

VAMPIRE  
THE MASQUERADE

*ENEMIES*

VAMPIRE  
THE MASQUERADE

*ENEMIES*

VAMPIRE  
THE MASQUERADE

*ENEMIES*

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*ENEMIES*

VAMPIRE  
THE MASQUERADE

*ENEMIES*

VAMPIRE  
THE MASQUERADE

## GABRIELLA OSORIO, 27

### Junior Inquisitor

Attack: 5 (Knife: +1 Damage)  
OneRoll: 2

After a whole life of getting in and out of prison, Gabriella has found his calling thanks to the wisdom of Father Avery: destroying the evil that creeps in the night. Tonight is her trial by fire, but she can't stop thinking about her sick mother, waiting for her at home.

*"I won't fail. I promise."*

Sanguine

## DEE, 37

### The Cicero

The room is neat and non-descript, almost as if not lived in. But an open case full of weapons immediately calls your attention. A figure emerges from the bathroom, wielding a shotgun. Wearing a colorful bathrobe, Dee looks determined to make you sorry for going into her room.

Dee will not follow the characters if they run away, but she will stand her ground. She assumes they are robbers.

Attack 6 Shotgun: +4 Damage

*"You broke into the wrong apartment, assholes."*

Choleric

## RICKY, 22

### The Cicero

The room smells of sex and old lube. There's a man spread across the mattress, not going anywhere. Half a bottle of bourbon and painkillers lie next to him.

Check the room - Investigate, Difficulty 2

Empty bottles and pill boxes. A framed photo: four children and their parents, standing in front of red-rock cliffs. The parents' faces have been crossed with black marker.

*Drinking Ricky's blood provides a booze and drugs rush. Rolls based on Dexterity and Intelligence lose 1 die for the night.*

Sanguine

## NATALIE, 45

### The Cicero

She sleeps fitfully. Two trash bags by the door contain all her belongings. An angry red burn spreads from her shoulder to her neck.

Check the room - Investigate, Difficulty 2

She's wearing an heirloom wedding ring. There's more jewelry and five thousand dollars in her purse. If woken, Natalie assumes the characters are friends of her ex-husband (Barry), here to bring her home, and she'll fight back. Dice pool: 4

Melancholic

## CHARLIE, 25

### The Cicero

He's wide awake, feverishly writing in his little black book. That's why he didn't notice your lockpicking your way in. He looks at you from over his black turtleneck. He's surprised, but not necessarily scared.

Feed - Persuade or Intimidate, Difficulty 3

Charlie will let you drink from him, as long as you listen to his masterpiece poem (hint: it's far from a masterpiece.)

Sanguine

## ANGELIQUE, 19

### The Cicero

She's an extremely thin woman, fallen asleep on her laundry, a highlighted movie script across her lap. Books on acting technique and celebrity gossip magazines lay scattered around the room.

Check the room - Investigate, Difficulty 2

A plastic bottle of wine and half a box of cigarettes. No food anywhere and no money in her purse. Angelique hasn't eaten in several days and is anemic. Characters can only take 1 Hunger point from her without risking her life.

Melancholic

## HARRY, 56

### The Cicero

The walls are covered with posters of blockbusters of yesteryear. His expensive jewellery and pajamas feel out of place. On the floor, expensive liqueur stands next to a box of the cheapest pizza.

Who is he? - Investigate, Difficulty 2

You've seen his face on the news. He produced cheap slasher films until his misconduct ended his career.

*Harry's out on sleeping pills. His blood has a dizzying effect. Lose 1 die from Dexterity-based rolls for the night.*

Melancholic

## ANNIE, 31

### The Cicero

The room is saturated in with pictures, news clippings, and flowcharts. Pins with colored threads connecting everything. No bed. She's in a sleeping bag, having bad dreams.

Check the room - Investigate, Difficulty 3

Under her sleeping bag is a flat folder which contains documentation that could potentially prove Kindred existence. She's onto something, but who would believe her?

Phlegmatic

## DENNIS, 26

### The Cicero

A little table features a crystal ball, decoration, and a colorful disguise. He's standing, looking at you, but not really seeing. His ravings would hint at him struggling with something that is not there.

Check the room - Investigate, Difficulty 2

Some leftover drugs indicate that he's tripping, fuelled by his spiritualist inclinations. That said, maybe he can actually see ghosts.

*Dennis' blood is saturated with hallucinogens. Lose 1 die on Dexterity and Wits rolls for the night.*

Sanguine



*VICTIMS*

VAMPIRE  
THE MASQUERADE

*VICTIMS*

VAMPIRE  
THE MASQUERADE

*ENEMIES*

VAMPIRE  
THE MASQUERADE

*VICTIMS*

VAMPIRE  
THE MASQUERADE

*VICTIMS*

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*VICTIMS*

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*VICTIMS*

VAMPIRE  
THE MASQUERADE

*VICTIMS*

VAMPIRE  
THE MASQUERADE

*VICTIMS*

VAMPIRE  
THE MASQUERADE

## GRETA, 36

### *The Cicero*

The room is untouched, as if nobody has been there in a while. On the bed, a woman sleeps with her arms crossed over her chest. She is fully dressed, and wears a carnival mask.

Check the room - Investigate, Difficulty 1

The bathtub is full of ice and water. There is a drawing of a cartoon character, and a tattoo needle gun. If awoken, Greta will only speak in Norwegian, and will scream until somebody comes to help her.

Choleric

## JAMES, 86

### *The Cicero*

The sharp edges of the furniture are covered in foam and tape. The old man has fallen asleep on his chair, facing a wall. His skin is like parchment, and the muscles hang flaccid off his bones.

Check the room - Investigate, Difficulty 2

The suitcase next to his bed is filled with trophies and old photographs. In his youth, James used to be a world class javelin thrower. The white cane resting on his lap tells you he's blind.

Melancholic

## ANDRÉS, 21

### *Violet Club*

His eyeliner isn't right, his clothes don't quite fit, and his boots look too new. He moves awkwardly, watching everyone without engaging.

If the characters approach him, he'll tell them an array of pretty lies. Andrés is here looking for vampires, though it's unclear even to him if he wants to hunt them... or join them.

Dealing with Andrés can lead in different directions. Use Difficulty 3 for most rolls. In case of a Conflict, roll 4 dice for him.

Sanguine

## MARION, 28

### *Violet Club*

Androgynous and proud, Club Violet is Marion's personal fief. They know everyone worth knowing, and are deeply connected to the towns' various subcultures.

Strike a conversation - Persuade, Difficulty 1

Marion is quite interested in the characters, as they appear new to this scene. Marion will actively attempt to cultivate the coterie, leaning heavily on dubious underground connections to seem impressive.

Feed - Persuade, Difficulty 3

Phlegmatic

## THOMAS LAW, 24

### *Violet Club*

A tall, slender man wearing a neatly-trimmed goatee, and dark hair falling straight down the middle of his back, he is an excellent dancer. Every hour or so he takes short breaks to vape and drink some club soda with lime.

Dance Off! - Dexterity + Athletics, Difficulty 2

Thomas Law has lived all his life in the town. He's a wealth of local information. He's stone-cold sober, but euphoric from dancing and eager to undergo new experiences.

Feed - Persuade, Difficulty 2

Phlegmatic

## MONICA, 23

### *Violet Club*

Pink top, white skirt, and golden trainers. Monica is definitely in the wrong club. She is looking around her, bewildered and confused. She is happy to talk to anyone not dressed in black.

Strike a conversation - Persuade, Difficulty 2

Her roommate told her there was a party there. She is new in town, and thought she could have some fun tonight. She feels lost and disappointed, and only wants to make friends.

Feed - Persuade, Difficulty 2

Sanguine

## MARCUS, 25

### *Violet Club*

"I've got white, brown, and green. Whatever you need." He talks quickly, thinks quickly, and quickly becomes your best friend, as long as you want to buy his merchandise.

Strike a conversation - Persuade, Difficulty 1

He takes you to a stall in the bathroom, where he shows you his goods. Pills, weed, coke... the works. Everything you can imagine, and it's on the cheap.

Feed - Intimidate or Persuade, Difficulty 1

Choleric

## LILY, 24

### *Violet Club*

She moves with the grace of a feather and the strength of a lion. There is a crowd watching her, entranced.

Dance off! - Dexterity + Athletics, Difficulty 3

She is overjoyed. At last, someone who is close to her level. She stops and offers you a drink. Lily is a ballet dancer, currently touring with an important company, but she loves any dancing style.

Feed - Persuade, Difficulty 2

Phlegmatic

## CHAD, 20

### *Violet Club*

His university blazer makes him stick out like a sore thumb. The fact that he's recording everything on his phone makes it worse. It's clear that nobody likes this guy.

Tell him to stop recording - Intimidate, Difficulty 2

Chad lowers his camera, and confesses. He is following a girl he knows, and recording her as part of a tasteless prank. He promises to stop, but you know he is a lying stalker.

Feed - Intimidate, Difficulty 2

Choleric



*VICTIMS*

*VICTIMS*

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VAMPIRE  
THE MASQUERADE

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THE MASQUERADE

## MAGENTA, 41

### *Violet Club*

The couch is her throne. The queen of the Violet Club meets with those willing to pay her respects before taking the dance floor.

Request an audience with the queen - Persuade, Difficulty 3

Magenta talks of the old days with nostalgia and dignity. You're not particularly interesting to her, but she wants you to understand her way of life. She thinks she knows the night, and she suggests she has met and loved monsters in the past.

*Feed - Persuade, Difficulty 1*

Phlegmatic

## BARRY, 47

### *Violet Club*

His shoes, his watch, and his phone point out how much he doesn't really belong. While he has some moves, he has to stop to catch his breath every five minutes.

Strike a conversation - Persuade, Difficulty 1

Recently divorced, Barry is trying to reconnect with the scene of his youth. He used to be one of the most recognizable faces in the goth community, he says. You see a dad in a black t-shirt, desperately trying to fit in.

*Feed - Persuade, Difficulty 2*

Melancholic

## FRANKIE, 36

### *Violet Club*

She's staring at her bourbon, her body shaking. She doesn't belong here, but she doesn't care. She's clearly in shock.

Strike a conversation - Persuade, Difficulty 3

Frankie drives a cab. Tonight, a bike crossed right in front of her. She couldn't stop in time. Somebody is in hospital, and she believes it's her fault. She just can't stop seeing her victim's face, slowly sliding across the windshield.

*Feed - Persuade, Difficulty 1*

Melancholic

## RED, 19

### *The Streets*

Wearing the colors of a local gang, he starts posing as a good Samaritan. Quickly, however, his words turn to threats. He wants your wallets and phones, and he has a gun.

Red can be Intimidated (Difficulty 4), but failing to do so or to comply will result in him losing his temper, and eventually shooting. He can call for backup (more gang members, use his stats for them).

Attack 6 Pistol: +2 Damage

*"This is not your neighborhood."*

Choleric

## HELEN, 22

### *The Streets*

Still on full makeup, the mime drags her feet through the streets, sadly counting her meager earnings.

Strike a conversation - Persuade, Difficulty 2

Helen dreams of escaping with the circus, joining a carnival, or just taking the road and never looking back, but she is too afraid to take the first step. Her elderly parents count on her and she just can't leave them behind.

*Feed - Intimidate, Difficulty 2*

Melancholic

## MATT, 29

### *The Streets*

A man on a massive chicken costume screaming at his phone in German catches your attention. He's obviously angry and disappointed, and couldn't be more out of place.

Strike a conversation - Persuade, Difficulty 2

He has been pranked by his newfound "friends" during a bachelor party. Now he is stranded in Hollywood, miles away from his hotel, without his wallet, and the only phone number he had turned out to be a fake. Matt desperately needs help.

*Feed - Persuade, Difficulty 2*

Choleric

## JASON, 36

### *The Streets*

The first thing that attracts you to him is the smell of powerful detergent on his hands. He has washed thoroughly, but to you, that smell is unmistakable.

Strike a conversation - Persuade, Difficulty 2

Jason just finished his shift at the hospital after a tough day. He's been in surgery for fourteen hours straight, and is just taking a walk to clear his head. At least, today he helped save a life.

*Feed - Persuade, Difficulty 2*

Sanguine

## MARA, 59

### *The Streets*

She's screaming at the top of her lungs for anyone who will listen. She waves her sacred book as a sword of justice. Standing in the middle of the road, she's addressing an imaginary crowd.

Listen to her - Spend 1 Willpower

"The end is nigh! Corporations own our souls! The forests burn because nobody thinks of the babies! Destroy your phone! Burn your money! I know the hidden truth about all things in the world!"

*Feed - Intimidate, Difficulty 2*

Choleric

## JUAN, 43

### *The Streets*

He flips the sign of the gas station with class and distinction. The sign goes up, and down, it twirls around his body... until it drops. Disappointment and frustration on his face, he is defeated.

Sign Flipping! - Dexterity + Athletics, Difficulty 2

You take Juan's sign and flip it for a few minutes while he rests, gratefully. He was a respected scientist back in his country, but he had to emigrate. To this.

*Feed - Persuade, Difficulty 2*

Phlegmatic

*VICTIMS*

VAMPIRE  
THE MASQUERADE

*VICTIMS*

VAMPIRE  
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*VICTIMS*

VAMPIRE  
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*VICTIMS*

VAMPIRE  
THE MASQUERADE



## KEITH, 19

### *The Streets*

Sitting on a bus stop, shivering in the cold, the young man looks sad and bitter.

Strike a conversation - Persuade, Difficulty 2

Keith ran away from home over a tantrum and has been living on the streets enough to teach him plenty. He was angry with his parents for buying him the wrong console. Now he realizes they love him and don't care that he dropped out of college.

*Feed - Persuade, Difficulty 2*

Melancholic

## EVE, 31

### *The Streets*

She seems eager to strike a conversation with you. Maybe too eager. She offers you drugs, guns, and all sorts of illegal goods. But she looks very nervous about it.

Get to the bottom of this - Intimidate, Difficulty 2

Eve breaks down. The wannabe vigilante doesn't have drugs, guns, or anything remotely illegal. She wants to identify criminals and turn them in. She has no clear plan and her only backup is a can of Mace.

*Feed - Persuade, Difficulty 2*

Choleric

## CHUCK, 28

### *The Streets*

Drunk and dancing on the streets, the man looks like the happiest person on Earth. He hugs you and jumps around you, barely containing his joy.

Feed - Persuade, Difficulty 1

You take advantage of the situation, and start feeding. Right behind him, you see a huge advertisement poster for a new hyped TV show. His face in the poster makes you realize you are drinking off someone who is bound to become one of the most famous people in Hollywood.

Sanguine

## SOMEONE FROM YOUR PAST

### *The Streets*

They recognize one of you. They start referencing something both of you did way back when. You can recognize them now: what they're saying is true, if a bit embellished.

Who is this person? What did you do together? Why did you decide not to see them anymore?

Get rid of them - Intimidate, Difficulty 3

*Feed - Persuade, Difficulty 1 (character's acquaintance) or Intimidate, Difficulty 2*

Sanguine