

Loresheets

version 1.0

these Loresheets are subject to review and alteration as necessary.

VAMPIRE

THE MASQUERADE

ALANNA VALMONT

Need something researched? Uncovered a dusty book in a language you don't understand? Need a methodical approach to a problem? There is a good chance Alanna may be helpful.

Her time spent in the Clearwater Chantry afforded her many years to refine her knowledge of both Kine and Kindred history. The library contained within those walls were her pride and joy during her time there.

Her dedication to detail garnered her attention and she served in multiple roles, including Steward, Whip, and Regent briefly before her departure.

Known for her blunt and forthright speech, her propensity for a sharp tongue and a lack of patience for frivolity or whimsical ideas. She is a firm and staunch ally to all who seek knowledge and truth.



LORE

● Family Heirloom

You possess a rather non-descript necklace that appears to be a plain infinity chain.

However, it is one of Alanna's last necklaces she left in St. Petersburg.

You gain a Ward Against Spirits necklace with the equivalent of four successes for use when equipped. If lost or destroyed, you lose access to this bonus. Some older Tremere of the city may recognize it as one of her handiwork.

●● Pay It Forward

You offered help and support to one of the local Domestic Violence shelters in St. Petersburg. This was noticed by the Valmont Family Trust. They have offered you some assistance in kind.

You gain three dots to spend between Resources, Mask, or Contacts.

●●● Family Favours

The seniors at the Valmont Family Trust can make government issues go away for a price. You've learned some of their tricks. Gain a Specialty in Academics, Finance, and Politics.

Once per Story, the Trust will help get any government agency off your Coterie's tail. No questions asked. However, you may be expected to return the favor, at Storyteller's discretion.

●●●● Written Woes

You've had correspondence with Alanna in the past and have developed an academic rapport. Take Alanna Valmont as a two dot Mawla.

Once per Story, add a critical success to one Mental skill check, having consulted with an expert!

Once per Chronicle, you may ask your Storyteller one question about the story that they have to answer honestly.

●●●●● Calling in the Boss

Alanna left Clearwater to follow her dreams and continue her passion for archaeology and anthropology, having been invited to work with the famous Kindred researcher, Cuthbert Beckett. Gain the following Specialties; Occult (Noddism), Academics (Research), and three other Mental Specialties of your choice.

Once per Story, Alanna will put you in touch with Cuthbert Beckett.

Should you misuse their time, however, you will gain a dot in the Infamy Flaw with the Clearwater Tremere, as Alanna will not hesitate to pass on the story of your misdeeds.

VAMPIRE

THE MASQUERADE

AMETHYST HUGHES

Margaret "Amethyst" Hughes, St. Petersburg's Hecata Emissary, can be said to have three great passions: helping tormented souls cross over into the Shadowlands, Family, and the pursuit of knowledge. It was the spirits tormented by the lich, An'Aleigh, that called her to St. Pete's shores, and the Family she found that's kept her there. In her time in St. Pete, she established the Red Salon; leading a team of doctors and scientists, as well as her own adopted Child, in a project to save Prince Isabel de Navarre from the Beckoning. She also created two new Ceremonies and unlocked a new aspect of Oblivion, as well as helping An'Aleigh find peace, saving the universe from being torn asunder in the process. Could be you've got natural talent and she's decided to help you hone it. Perhaps you've somehow convinced her to allow you access to her research collection. Maybe you've even managed to weave your way in to her found Family.



LORE

● Double Vision (Hecata Only)

One of the many fruits of Amethyst's research is an extension of Oblivion Sight that allows her to identify victims of possession. With Oblivion Sight active, make a Rouse check. A possessed victim's eyes will shine with an otherworldly glow. If the spirit is attempting to hide, roll Wits + Oblivion vs. the spirit's Resolve + Stealth; a success will reveal them (Oblivion Rouse check rules apply). Once per Story, Amethyst will identify a possession for you.

●● Snake Oil Salesman

Amethyst is a master confidence artist. Whether traveling the Spiritualism circuit or holding seances in the back rooms of Mystic Ray, her unwitting victims buy it hook, line, and phantasmic sinker. The key is the sell: the bigger the performance, the better. Add three dice to any Persuasion, Performance, or Subterfuge tests in an attempt to hoodwink... but only if your pitch is truly over the top.

●●● Ya Family

For the Hecata, the Family comes before all else, including your own self-interest. Amethyst doesn't define Family by clan, but by connection.

Add three dots to spend on Advantages for your Coterie sheet. Once per Story, add two dice for any Social pools when acting in the defense or service of your Coterie for one Scene.

●●●● Bookworm

Amethyst can be found surrounded by a mountain of books. Her research runs the gamut from cults to new Ceremonies, and her library is vast and varied. Gain two dots to spend on Haven or the Library Merit. Once per Session, Amethyst will assist you in your Occult research (gain two automatic successes on an Occult roll). However, certain knowledge is coveted and some will stop at nothing to get their hands on it.

●●●●● Do the Spirits Still Scream?

Amethyst can't ignore the call of a tormented soul; it's what convinced her to put aside her distaste for the Tremere long enough to create a Hecata/Tremere Ceremony that would release An'Aleigh from his bonds.

Once per Story, for a full Scene, your Difficulty to all rolls are reduced by your Oblivion Rating when attempting to help a spirit cross the Veil.

VAMPIRE

THE MASQUERADE

BATS TAXI (Camarilla Only)

Once the base mode for St. Petersburg's Transportation Coterie, BATS Taxi now operates under the purview of the Gangrel Primogen, Shug. Established in 1981, BATS was a reliable staple for Kine until it was purchased by the former Prince, Isabel de Navarre. She then used the business to form the Transportation Coterie. Since 2022, the company has provided discreet, efficient, and safe means of transport across Pinellas County to the Kindred of the city. With its vast network of well-informed drivers, extensive vehicle inventory, and Shug's enigmatic knowledge of the city's Kindred, a ride with BATS is more than just a means to an end.



LORE

● Call A Cab

With just a phone call, a driver from BATS is at your beck and call. Besides getting you from point A to point B, they can securely transmit or ferry messages and packages for you. Their intricate knowledge of St. Pete's streets will cut your travel time by half. The driver will not put themselves in harm's way, however, so make sure you're free of danger before you make the call.

●● Shug's Flashy Wanker Database

Once per Story, Shug lets you tap into his extensive knowledge of the Kindred elite, especially those who love to show off with their flashy rides. You have the potential to access in-depth details of one of these gaudy Kindred. Add three dice to any Investigation or Streetwise rolls when looking into these individuals.

●●● Emergency Pickup

In dire situations, BATS is there to whisk you away to safety. Once per Story, summon a BATS vehicle that is magically warded and comes equipped with an armed driver (3 dot Retainer) until the end of the Scene. This driver will take part in combat, but only for long enough to allow for a quick getaway.

●●●● Associate BAT

You're more than just a customer; you're a partner. As an associate driver, you have the liberty to choose the ideal vehicle for your journey; be it a car, truck, party bus, boat, or motorcycle (based on Storyteller's discretion). Your intimate understanding of St. Petersburg's streets offers you a two dice bonus to Drive for any test related to navigating the city. Gain two dots of the City Secrets merit.

●●●●● Designated Driver

When the situation demands the utmost discretion and security, BATS offers its premium services. Once per Story, arrange a top-notch transport for one or more Kindred. Your journey will be accompanied by one of St. Pete's Deputies, access to a 1-dot Herd for the night, a magically warded vehicle, and, should things get messy, BATS will clean up and secure the scene for you.

If there is a Masquerade Breach involved, you might have a meeting with the Sheriff at a later date.

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THE MASQUERADE

BLAKE RESEARCH LAB

A series of labs in Anarch territory wasn't enough for the Kindred of Pinellas County. With the assistance of the Camarilla and a few like-minded individuals, the Blake Research Lab found a home within the safety of the Prince's domain. The primary facility located in Clearwater found itself in the Neutral Zone following the border expansion and now is available to Camarilla and Anarchs alike. The Lab ensures that all Kindred local to Pinellas County have access to everything they need for research purposes, especially top secret ones.

Luxury, Library, and Location, oh my! No expense was spared building the lab and you have been afforded access, along with the skills and education needed to assist with your scientific ventures. You'll have everything you need, whether it's in the lab, at home, or in the field!



LORE

● Let Them Eat Slake

Shots, shots, shots, everybody!

You know a Thin-Blood who can deliver and she will.

Gain one dot of the Herd background.

Once per story, you will be delivered the vitae necessary to slake one level of

Hunger on demand.

Everybody... but the Ventrue, that is.

●● Science is Golden

The Research Lab has a variety of projects going on and you have been known to assist from time-to-time.

Gain two additional dice on all Science or Academics rolls when visiting the Lab.

Also, gain a Specialty of your choice in the Science skill.

●●● Lab of Luxury

We're not breaking bad, we're building beautiful. Nothing but the best will do for the Kindred of St. Petersburg trying to do work for themselves and others.

Gain four dots to spend between the Haven background or the Haven Merits: Laboratory or Luxury.

●●●● Four Science

When Savannah is involved, it's hugs and ladybugs for all. Gain Savannah Blake as a three dot Mawla. Once per story, she will provide any Thin-Blood Alchemy concoction on two conditions; she's going to hype you up, but she's not going to be quiet about it.

Add one dice to Persuasion tests and subtract one from Subterfuge tests in her presence.

●●●●● Science of the Lambs

Look at her junk, isn't it sweet, wouldn't you think her Lab is complete? Looking around you would think, sure, she's got everything... and you're right. You've had access to her gizmos and gadgets aplenty and that has taught you a great deal.

Maybe you've helped wrangle animals in the back or provided security for the Lab. It's possible you're a natural in front of the camera or gained the street smarts to source any needed material. No matter the talent, Savannah has the whosits and whatsits you needed to sharpen your skills.

Take a Specialty in any six skills.

Must be taken at character creation or with permission from your Storyteller.

VAMPIRE

THE MASQUERADE

BOOTS AND BOATS

Traveling by land is dangerous, but that doesn't mean Florida is free of equally difficult things beyond the border of St. Petersburg. The waterways are set up with channel markers above and below water to guide Kindred safely between Tampa, St. Pete, and Sarasota too. Before Praxis, some Kindred within the Lasombra made sure that there were ample opportunities to transport items under the radar of Kine and Kindred officials.

On the best of nights, the Lasombra knew the secrets of the Bay and other waterways around Florida. With an understanding of the supernatural and how manipulation can occur within the shadows, some of the clan afforded others safe passage.

On the worst of nights, the Lasombra have the upper hand and can make sure that others are not as fortunate in their travels. Kindred seeking passage between two locations need only to call upon the Lasombra for assistance. Survival is never guaranteed, but few things truly are.



LORE



● Seize the Bay

You are familiar with sailing and have learned a thing or two from the local Lasombra. Add one dice to Drive, Firearms, and Subterfuge tests while on or in the water.

●● Yachtsea

You've made a deal with the Lasombra and have spent time on their yachts. This association gives two dots in Herd and the Drive (Boats) specialty.

●●● Seabattical

You are a friend to the Lasombra and travel at will while on the water. You get three dots to spend on Allies, Contacts, or Resources.

Once per Story, you can spend one Willpower to reroll an entire pool when dealing with the Sabbat. You take the higher of the two results.

●●●● Bay at the Races

You led an expedition into the Tampa Bay, beyond the protection of the Prince. During that time, you encountered something unnatural. As a result, you gain a four dot supernatural Ally that is able to assist you once per Story. They will arrive within ten hours of being summoned. Define the details of your Ally with your Storyteller.

●●●●● One Bay at a Time

You spent many nights on the water and know your way around. You have great experience traversing the shores of the state. This has given you certain insights in to the various political climates. You gain the Status of "Recognized" in every Kindred Domain in the state. You are still expected to behave accordingly in each area, following the Traditions and Laws as stated, but you are not required to introduce yourself upon arrival.

VAMPIRE

THE MASQUERADE

CARTEL DE LEON (Anarchs Only)

Sebastian de Leon came to St. Petersburg, Florida with three things; a plan for his future, his stunning good looks, and the might of the entire Florida Cartel. He assumed his role as head of the Cartel after inviting all the former heads to a mansion party in Key West, where he proceeded to execute them all.

The Cartel de Leon's main imports are drugs from Cuba, Colombia, and Haiti, but they aren't above sourcing local "products" as well. The gang operates out of the Salamander Spa, a lavish resort in the heart of Tarpon Springs. There are ocean ports on either side of his territory for the transportation of goods or watery escape from the state.

Sebastian de Leon is well known for his "live fast, party hard" attitude, but disdains getting his hands dirty. Especially if he can get someone else to do the job for him. That's where his ghoul and second-in-command, Marcos Rivera, comes in. He is Sebastian's loyal hound, ready to take out anyone at his Domitor's whim. Sebastian leaves the night-to-night business of the Cartel to Marcos, while he enjoys the hedonistic pleasures that immortality has to offer.



LORE

● Un Favor

The Cartel will do something for you if you do something for them. You know a guy that can get what you need done.

Favors are in the realm of procuring drugs, weapons, information, or other illegal services, within reason. Gain two dots to spend in Contacts: Cartel de Leon. Once per Story, said Contacts can be used as two dot Allies, but if they get killed, you lose them forever.

●● In Debt

You've got a big ask of the Cartel. Maybe you need a meddlesome Kine dealt with or some cash laundered. No problem.

Once per Story, you can utilize this to fix some sort of problem, but in exchange, at some point in the story, Sebastian's going to call on you for a favor. You are in his debt, after all. Gain the two dot Flaw: Minor Debt (Cartel de Leon) after they have completed the task.

●●● Lion's Share

You helped the Cartel out with a heist, so you get a cut of the profits. They often use another Kindred on these jobs, either as an enforcer or just to utilize their gifts in tandem with the ghouls. Gain four dots to spend between Resources or Allies within Cartel de Leon. Must purchase at character creation or complete a heist during the Chronicle.

●●●● Member of the Pride

It's official, you've spent enough time with the Cartel to become a member. You have sworn your Oath of Loyalty to the Cartel de Leon and now have access to their stash. Gain two dots in both Resources and Influence: Cartel de Leon. You also get an additional die on Streetwise tests while on Cartel business.

●●●●● Silver Lion

Sebastian de Leon has put an incredible amount of faith in you, seeing you as a trusted underboss. You're in on the organized meetings and can influence big decisions on what the Cartel does next. Now you can establish your own Cartel Safe House and begin forming your own crew.

Gain Sebastian de Leon as a four dot Mawla and four dots to spend on Haven, Haven Merits, or Retainer. You also gain the two-dot Enemy: DEA Flaw.

Should the Cartel ever catch wind that you're putting your own interests ahead of the Cartel, you lose the above benefits, potentially gaining Sebastian as a five dot Adversary.

VAMPIRE

THE MASQUERADE

De NOCHE

De Noche was established in 1995 by Sebastian de Leon in Miami, Florida. Serving as a den of hedonistic pleasures where Kindred could come and indulge in their immortality, it was the place where the denizens lived fast, had died young, and were beautiful corpses.

However, De Noche was just the public name of the club and had financial backing of The Succubus Club, serving as a branch of the infamous Kindred nightclub. Sebastian intended for De Noche to serve as his piece of land for him and his family, but when called upon to become Baron of Tarpon Springs, the Miami nightclub was left behind.

A new franchise of De Noche was opened in 2023 by Sebastian's Childre, Carmen Alvarez, who had been Embraced and raised in the original club and could not bear to part with it. Through the connections of her lineage and backing of her Sire, Carmen was able to establish this branch of The Succubus Club franchise within St. Petersburg Neutral Zone.

De Noche now serves as gathering place for Kindred of any sect to indulge in their unlife. Titles and Sect allegiances are left at the door in the domain of the Fiery Latin Princess and demands that all in attendance in her club do three simple things:

Live. Laugh. Love.



LORE

● You're Gonna be Popular

You've caught the attention of Carmen and she has let staff and patrons alike know it. Whether this attention is good or bad is up in the air, but has come with perks. Gain two dots that you can spend on either Fame or Infamy.

●● Chisme

De Noche is a popular location for Kine and Kindred alike, and you know them all, but they don't know you're keeping tabs on their proceedings. Once per Story, ask your Storyteller for information on a fellow club patron's movements. They will tell you when the named patron was last at De Noche, how they acted, and who they were with.

●●● I Just Want to Dance

De Noche has the hottest DJs and bands, and has legendary dance nights that draw lines around the block. You often find yourself at the epicenter of these hedonistic throngs, losing yourself to the beats and bodies. Gain a two dot Herd of dancers who thoroughly enjoyed their time with you. You also gain a two dice bonus to any Athletics or Performance checks for the remainder of the session if you danced at De Noche.

●●●● Gang of Thorns

You have earned Carmen's favor and are regarded as a member of her entourage. Once per Story, you may request and receive her aid, whether through her Influence, Resources, or use of the club for a private event. Carmen's reaction to the nature of any request will be left to the Storyteller's discretion.

●●●●● Blooming Affection

Before she fully dedicated all her time to De Noche, Carmen served as the Herald of Prince Isabel de Navarre. Your relationship with Carmen reminds her of the one she shared with Isabel and she has decided to take you under her wing. Carmen acts as a three dot Mawla and dropping her name in conversation provides you with a dot of Status for the remainder of the Scene. Dropping Carmen's name in the wrong place can result in you gaining one dot in Suspect instead for the remainder of the Scene. Additionally, Carmen has taught you a thing or two from her time serving in a Camarilla Court. Gain two specialties you can place between the Etiquette, Persuasion, or Politics skills.

VAMPIRE

THE MASQUERADE

DESCENDANT OF AL (Malkavian or Caitiff Only)

Since the day of his creation, Alexei Ivanoff (you can call him "Al") has challenged the self-righteousness of Kindred society with utter indignity. Having spent decades of his life as both Camarilla and Anarch, he now finds himself as an Autarkis. Dwelling primarily within the Neutral Zone, he is untraceable, almost vanishing entirely from society, except for the occasional cameo when necessary. His impact, however, can still be felt throughout St. Petersburg, just as it was upon his arrival in 2022. His willingness to embrace new Childe upon a whim has caused the debut of many new Malkavians and Caitiff all throughout the world. Some he holds dear, others he can't even recall making. Combined with his wild outlook, this makes Al a very polarizing figure, but a very useful resource. His strongest remaining connections within the city are through the Malkavian Primogen, Charlie, and the Toreador owner of De Noche, Carmen Alvarez. It's believed that any word you leave with them will eventually reach his ears and that he is very protective (or territorial, potentially) of both of them.

"Who'll be my role model,
Now that my role model is gone, gone?"
- Paul Simon, You Can Call Me Al



LORE

● I Want a Photo Opportunity

As a renowned hacker, Al has gained access to all sorts of intelligence regarding local Kindred and Kine alike and has given you certain back door protocols to use. Gain two dice to any Technology or Insight tests when trying to learn secrets about another individual.

●● Angels in the Architecture

Recognizing the absurdity of the Kindred political structure, Al has managed to remove himself from it entirely, but not without learning a lot along the way and sharing that knowledge with you. Gain two dice on any Politics test regarding the Anarchs or Camarilla. Once per Story, you can diffuse and immediately end one social combat encounter by pointing out the folly of it.

●●● Cattle in the Marketplace

Alexei has never had trouble sourcing vitae to sustain him. He's taught you some of his tricks and even supplied you with some willing subjects. Gain two dots in Herd and a bonus die to all hunting tests, regardless of your predator type. Be warned, however, the vitae may be drugged.

●●●● Get These Mutts Away From Me

Al has shown a mastery when it comes to getting in and out of sticky situations and you've modeled that behavior. Once per Story, you may use an Auspex, Dominate, or Obfuscate power you haven't learned yet (at your current level or below) to hide in plain sight, escape a crowded area, or avoid detection.

●●●●● I Can Be Your Long Lost pAL

Unlike many of your broodmates, Alexei has welcomed and accepted you as his childe, offering you access to his many resources and whatever wisdom (or insanity) he has to offer. Even though he is now regarded as an Autarkis, Al still has a great deal of political sway and insight in regards to both sides of the Neutral Zone. Gain Alexei Ivanoff as a five-dot Mawla. Once per story, Al will act as a buffer between you and a high ranking Kindred of either sect, relieving you of an obligation or responsibility that they are trying to impose.

VAMPIRE

THE MASQUERADE

THE KINDRED OF PALM HARBOR (Anarchs Only)

Ian Farrow was thrust in to the position of Baron of Palm Harbor during the tumultuous time following the departure of the Camarilla Prince, Isabel de Navarre from St. Petersburg. He has since endeavored to create a society with a decidedly Anarcho-Communist bent, championing the ideals of "Liberty, Equality, and Camraderie" amongst the Kindred. His time as Emissary for the Anarchs to Isabel's court served him well, and he has continued to use his contacts in both the Anarch and Camarilla territories to build bridges throughout St. Petersburg. However, Ian is no fool, and has devoted a considerable amount of time and effort to securing Palm Harbor against what he believes will be an inevitable invasion by one group or another.



LORE

● Second Chance

Ian is known for providing protection to those that have crossed the line with other Anarch or Camarilla leaders. He has provided you with Mask (•), Haven (••), and Resources (•) so long as your respect the Masquerade and contribute your talents to Palm Harbor. Gain the Flaw: Debt Peon: Palm Harbor (••). Failure to honor your debt results in permanent loss of this advantage and the Shunned Flaw.

●● Bolt-hole

Ian owns a number of properties in Palm Harbor, designed with Kindred friendly features, secure day sleeping rooms, and secret escape routes. Ian has given you a key to one of these locations, which you may treat as Haven (••) with the Haven Merits: Security System (•) and Postern (•), as well as the Haven Flaw: Shared (•).

●●● Pentested

Ian has personally inspected your domain and provided insight into how you can best harden it against intrusion. This provides your Coterie with one additional dot of Portillion and you with two dots to split between the Haven Merits; Watchmen, Security System, or Postern.

●●●● Sit-Down

You have proven yourself as a loyal contributor to Palm Harbor and as such, Ian is willing to take risks for you that he wouldn't for others. Once per Story, Ian will broker a sit-down between you and any other Sect official for the purposes of clearing any grievances against you. While your safety is not guaranteed, he will object to any life-threatening injuries being committed against you.

●●●●● C-SEC Database Access

Ian has worked diligently behind the scenes to set up a mass surveillance program on Palm Harbor and the surrounding territories. He has compiled a database of the secrets of influential Kine and known Kindred, cataloguing their habits, movements, and associations. Perhaps because you have a positive past association with Ian or in repayment of considerable service to the Kindred of Palm Harbor, you were granted access to this database. This affords you significant intel about the city, manifesting as Influence: Palm Harbor (•••) and City Secrets (•••). Work with your Storyteller to determine what secrets you know.

VAMPIRE

THE MASQUERADE

LUCIEN THE BRUJAH (Anarch Only)

Lucien the Brujah is a magnetic figure, a rebellious rockabilly biker and gangster, exuding a nonchalance and polite charm. With the Anarch spirit coursing through his veins, he advocates for freedom and equality amongst the Kindred. Embracing the roaring sounds of classic rock, his passion lies with vintage American cars and choppers. Prone to violence, he maintains control over his emotions and assesses risk carefully before diving in. However, beneath the rugged exterior, he harbors a tender spot for powerful, stunning Toreador women who stir his heart.

Once a nomadic rebel roaming the United States with his biker gang, the Devil's Partisans, Lucien's path led him to St. Pete. Drawn by rumors of an open-minded Prince next door and the opportunity to shape the Anarch Movement in the area. With charisma and cunning, he has earned the trust of the local gangs in Dunedin, becoming a Sweeper of the Neutral Zone. He is charged with keeping the peace and ensuring the Anarchs' survival. His reputation as a cold-hearted enforcer and a gentleman preceded him, attracting Kindred seeking alliances or protection. It is said that he still roams the streets, spreading whispers of his loyalty to the Anarch cause, forever seeking new recruits to bolster the ranks of his motorcycle gang.



LORE

● Cleaning Crew

Lucien has deemed you trustworthy of cleaning up other Kindred's messes for him. You've cleaned up enough that your own cleaning skills have improved. Gain one reroll per session on Brawl, Drive, or Larceny tests when covering up breaches of the Masquerade, or when hiding evidence of a murder or other serious crime.

●● Heavy Equipment

It's better to have it and not need it, than to need it and not have it. Especially when you're surrounded on all sides by enemies and rivals. Once per Story, you gain access to Lucien's secret stash in the Neutral Zone. You may buy a number of weapons and gear, worth up to three Resources. You also have temporary access to a black van or luxury sports car with tinted windows for the remainder of the night.

●●● Comrade-in-Arms

You have a knack for fighting dirty, so Lucien gives you access to a crew of Anarchs that get shit done around St. Pete. Once per Story, you can call upon a small group of 3-5 Kindred bikers to sow chaos in the Southwest Florida region. This counts as a temporary 2-dot Allies background and they may use Disciplines. They cease to assist you for the rest of the Story after they are called upon.

●●●● Take Care Of My Baby

Lucien has entrusted you with the care of something he values greatly; a vintage American muscle or sports car. It is fast, armored, and maneuverabl, with cassette deck and a collection of classic rock tapes. Add two dice to Drive tests while using this car. The vehicle also grants you three dots in Status (Anarch), if it's in good condition. Just don't total it or else.

●●●●● Rebel's Apprentice

Lucien recognizes your potential and value to the Anarch Movement. As the Neutral Zone Sweeper, he maintains the Masquerade and also knows how to cause some real damage. The Kine gang leaders in the area fear his name and he has the Right of Destruction on Kindred foolish enough to put the First Tradition at risk. Add Lucien as a three dot Mawla that can offer more than advice. Once per Story, Lucien will help you out of a desperate situation. He will deal with the problem as he sees fit, however, and will resolve the matter quickly and permanently. He will also expect an equivalent favor in return before he helps you out again. He also acts as a three dot Contact that can help you acquire guns, drugs, cars, or other Black Market goods. You'll be expected to pay for them and how they are used may draw some unwanted attention.

VAMPIRE

THE MASQUERADE

MOUSE

Mouse was embraced just before FIRSTLIGHT took down Shreknet.

With the destruction of his Sire and first Warren, he saw the danger posed by the Second Inquisition first-hand. He spent years laying low in St. Pete and watched as Isabel de Navarra's power rise and fall.

He tried to help the Kindred of St. Pete stay under the radar, but as the chaos was getting too loud, he disappeared and was presumed dead.

Now, observant Kindred may notice a hoodied Nosferatu lurking the outskirts of St. Petersburg. Old forums and servers are showing signs of life. Mouse is back in St. Pete, watching her Kindred, and defending the Masquerade.

Mouse has made himself known to you. He and Fuzzbucket, his opossum famulus are willing to help you, as long as you don't get too loud.



LORE

● Keep Your Head Down

Mouse emphasises the Masquerade above all things. Working with him has granted you knowledge of Kindred safehouses around Pinellas County. Apply a two-dice bonus to attempts to find such a safehouse.

●● You've Got a Friend in Me

During your interactions with Mouse, his Famulus has taken a shine to you. Maybe you fed him his favorite pizza, or scratched him in the perfect spot. Once per Story, you can call on Fuzzbucket for help. He will follow your commands as if he was your Famulus for one Session. He will avoid any obvious danger. Any harm to him will be dealt with by Mouse.

●●● Welcome to the Warren

You have proven yourself and earned Mouse's trust and personal training. Gain Mouse as a three-dot Mawla. Additionally, gain the specialization Technology (Security).

●●●● Down the Rabbit Hole

Mouse worked with the Coterie that built Alice & The Looking Glass, programs that monitor social networks and cameras. While working with him, you have earned enough trust to be allowed access to his databases. Once per Story, gain two automatic successes to any Investigation test involving an individual's cell activity or online presence.

●●●●● Z3R0-C001

Mouse has obfuscated your records. You gain a two-dot Mask and have been Zeroed. You get three extra dice to resist attempts to research you online or uncover your digital activities in the mortal world.

VAMPIRE

THE MASQUERADE

PRIMOGEN CHARLIE

Charlie's meteoric rise to power within Clan Malkavian is an inspiring story. Barely a fledgling herself, she primarily had to learn the ways of Kindred society on her own, after it seemed her Sire abandoned her in Tampa. These events caused her to become independent, cunning, and resourceful. Even after being reunited with her Sire and Broodmate a few years later, she continued to forge her own path.

Charlie truly unlocked the powers of her blood when she became the apprentice to Athena, Oracle of St. Petersburg, allowing her powers of Auspex to reach unforeseen heights in a short period of time. Her mastery of these abilities allow her to gaze in to the unknown while also increasing her awareness of her surroundings.

When Athena fell in to self-imposed torpor unexpectedly, Charlie was named Primogen of Clan Malkavian and whether she was prepared for the position or not, she has taken to it like a fish to water, becoming one of Prince Isabel's closest advisors and the new Oracle of St. Petersburg. Now she lends her wisdom to the heir, Prince Carmine Russo.

When not attending to court affairs or fulfilling her entrepreneurial pursuits, Charlie spends her time at Asylum in the Neutral Zone with her closest friend, the Malkavian Autarkis, Alexei Ivanoff.



LORE

● What Type of Bagel are You?

Like Charlie, you are known for asking random, yet insightful question. Once per Session, you gain a two dice bonus to any Insight test, as long as it is proceeded by a seemingly random inquiry. The definition of "random" is up to the Storyteller.

●● Fan Technician

Charlie's connections to a particular internet community extend surprisingly far beyond St. Petersburg. Your link with Charlie, whether out of friendship or a boon, gives you cred among that group. Whenever you invoke her name when interacting with her admirers, you gain the equivalent of 2 dots in Retainer, Contacts, or Influence, (your choice) for the remainder of the Session.

●●● Tits and Assets

You've met Charlie at least once, and made a good impression. Because of this association, gain the three dot Merit: Major Boon. The Storyteller will decide who owes the boon. Once per Story, Charlie will help reduce a debt you owe from Major to Minor or Minor to Trivial.

●●●● Reading the Cards

Because you were once kind to Charlie or someone she cares for, Charlie will remember this. Once per Story, she will travel to wherever you are, and use any Auspex abilities at her disposal, including Sense the Unseen, Premonition, Scry the Soul, Spirit's Touch, and Clairvoyance to assist you. She will not put herself in harm's way, however, and will depart at the end of the Scene.

●●●●● Madness Mentor

You've observed and studied Charlie's work as the Oracle and have learned to adapt some of her methods. You may purchase dots in Auspex, using experience points as if it was an in-clan discipline. If you obtain the Premonition ability, you may trigger a vision without making a Rouse check.

VAMPIRE

THE MASQUERADE

THE RED SALON (Camarilla Only)

Dr. Richard Dunham started the original Red Salon as an answer to Boston's overpopulation problem. In addition to feeding the Kindred of Boston, the Salon curated specific Resonances and Dyscrasias and catered to the most discerning of palates. The Salon flourished until the Second Inquisition attacked, leaving Boston's Kindred in near famine conditions again. When the St. Petersburg contingent knocked at the door of the Ventruue Prince of Boston, Hazel Iverson, she saw an opportunity to replenish the city's stores. In exchange for her support in St. Petersburg's bid for Praxis, she asked that St. Pete start their own Salon and send a twenty-five percent cut of the "profits" back to Boston every month. Prince Isabel gladly took the deal and tasked Amethyst Hughes with establishing the Salon in St. Petersburg. Amethyst helped Dr. Dunham with the original Salon and was familiar with the serum known as TrajaX. She gathered a group of trusted and talented Kindred to help her recreate and improve the formula. The Salon has proven itself successful and Amethyst has expanded her employee base. You're part of the newest batch of hirees; Amethyst is counting on you to ensure the Salon's continued growth.

**You cannot take the Circulatory System Loresheet if you take this Loresheet.



LORE

● Marketing Specialist

You've been helping Amethyst spread word about the Salon and she's quite appreciative. Once per Story, you can request a vessel with a specific Resonance and Dyscrasia from the Salon without incurring a debt. Whether you choose to use that for yourself or someone else is up to you.

●● Accountant

The Salon has a lot of moving parts, finances not the least of which. Ensuring the books are balanced is vital... and no mean feat. Shell corporations must be maintained, Boston eagerly awaits their monthly cut, and the Kine insurance system is hell. Add two dice to any Social tests regarding finance or business. Gain the Finance: Currency Manipulation specialty.

●●● Head of Security

The Salon carries with it significant risk: Kindred desperate to get the edge against their opponents, rivals within the blood trade, and even Kine police with an ax to grind. Amethyst has hired you to ensure the Salon remains secure. Gain these specialties: Investigation (Deduction), Larceny (Security Analysis) and Technology (Surveillance Systems). Gain one dot of Influence: St. Pete PD

●●●● Lab Assistant

You've gained Amethyst's trust and she's hired you on. You have access to the Salon's state-of-the-art lab and its resources. Amethyst allows you to pursue your own interests in your off time, as long as the Salon's production doesn't suffer. Add two automatic successes to all Science tests while in the Salon's lab. Gain a Science specialty of your choice.

●●●●● Quality Assurance Tester

You've patronized the Salon frequently enough, whether in St. Petersburg or in its original Boston location, to be able to identify the Resonance of any blood, just as a Bloodhound. Unsurprisingly, this makes you popular amongst your fellow Kindred. Add two dice to any test to discover the Resonance of blood. Gain three dots to spend between Contacts, Status, or Herd. Once per Story, gain the Merit: Minor Boon, due to a debt owed to you for curating just the right Resonance, at Storyteller discretion.

VAMPIRE

THE MASQUERADE

SECRETS OF THE CLEARWATER CHANTRY (Camarilla Tremere Only)

The Flag Building is the largest building in Clearwater, Florida. It is owned by the Church of Scientology and was built principally to deliver the Super Power Rundown, a high-level Scientology training course intended to train members to use what Scientology describes as all of their 57 "perceptics" or senses. The interior of the building contains training suites, course rooms, theaters, and various devices intended to test these "perceptics," including a "time machine", an anti-gravity simulator, an "infinite" pit, and a pain station. But that's not all.

The true owners of the building, Clan Tremere, began construction of the building in 1998 to house a state of the art Chantry within its depths. This Chantry has stood as the central point of the entire clan in the Southeast United States and despite the fall of Vienna and the collapse of the pyramid, still acts as a major gathering place for all within the clan. Three Kindred have held the title of Regent in its tenure: Nerraw, Alanna Valmont, and the current Regent, Adamar.



LORE

● Nerraw's Gadgets

The late Regent and Primogen was known for his extensive love of gadgets and all things modern. Some of his tools remain within the bowels of the Chantry and you have gained access to them. While in the Chantry, you gain two bonus dice to all Technology rolls.

●● Clearwater Connection

Being connected to the Church of Scientology has its benefits and you have tapped in to them. Because of your affiliation, you gain three points to spend between Allies, Contacts or Influence with agencies located in and around Clearwater.

●●● Ritual Preparedness

Regent Adamar is quite versed in the rituals of Blood Sorcery. As such, he keeps a good stock of the materials necessary for most rituals prepared within the Chantry. Once per story, you may perform one of your rituals in five minutes, without preparation, having done all the preparations beforehand.

●●●● Warded Wisdom

A great many resources were used by the Tremere to combat the spirits conjured by Theo. You have studied the methodology employed and discovered a few shortcuts. You may perform one known Ward ritual without expending vitae, but on a messy critical you make an immediate Willpower test. Failure means something something terrible has occurred and you take two aggravated Willpower damage.

●●●●● Permission Granted

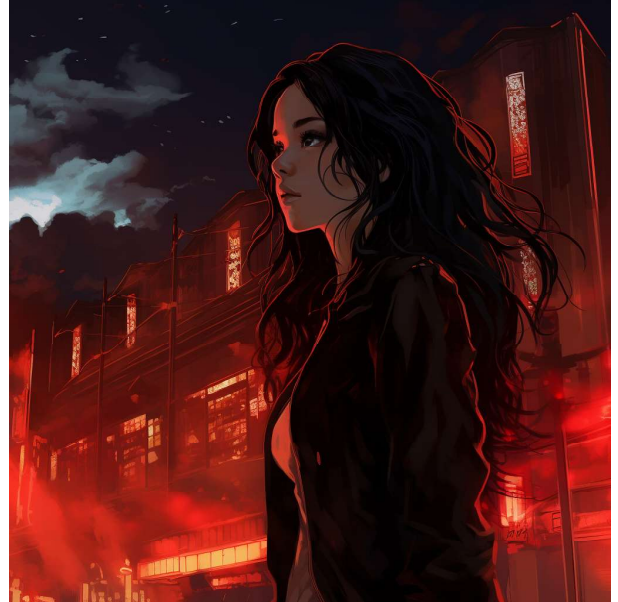
You have been fully welcomed in to the Chantry by Regent Adamar. The Chantry itself is considered a three-dot warded haven with an awe-inspiring occult library. The library grants you a three dice bonus to all Academics and Occult rolls while visiting and is filled with a wide range of other secrets. At the Storyteller's discretion, these secrets might include access to exotic Blood Sorcery, innocuous magic items, and even the philosophies of Golconda and other more controversial Cainite beliefs. Characters may use the Chantry as their personal Haven if they have this ability. If they do so, they must also include the Haven Flaw: Shared.

VAMPIRE

THE MASQUERADE

SAFE HAVEN KINDRED SUPPORT CENTER

Naomi Walker came to St. Petersburg with the vision of fostering a united Kindred community. She founded the Safe Haven Kindred Support Center (SHKSC). Its mission is to offer vital services, resources, and guidance to help Kindred sustain their lives, respect the Masquerade, and understand the intricate dynamics of Kindred society. The SHKSC provides a range of services specifically for Kindred, including secure feeding, haven management, Kindred lore education, and mediation for faction and sect disputes.



LORE

● Basic Needs

Kindred can tap in to the network established by the Safe Haven Kindred Support Center to cater to their foundational needs. Gain two dots to spend between Herd or Haven.

●● Someone To Talk To

Kindred can utilize therapeutic services at the SHKSC. These sessions provide Kindred a secure environment to discuss their experiences, obstacles, and feelings. Once per session, you can roll your remaining willpower. The number of successes determines how many additional superficial willpower they can heal the next session. If they achieve a critical success, they can choose to heal one aggravated willpower instead.

●●● Kindred Support Center Mentee

Under Naomi's discerning guidance, select individuals from the area have been chosen to operate the Center. Being mentored in this esteemed place, you gain access to an array of resources tailored to serve Kindred needs. You gain three dots to spend on Herd, Haven, or Mawla. You can also take a relevant skill specialty, at Storyteller discretion. The Center may request support from you at a later date.

●●●● Stronger Together

The SHKSC is not just a place of refuge but also one of shared knowledge and collective empowerment. Under the Center's tutelage, you immerse yourself in the traditions and mysteries of the Kindred, tapping in to the reservoir of shared abilities. Choose one Core Rulebook Discipline, excluding Blood Sorcery. You can learn and purchase dots in that Discipline, as if it were in-clan.

●●●●● Intense Therapy

The journey of Kindred existence is often a spiral toward the clutches of the Beast, accelerated by actions and experiences that weigh heavy on the soul. The SHKSC provides specialized therapeutic interventions tailored to the unique struggles and moral dilemmas of the Kindred. In moments of profound crisis, the Center can offer emergency therapy sessions, acting as a lifeline to pull one back from the edge. Once per story, you can expend a willpower to attend a focused, one-hour therapy session. The insights and catharsis gained allow you to remove all current stains from your Humanity.

VAMPIRE

THE MASQUERADE

AULD SHUG

Shug McAllister, an old Scottish Gangrel, has live in St. Petersburg since the 1990s. He supported Isabel in establishing her Domain during The Exodus; in return for his loyalty, Clan Gangrel was granted official recognition within the city, with Shug as their first Primogen. Shug, long a voice and protector of young Gangrel both in Tampa and St. Petersburg, adapted to his reluctant new role and became a prominent member of Isabel de Navarre's council.

While many Kindred find him intimidating or unsociable, Shug's strict moral standards often force him into mentoring Kindred from many Clans: he has centuries of experience of different Camarilla domains, from his time sailing around Europe. He long ago learned to hold his tongue unless something important needed saying, in the clearest possible terms.

Outside of the Primogen Council, Shug appears to be a simple fisherman, piloting his boat around Tampa Bay. Already an older man when he was Embraced, he has a grandfatherly appearance and demeanor. Smiles are rare and hard-earned, especially around non-Gangrel.

To the Gangrel, Shug is a connection to the Clan's history and traditions: many of St. Petersburg's Gangrel arrived in the city estranged from their Sires and, for them, Shug has filled the role of mentor and protector.



LORE

● Hidden Fleet

Shug has stashed a number of collapsible kayaks and "go bags" all around St. Pete, for use in emergency situations. One of these stashes lies within your Domain or near your Haven. When used to make a stealthy escape, you receive a two-dice bonus to evade notice. After use, the stash must be replenished, either with the original equipment or brand new seacraft of equivalent value and size.

●● The Shug Glare

Shug has perfected the art of glowering over the centuries: you have taken notes, learning the best way to wordlessly show your frustration to a single target. Once per story, you can roll Intimidation + Composure in a Social Conflict. If the target is either younger or has shown a lack of reasonable caution in the same scene, the roll is made with two additional automatic successes.

●●● Humble Attire

You don't hold with showing up in fancy get-up to the various events of Kindred society. When attending Elysium, Baronial Conferences, or similar soirees, you don't suffer penalties to Social rolls or Status for wearing simple, every-day clothes instead of being dressed to the nines. This applies only to Kindred events and cannot apply to outrageous or blatantly offensive outfits.

●●●● Under His Wing

Shug sometimes decides to help young Kindred, especially Gangrel, who sorely need his guidance. You have Shug as a 5-Dot Mawla. He rarely gets involved in your affairs unless directly asked. You also know how to find his seagull, Elgin, and use him to send messages to Shug. When doing so, make a single d10 roll. On a 1, Elgin bites a finger, dealing a single point of Superficial damage.

●●●●● Stubborn Blood

Once, Shug was shot with multiple incendiary shotgun rounds, set on fire, and had an apartment building fall on him. He got better. You are similarly reluctant to accept Final Death. Once per Chronicle, when an event would cause Final Death, you are instead put into Torpor. Your Health tracker is filled with Aggravated damage, as normal, if it was not already. Subsequent damage in excess of marked boxes will result in Final Death, as usual. In most cases, further assistance will be necessary to avoid subsequent attacks or damage. Once in Torpor, Hunger and healing are handled by the standard rules.

VAMPIRE

THE MASQUERADE

ST. PETERSBURG GENERAL HOSPITAL (Camarilla Only)

St. Petersburg General Hospital is a full-service 214-bed acute care facility that provides a wide range of healthcare services to communities in Saint Petersburg, Pinellas County and beyond. Our key specialties include 24/7 emergency care, general and robotic surgery, and comprehensive women's services, including prenatal and post-partum care, labor and delivery, and a nursery.

After dark, the Hospital fell under the control of the reputable Medical Coterie, consisting of Aurora Kearne, Dr. Alex Dottore, Ruth Hamilton, and Dr. Aisling Lake. This group of Kindred was a literal "un-lifeline" for the city throughout the Second Inquisition Lockdown of 2022, providing vitae to those in need when hunting was a lot more difficult.

While many of the faces within the city have changed in the last year, St. Petersburg General Hospital remains as a valuable resource to the city and the Kindred that dwell within.

Due to the Hospital's location, the services of the Hospital are only available to those within the Camarilla.



LORE

● Research Notes

You have gained access to the research notes from the old Medical Coterie. This documentation provides valuable knowledge regarding Kindred and Kine physiology. Gain two dice on any Medicine checks when visiting the hospital.

●● Outpatient Care

Your time spent at the Hospital has given you the opportunity to make valuable connections. How you choose to use them is up to you. Gain three points to spend between Contacts, Herd, or Retainer.

Take advantage of these connections too much and you may lose them.

●●● Meals On Wheels

The Med Coterie helped provide vitae for a good number of the Kindred during the lockdown. They still maintain a limited reserve and can deliver within the hour. Once per Story, slake up to three levels of hunger for every member in your Coterie without hunting. This does not apply during Ceremonies or Rituals. You may owe a debt to the Med Coterie in the future, at the Storyteller's discretion.

●●●● The Doctor Is In

You've gained the attention and respect of the Tremere Primogen, Dr. Alex Dottore. He has taught you the tricks of his trade. Take Dr. Alex as a three dot Mawla, along with a Specialty in Medicine and Insight of your choice.

●●●●● Intensive Care Unit

While Kindred don't need medical care to the same degree that Kine do, everyone needs a helping hand. You've established good relations with the Medical Coterie, who will supply you with what you need to patch up even the most grievous of injuries.

Once per Story, you can spend a scene healing physical damage at the rate of two superficial or one aggravated damage per rouse check. The character must spend an entire evening at the Hospital. This ability bypasses the normal rules for healing Aggravated damage.

VAMPIRE

THE MASQUERADE

SUPERMASSIVE BLACK HOLE

In the Spring of 2022, an odd, barefoot figure clad in jeans and a grey hoodie appeared in St. Petersburg. Calling on the spirits of those who'd gone before, he and his cadre of similarly dressed Mages harried the Kindred with their own fallen. With the help of one of Prince Isabel's allies, a Mage called Bookwyrn, and her own group of Awakened, it looked like they might actually be triumphant... until Bookwyrn's student, Theo, revealed himself as the villainous Mage. The Kindred and Bookwyrn's people eventually defeated Theo, taking one of the infamous Sisters along with them. But sadly, they suffered many losses of their own, as well.

St. Pete had finally picked up the broken pieces of the city and begun to move on when Theo suddenly reappeared. He proposed a deal: the Kindred leave him alone to complete his task and he would return their dead to them. The Prince and Primogen Council vehemently refused. Theo, now part of the twisted branch of the Euthanatoi called Nephandi, set out on a campaign to rip a hole in the very fabric of the Universe... convinced he could use the Void to destroy the world, defeat the God and Goddess of Chaos, and rebuild a utopia devoid of the Wyrn, the Beckoning, Paradox, and the evils of humanity. The Kindred of Saint Petersburg, allied once more with Bookwyrn and her coven, confronted Theo and his generals. They say necessity is the mother of invention and this dark time in St. Pete's history exemplified that. In the end, Saint Petersburg enjoyed a true victory. While Theo and his Hoodie Mages are finally gone, their impact still haunts the city in many ways.



LORE

● I've Got the Power

Theo tapped into the Ley Lines that cut a swath across the city. You are quite familiar with these Ley Lines, as your Haven happens to be positioned where two of them intersect. Gain the Haven Merit: Furcus (Player's Guide, pg. 112). Once per Story, while in your Haven and focusing on the Ley Lines, you are able to access the Premonition ability of Auspex, even if you do not have the Discipline.

●● Standing In the Way of Control

One of Theo's most common tactics was possession. You have heard of the horrors of being controlled or possessed by friends, family, and even Sires that should have crossed over long ago, and you have taken great pains to prevent such a thing from happening to you. Gain two dice when resisting Dominate or Possession.

●●● Weird Science

The Kindred of St. Pete came up with new and inventive ways to defeat Theo. You have gained access to partial lists of ingredients, crudely drawn blueprints, or notes hinting at these tools and tricks. Once per Story, gain two automatic successes to Craft, Academics, or Occult. Gain a dot in either the Haven Merit: Laboratory or Library.

●●●● Every Breath You Take

You have an innate connection to the Ley Lines in the city. This has served you well, especially when dealing with the restless dead. Once per Story, gain two bonus dice to any attempt to detect a spirit. Any spirit detected by pulling energy from the Ley Lines becomes marked, leaving them unable to hide themselves for the rest of the Story. Additionally, gain a dot in the Haven Merit: Warding.

●●●●● Here Comes the Sun

Before Theo became Nephandi, he had mastered the Sphere of Correspondence, allowing him to open doors from one part of the world to another. He became infamous for brightening St. Pete's nights with the unexpected rays of the sun. Two of his Generals were masters of the Sphere of Forces, giving them control over the elements. Learning from horrific stories you've heard, you've exposed to the greatest threats of Kindred unlife. Once per Story, convert all fire and sunlight damage to Superficial damage for the remainder of the Scene. Damage is then halved, per rules as written.

VAMPIRE

THE MASQUERADE

The Serpent and The Smith (Anarchs Only)

Seeing that the Camarilla of St. Petersburg was trying something different, these two Barons decided to try something different as well. Zeke, the deadly assassin, and Dorothy, the charming emerald on his arm, decided to unite their territories when they realized that they could cover each other's weaknesses. This partnership led to a deadly romance between the serpent and the rose. Some say it may have strengthened their hold on the territory, however, others would disagree.

Even though both did not originally want the title of Baron, they stepped up to help ease the minds of those that choose to follow them. Letting Kindred come and go as they wish, it was similar to how Dorothy's home city of Indianapolis operates. That being said, don't let their charming and welcoming demeanors fool you. They are still ruthless killers that will not hesitate to take action towards those that dare cross them.



LORE

● Duality

Co-Barons, Dorothy and Zeke hold influence over polar opposite circles. Mrs. Bennet with the drug trade and Mr. London with the Police. You can choose which side of the coin you want to align with. Take two dots you can spend between Contacts (Dunedin PD or Dunedin Drug Dealers) or Influence (Dunedin PD or Dunedin Drug Dealers).

●● Alluringly Athletic

The Co-Barons of Dunedin come from Clans that are well known for temptation but also are no stranger to combat. You have had the pleasure of observing them in the throes of an altercation. Once per Story, you can add two dice to any Melee test involving bladed weapons.

●●● Silver Toned Smithy

Baron Zeke London is a master forger and is renowned for making beautiful and deadly weapons for Kindred. You are one of the lucky few to receive a masterpiece of his; a bladed weapon that deals an extra two damage on top of the usual damage to all Melee attacks done with it.

●●●● Friends with Bennetfits

You've gotten to know Baron Dorothy Bennet through late night picnic dates and she's taken a liking to you and allows you access to some of the resources of the Mease Dunedin General Hospital. Gain Dorothy as a four dot Mawla.

Additionally, once per Story you can request that Dorothy cover up a death you caused, for a price...

●●●●● A Picture Perfect Pair

You have spent time getting to know both of the Barons, they have sung praises of you to members of their own Clans resulting in gaining two dots of Status each with the Ministry and with the Toreador, as well as one dot of Status: Anarchs. Additionally, once per Chronicle, you may approach the Barons with a request or risky idea that you can use their assistance with. If the request puts the Barony at risk, you may be liable to deal with the consequences of your actions and the wrath of two very powerful Barons.

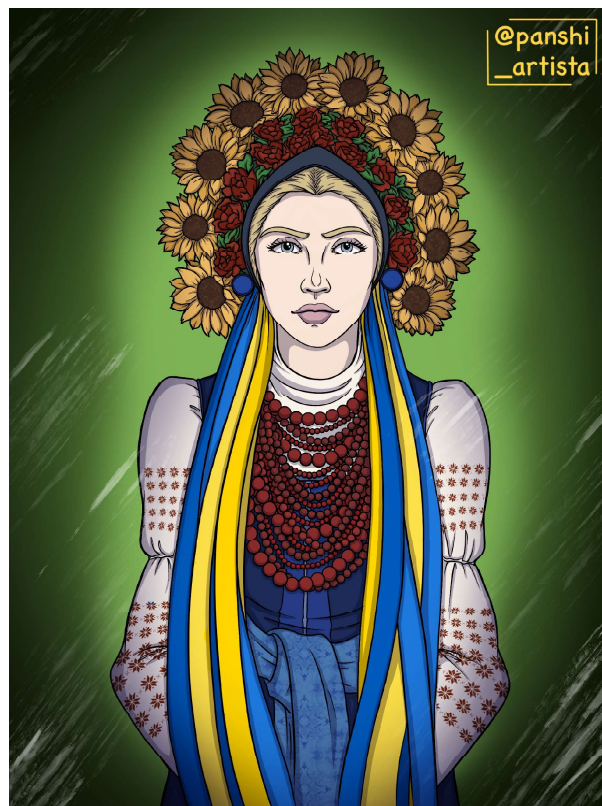
VAMPIRE

THE MASQUERADE

THE VOICE OF THE PRINCE

Irina Russo is a Toreador with many roles, and she slips effortlessly from one to the next as required. The traumatized child, the prima ballerina, the party girl, the tortured artis, the seductress... the Herald?

The adopted child of Prince Carmine Russo, Irina has nearly religious devotion to him. Dedicated to the dream of the former Prince Isabel de Navarre, she hopes to some day see the Kindred of St. Petersburg united into one people as a wave of hope to wash over the unives around them.



LORE

● Tea Time Chatter

Irina enjoys your company and offers to teach you. Gain two Specialties in either Etiquette, Insight, or Subterfuge. Irina will expect you to continue visiting, however.

●● Friends in Low Places

The Herald knows many influential people, not all of which are Camarilla. Once per story, Irina will call in a friend to assist you. While you are in the Neutral Zone, Sweeper Lucien will distract the police for the rest of the scene, drawing their attention away from your activities. This does not guarantee there won't be further investigation in the future. For the rest of the session, you gain two dots in Status: Anarch.

●●● Private Lessons

Choose one skill from Craft, Etiquette, or Performance. Increasing the Skill costs half the experience points (rounded down) that such an increase would typically cost.

●●●● Inner Circle

You've proven indispensable to Irina. She heeds your judgment and entrusts you with sensitive information. Once per story, she will present an issue of your choice (at the Storyteller's discretion) to either the Primogen Council or the Prince himself.

●●●●● Memento Vivere

Toreador are known as spectacular hosts, and Irina is no different - though her establishment is. A cigar lounge open to Kine, a private art gallery, and a Kindred-only crafting workshop all in one building, Memento Vivere is also a place for a quiet night of fine company or a neutral space for informal meetings. Gain two automatic successes to all Craft, Performance, and Persuasion rolls while in Memento Vivere. Additionally, gain three dots to distribute between Contacts, Influence, and Mawla (Irina). But beware, Irina will not tolerate any shenanigans in her establishment, and any damage done to her property will be regarded as a personal attack.