

The Slaughterhouse



*A coterie of ready-made player characters
for Vampire: The Requiem*

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The Slaughterhouse

The Slaughterhouse Five are named for the territory they claim: an old industrialized neighborhood that borders the city's Rack on one side and the university on another. The five members of the coterie were ignored by most of the Kindred of the city as social misfits. Each of the five were given hunting territory in the Slaughterhouse as a kind of joke, seeing the area was largely uninhabited at night, save the homeless that squatted in the old warehouses.

Madison approached the others, suggesting an alliance to share the territory and defend it from those Kindred who were fond of using it as a dumping ground; it's a good place to get rid of bodies. Thanks to her persuasion, Roma, Sebastian, Kostya and Jackie have come together over the last year into a kind of misfit family. They work together for common survival, but also *act* like a family. They squabble and fight amongst themselves, pushing one another's buttons, vying for dominance within the coterie. But woe to those who try to move against one of the Slaughterhouse from without. Like a family, they turn as one snarling beast, snapping at the intruder who dared to even *consider* hurting one of their own.

Their territory is their kingdom, and they try to keep it as independent as possible. Madison has organized patrols, and Kostya's homeless tribe keep an eye out for strange things, reporting to him when they see anyone or anything that doesn't seem right. The neighborhood may not be much, but at least it's theirs. They have existed on the periphery of every-

thing for so long that they built their own bleakly beautiful playground in the industrial wasteland of their territory. The coterie play games in the darkened streets, turning the work of protecting their territory into sport. They run the rooftops and the upper floors of construction sites and abandoned buildings, places where they may cut loose a little without drawing attention or breaching the Masquerade.

But now, many of the warehouses and old meat packing plants have been repurposed, gentrified into condos and lofts as the neighborhood takes on newer, trendier occupants. As cafes, galleries and performance venues open, and with artists taking up studio space in the area, more and more people are found on the streets at night and increasing amounts of money are funneled into the neighborhood. As things improve, the coterie finds their territory more and more lucrative. The Slaughterhouse Five are in a position to build some real influence and make their night-to-night existence a lot more comfortable in the process. But it's becoming more and more attractive to the other Kindred as well, and the coterie must defend what's theirs or risk losing it.

The Slaughterhouse

(Haven Location ••, Security ••, Size •••)

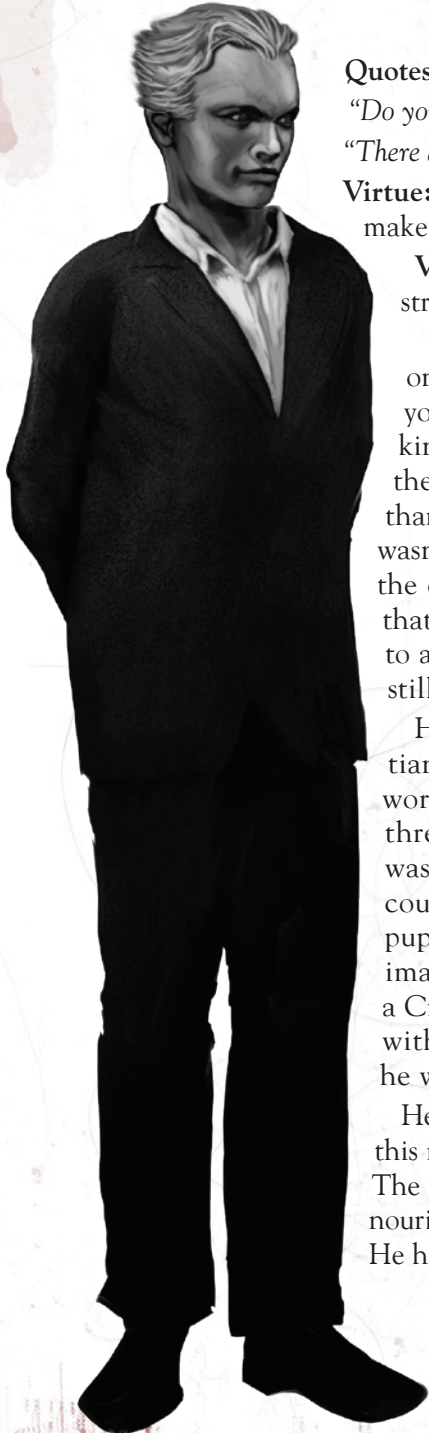
The coterie has made a communal haven in a renovated meat packing plant turned into a spacious and secure place of safety and comfort. From the outside, the building is anonymous, protected

by obscurity and forbidding stone walls. Inside, each member of the coterie has left their mark on their environment, personalizing their own little nook. Madison's rooms, for example, are spartan and utilitarian, lined with shelves full of philosophical and political manifestos. Jackie's room, on the other hand, is a riot of color and thumping music. It is chaotic with gewgaws and ornaments, club flyers and framed album sleeves. Sebastian and Roma have melded their rooms together, hidden behind swaths of silken curtain and velvet brocade. They cultivate a mysterious and exotic air, even among

their closest "friends." Their walls are decorated with photography by Diane Arbus and Robert Mapplethorpe. Kostya's rooms are almost unfurnished. He sprays graffiti on the bare walls, slowly working up layer over layer of urban art. Among the mortal inhabitants of the neighborhood, word on the street is that the slaughterhouse is haunted, and to go there means death. Kostya's art decorates most of the surrounding buildings throughout the neighborhood, always incorporating his stylized SV symbol to let other Kindred know they're in Slaughterhouse territory.



Sebastian Crawford



Quotes: “We don’t like you.”

“Do you like her, Roma? We could keep her, for a while.”

“There are no secrets between us.”

Virtue: Faith. Sebastian believes that sooner or later, everything will make sense.

Vice: Wrath. When the world that Sebastian has so carefully constructed is challenged, he finds it difficult to keep his composure.

Background: Sebastian was always a quiet boy. He loved words on the page, savored the realization that they held power. When you put them in the right order, they told a story, and that’s a kind of magic, isn’t it? As he got older, he got lost in the lives of the characters in his books. They always seemed more real to him than he did, more true. Sebastian always had the feeling that he wasn’t who – or what – he was supposed to be. When his sire pulled the curtain back and showed him the Requiem, Sebastian thought that was it. He fell into his new existence with fervor, expecting it to answer all his questions. But the answers never came. Sebastian still felt wrong. Empty.

His sire taught him how to get by in Kindred society. Sebastian was initiated into the Circle of the Crone. He realized that words could have power beyond that of a simple story, and he threw himself into his study of the Crone’s magic but again he was empty. Nothing made him feel complete. No trick, no power could make Sebastian feel like anything more than a wooden puppet masquerading as a real boy. He retreated into his stories, imagined himself as the protagonist. One night, he met Roma at a Crone function. She spoke, but he could not reply. She swayed with the others, but he stood stock-still. Sebastian knew now why he was empty.

He never understood love. He never knew it when he was alive. But this must be love. He didn’t want to be *with* her. He wanted to *be* her. The two fed off of each other, literally and figuratively. Roma’s ego is nourished by Sebastian’s imitation, and Sebastian is no longer empty. He has an identity now.

Description: Sebastian is an androgynous thing, a beautiful sculpture. He doesn't quite look like Roma, but the overall effect is that of twins. Their clothing and hair and makeup are identical. When they walk, they have the same stride. Their body language is nearly identical, the same cock of the head, the same turn of the lip. Where they differ is in presence. Roma is the moon, reflecting humanity's passion, while Sebastian is a pallid pool of water in the darkness, reflecting Roma's light on its waves. They dress identically, from tuxedos and men's suits to black-and-red corsets and tutus, whatever they feel like at the moment. When they attend a salon, they tend to go all-out, wearing dramatic makeup and outfits more properly called "costumes" than anything else. She and Sebastian are a work of art.

Roleplaying Hints: Work with Roma's player: finish each other's sentences, speak in unison. The two vampires are heavily obsessed with one another in a way that is beyond merely being lovers. They want to *become* a third entity entirely. Each takes on a role in the "third entity." You're the brains, sifting through the bits and baubles Roma gathers for something they can use.

Notes: Sebastian knows the level 1 Crúac Ritual "Rigor Mortis." Sebastian and Roma are blood-bound.



Vampire

The Requiem

Name: Sebastian Crawford

Player:

Chronicle:

Concept: Twin

Virtue: Faith

Vice: Wrath

Clan: Mekhet

Covenant: Circle of the Crone

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●●●○

strength

●●●○○

presence

●●○○○

finesse

wits

●●●○○

dexterity

●●●○○

manipulation

●●○○○

resistance

resolve

●●○○○

stamina

●●○○○

composure

●●○○○

Skills

mental

(-3 unskilled)

Academics Literature ●●●○○

Computer ●○○○○

Crafts ○○○○○

Investigation ●●○○○

Medicine ●○○○○

Occult Magic ●●●●○

Politics ○○○○○

Science ○○○○○

physical

(-1 unskilled)

Athletics ○○○○○

Brawl ○○○○○

Drive ○○○○○

Firearms ○○○○○

Larceny ●○○○○

Stealth ●●●○○

Survival ○○○○○

Weaponry ○○○○○

social

(-1 unskilled)

Animal Ken ○○○○○

Empathy ○○○○○

Expression ●○○○○

Intimidation ○○○○○

Persuasion ●○○○○

Socialize ●●○○○

Streetwise ○○○○○

Subterfuge Imitation ●●●○○

Other Traits

merits

Contacts (Occultists)

●○○○○○

Covenant Status

●○○○○○

Haven Security

●○○○○○

Language (Latin)

●○○○○○

Resources

●○○○○○

Striking Looks

●●○○○○

○○○○○

○○○○○

flaws

disciplines

Auspex

●○○○○○

Critic

●○○○○○

Obfuscate

●○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size 5 [5 for adult human-sized kindred]

Defense 3 [lowest of dexterity or wits]

Initiative Mod 5 [dexterity+composure]

Speed 10 [strength+dexterity+5]

Experience _____

Armor _____

health

●●●●●●●●●●●●●●●●

□□□□□□□□□□□□

willpower

●●●●●○○○○○○○

□□□□□□□□□□

vital

□□□□□□□□□□

■□□□□□□□□□

Vitae/per turn ¹ _____

blood potency

●○○○○○○○○○○○

humanity

10 _____ ○

9 _____ ○

8 _____ ○

7 _____ ●

6 _____ ●

5 _____ ●

4 _____ ●

3 _____ ●

2 _____ ●

1 _____ ●

equipment

Ritual Dagger (Dmg 1L, Size 1)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Vampire

The Requiem

Seasoned
Character

Name: Sebastian Crawford

Concept: Twin

Clan: Mekhet

Player:

Virtue: Faith

Covenant: Circle of the Crone

Chronicle:

Vice: Wrath

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●●●○

strength

●●●○○

presence

●●○○○

finesse

wits

●●●○○

dexterity

●●●○○

manipulation

●●○○○

resistance

resolve

●●○○○

stamina

●●○○○

composure

●●○○○

Skills

mental

(-3 unskilled)

Academics Literature ●●●○○○

Computer ●○○○○

Crafts ○○○○○

Investigation ●●○○○

Medicine ●○○○○

Occult Magic ●●●●○

Politics ○○○○○

Science ○○○○○

physical

(-1 unskilled)

Athletics ○○○○○

Brawl ○○○○○

Drive ○○○○○

Firearms ○○○○○

Larceny ●○○○○

Stealth ●●●○○

Survival ○○○○○

Weaponry ○○○○○

social

(-1 unskilled)

Animal Ken ○○○○○

Empathy ○○○○○

Expression ●○○○○

Intimidation ○○○○○

Persuasion ●○○○○

Socialize ●●○○○

Streetwise ○○○○○

Subterfuge Imitation ●●●○○○

Other Traits

merits

Contacts (Occultists) ●○○○○○

Covenant Status ●○○○○○

Haven Security ●○○○○○

Language (Latin) ●○○○○○

Resources ●○○○○○

Striking Looks ●●○○○○

○○○○○

○○○○○

flaws

disciplines

Auspex ●●○○○○

Critic ●○○○○○

Obfuscate ●●○○○○

Celerity ●●○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size 5 [5 for adult human-sized kindred]

Defense 3 [lowest of dexterity or wits]

Initiative Mod 5 [dexterity+composure]

Speed 10 [strength+dexterity+5]

Experience 35

Armor _____

health

●●●●●●●●●●●●●●

□□□□□□□□□□□□

willpower

●●●●●○○○○○○○

□□□□□□□□□□

vital

□□□□□□□□□□
■□□□□□□□□□

Vitae/per turn 1

blood potency

●○○○○○○○○○○○

humanity

10 _____ ○

9 _____ ○

8 _____ ○

7 _____ ●

6 _____ ●

5 _____ ●

4 _____ ●

3 _____ ●

2 _____ ●

1 _____ ●

equipment

Ritual Dagger (Dmg 1L, Size 1)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Jackie Long

Quotes: "I can get you in."

"No really, try this. I've got more."

"Come on, we'll go back there for a bit. Nobody'll notice."

Virtue: Hope. Jackie knows that everything will work out, eventually.

Vice: Gluttony. Jackie's got an addictive personality if there ever was one. He just can't get enough.

Background: Jackie was a party boy, a club kid. He flitted from one night to the next high on a universe of multi-colored pills that shattered between his teeth like Christmas ornaments, jolting him with that stark metallic shock before they made everything blend and softened the edges of reality. He floated on a wave of narcotics, hiding from the cold light of day, pretending that life wasn't something he'd have to deal with eventually. Parties were everything. He was too pretty, too *friendly* to ever get left outside behind the velvet rope, and fuck all those losers who couldn't make it in.

But he was never invited to the VIP room, and he was at least as deserving as the people who did go in. He even knew this crazy drug designer named Wasp Factory, before he disappeared. He could get the hookup to make the party last all night long. After months of trying, Jackie finally got the nod from the big guy that guarded the VIP door. When he went in, he didn't even blink at the blood seeping from the naked woman's breast. *Must be a theme party*, he thought. The old man wiggled Jackie out, though. He looked so broken, so withered, and he almost looked ridiculous with that bright red lipstick smudged over his mouth. Almost. Under those wrinkled, hooded lids, ancient eyes stared hungrily at Jackie, and Jackie suddenly *knew*.

"I'm going to die," he said, calmly.

The man smiled at him, his teeth row upon row of spine and broken glass. "Perhaps. Perhaps not."

After his Embrace, Jackie worked as a liaison between his sire and another Kindred, a drug dealer. When the relationship went sideways, Jackie's sire took the big hit, and Jackie found himself floating without a safety line until he met Madison.

Description: Jackie is beautiful. From a distance, he is flawless, a willowy, passionate picture of youth. He could be a movie star or the frontman of a rock band. It's only when he takes off the sunglasses that you see the criss-cross of scars around his eyes, the strange, blackened orbs in the sockets. His alabaster skin, so perfect from even a few feet away, is almost translucent up close, like some sort of amphibian. He tends to wear clothing that plays up his form while covering his skin, along with a large pair of sunglasses to cover his eyes. He tends to lean forward, letting his long hair fall in his face. Jackie's flesh is constantly bruising and healing. Almost any pressure leaves a black stain that fades within a minute.

Roleplaying Hints: You're still a party boy at heart, but now it's been tempered with experience and a real taste of just how much of a dead-end it is. Now the club scene is a hobby, because you know the real nightlife is somewhere else entirely. You've come to appreciate drugs distilled through the Vitae, but the darker side of you enjoys turning other people's trips into nightmares. You feel the horror inside you, and you know that you and he could be friends. You're afraid that the curse hasn't finished with you yet; sooner or later you're sure you're going to become as hideous as your sire was.



Vampire

The Requiem

Name: Jackie Long

Player:

Chronicle:

Concept: Eternal Partyboy

Virtue: Hope

Vice: Gluttony

Clan: Nosferatu

Covenant: Unaligned

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●●○○○

strength

●●●○○○

presence

●●●○○○

finesse

wits

●●●○○○

dexterity

●●●○○○

manipulation

●●●○○○

resistance

resolve

●●●○○○

stamina

●●●○○○

composure

●●●○○○

Skills

mental

(-3 unskilled)

Academics ●○○○○○

Computer ○○○○○○

Crafts ○○○○○○

Investigation ●○○○○○

Medicine ●●○○○○

Occult ○○○○○○

Politics ○○○○○○

Science ○○○○○○

physical

(-1 unskilled)

Athletics ●○○○○○

Brawl ●●○○○○

Drive ●○○○○○

Firearms ○○○○○○

Larceny *Slight of Hand* ●●●●○○

Stealth ●●○○○○

Survival ○○○○○○

Weaponry ●○○○○○

social

(-1 unskilled)

Animal Ken ○○○○○○

Empathy ○○○○○○

Expression ●○○○○○

Intimidation ○○○○○○

Persuasion ●○○○○○

Socialize *Schooling* ●●○○○○

Streetwise *Drug Dealers* ●○○○○○

Subterfuge ●●○○○○

Other Traits

merits

Barfly

●○○○○○

Haven Location

●○○○○○

Haven Security

●○○○○○

Haven Size

●○○○○○

Resources

●●●○○○

○○○○○

○○○○○

○○○○○

flaws

disciplines

Nightmare

●●○○○○

Vigor

●○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size 5 [5 for adult human-sized kindred]

Defense 2 [lowest of dexterity or wits]

Initiative Mod 3 [dexterity+composure]

Speed 10 [strength+dexterity+5]

Experience

Armor

health

●●●●●●●●●●●●●●●●

□□□□□□□□□□□□

willpower

●●●●●○○○○○○○

□□□□□□□□□□

vital

□□□□□□□□□□
■□□□□□□□□□

Vitae/per turn ¹

blood potency

●○○○○○○○○○○

humanity

10 ○

9 ○

8 ○

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

equipment

An assortment of pills

(World of Darkness Rulebook, pp. 176-177)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Vampire

The Requiem

Seasoned
Character

Name: Jackie Long

Player:

Chronicle:

Concept: Eternal Partyboy

Virtue: Hope

Vice: Gluttony

Clan: Nosferatu

Covenant: Unaligned

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●●○○○

strength

●●●○○○

presence

●●●○○○

finesse

wits

●●●○○○

dexterity

●●●○○○

manipulation

●●●○○○

resistance

resolve

●●●○○○

stamina

●●●○○○

composure

●●●○○○

Skills

mental

(-3 unskilled)

Academics ●○○○○○

Computer ○○○○○○

Crafts ○○○○○○

Investigation ●○○○○○

Medicine ●●○○○○

Occult ○○○○○○

Politics ○○○○○○

Science ○○○○○○

physical

(-1 unskilled)

Athletics ●●○○○○

Brawl ●●○○○○

Drive ●○○○○○

Firearms ○○○○○○

Larceny *Slight of Hand* ●●●●○○

Stealth ●●○○○○

Survival ○○○○○○

Weaponry ●○○○○○

social

(-1 unskilled)

Animal Ken ○○○○○○

Empathy ○○○○○○

Expression ●○○○○○

Intimidation ○○○○○○

Persuasion ●○○○○○

Socialize *Schooling* ●●○○○○

Streetwise *Drug Dealers* ●○○○○○

Subterfuge ●●○○○○

Other Traits

merits

Barfly

●○○○○○

Haven Location

●○○○○○

Haven Security

●○○○○○

Haven Size

●○○○○○

Resources

●●●○○○

Herd

●●○○○○

○○○○○

○○○○○

flaws

health

●●●●●●●●●●○○○○
□□□□□□□□□□

willpower

●●●●●●○○○○○○
□□□□□□□□□□

vital

□□□□□□□□□□
■□□□□□□□□□

Vitae/per turn ¹

blood potency

●○○○○○○○○○○

humanity

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

equipment

An assortment of pills

(World of Darkness Rulebook, pp. 176-177)

disciplines

Nightmare

●●●○○○

Vigor

●○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size 5 [5 for adult human-sized kindred]

Defense 2 [lowest of dexterity or wits]

Initiative Mod 3 [dexterity+composure]

Speed 10 [strength+dexterity+5]

Experience 35

Armor

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Roma Nicoletti



Quotes: “We don’t like you.”

“Sebastian? What do you think we should do with this one?”

“Anything you can say to me, you can say to him.”

Virtue: Charity. As fleeting as it may be, Roma still feels some semblance of compassion for those less fortunate.

Vice: Pride. Though Roma is obsessed with her “twin,” it is largely as a reflection of herself.

Background: Roma (formerly Renée) doesn’t talk about her living days. She was a dancer—technically a very good one, but there was no passion. Her sire took it upon herself to teach her about passion and, instead, taught her to *fake* it. Roma didn’t truly feel passion until the first time Vitae crossed her lips.

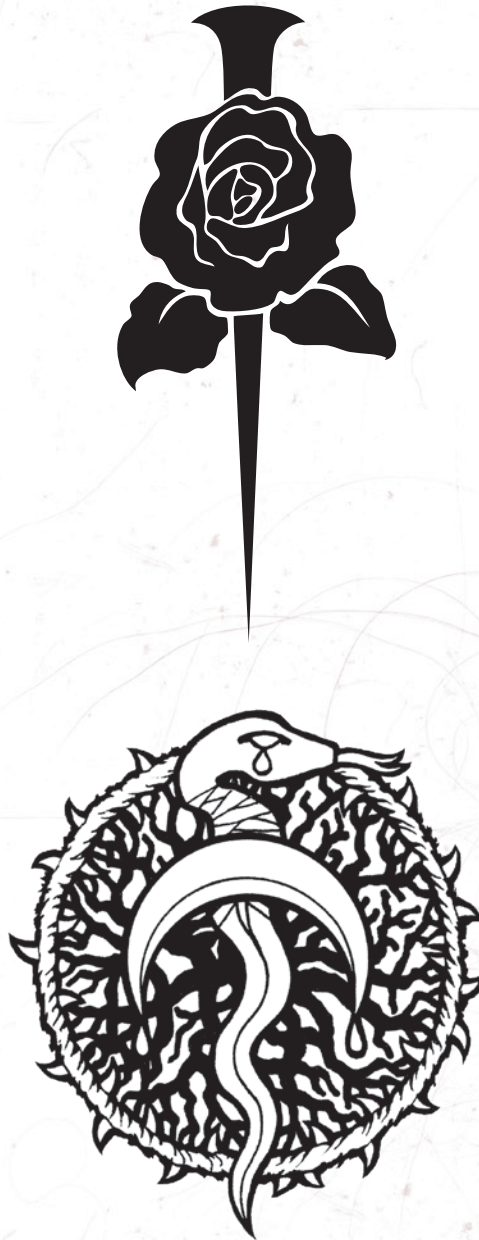
While most say that Kindred are static, passionless beings, those mortals who knew Renée are struck by the smoldering creature they see when they run into Roma. She suddenly found that the world could be the way she dreamed now that she had the ability to make sure that things went her way. But while she reigned in the club scene among the kine, she was still lost in the social jungle of Kindred salons and courts. When everyone is extraordinary, everyone is ordinary. Roma felt drowned out by the sophisticated predators around her.

Until she met Sebastian. The boy was quiet and shy, and looked at her as if he was afraid she would set him aflame, despite the beautiful and wicked monsters that passed between them each night. Sebastian became her mirror, at first figuratively, and then they started to dress similarly and do their hair similarly. And soon enough, the other Kindred took notice, and the Twins began to make their mark, even among the Damned.

Description: Roma is an androgynous thing, a beautiful sculpture. She doesn’t quite look like Sebastian, but the overall effect is that of identical twins. Their clothing and hair and makeup are identical. When they walk, they have the same stride. Their body language is nearly identical, the same cock of the head, the same turn of the lip. Where they differ is in presence. Roma is the moon, reflecting humanity’s passion while Sebastian is a pallid pool of water in the darkness, reflecting Roma’s light on its waves. They dress identically, from tuxedos and men’s suits to black-and-red corsets and tutus, whatever they feel like at the moment. When they attend a salon, they tend to go all-out, wearing dramatic makeup and outfits more properly called “costumes” than anything else. She and Sebastian are a work of art.

Roleplaying Hints: Work with Sebastian's player: finish each other's sentences, speak in unison. The two vampires are heavily obsessed with one another in a way that is beyond merely being lovers. They want to *become* a third entity entirely. This doesn't mean that they don't do things that hurt one another. Indeed, Roma's nights are often spent playing games with her other half. To keep her existence interesting, she maintains an almost constant cycle of drama, testing the tension of the bonds tying her and Sebastian together. Each takes on a role in the "third entity." You're the social butterfly who networks and manipulates, gathering intelligence and delivering it to Sebastian.

Notes: Roma knows the level 1 Crúac Ritual "Pangs of Proserpine." Roma and Sebastian are blood-bound to one another.



Vampire

The Requiem

Name: Roma Nicoletti

Player:

Chronicle:

Concept: Twin

Virtue: Charity

Vice: Pride

Clan: Daeva

Covenant: Circle of the Crone

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●○○○

strength

●○○○○

presence

●●○○○

finesse

wits

●●○○○

dexterity

●●●●○

manipulation

●●●●○

resistance

resolve

●●○○○

stamina

●●○○○

composure

●●○○○

Skills

mental

(-3 unskilled)

Academics ●○○○○

Computer ○○○○○

Crafts ●○○○○

Investigation ○○○○○

Medicine ○○○○○

Occult ●●○○○

Politics ○○○○○

Science ○○○○○

physical

(-1 unskilled)

Athletics *Acrobatics* ●●●○○

Brawl ○○○○○

Drive ○○○○○

Firearms ●●○○○

Larceny ○○○○○

Stealth ●○○○○

Survival ○○○○○

Weaponry ●○○○○

social

(-1 unskilled)

Animal Ken ○○○○○

Empathy *Emotion* ●●●○○

Expression ○○○○○

Intimidation ○○○○○

Persuasion ●●●○○

Socialize *Clubbing* ●●●○○

Streetwise ●○○○○

Subterfuge ●○○○○

Other Traits

merits

Allies (Harpies) ●○○○○

Batfly ●○○○○

Contacts (Nightlife) ●○○○○

Covenant Status ●○○○○

Resources ●○○○○

Striking Looks ●●○○○

○○○○○

○○○○○

flaws

disciplines

Crucac ●○○○○

Majesty ●●○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size 5 [5 for adult human-sized kindred]

Defense 2 [lowest of dexterity or wits]

Initiative Mod 6 [dexterity+composure]

Speed 10 [strength+dexterity+5]

Experience _____

Armor _____

health

●●●●●●●●●●●●●●●●

□□□□□□□□□□□□

willpower

●●●●●○○○○○○○

□□□□□□□□□□

vital

□□□□□□□□□□

■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Vitae/per turn 1

blood potency

●○○○○○○○○○○○

humanity

10 _____ ○

9 _____ ○

8 _____ ○

7 _____ ●

6 _____ ●

5 _____ ●

4 _____ ●

3 _____ ●

2 _____ ●

1 _____ ●

equipment

Straight Razor (Dmg 1L, Size 1)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Vampire

The Requiem

Seasoned
Character

Name: Roma Nicoletti

Concept: Twin

Clan: Daeva

Player:

Virtue: Charity

Covenant: Circle of the Crone

Chronicle:

Vice: Pride

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●○○○

strength

●○○○○

presence

●●○○○

finesse

wits

●●○○○

dexterity

●●●●○

manipulation

●●●●○

resistance

resolve

●●○○○

stamina

●●○○○

composure

●●○○○

Skills

mental

(-3 unskilled)

Academics ●○○○○

Computer ○○○○○

Crafts ●○○○○

Investigation ○○○○○

Medicine ○○○○○

Occult ●●○○○

Politics ○○○○○

Science ○○○○○

physical

(-1 unskilled)

Athletics Acrobatics ●●●○○

Brawl ○○○○○

Drive ○○○○○

Firearms ●●○○○

Larceny ○○○○○

Stealth ●○○○○

Survival ○○○○○

Weaponry ●○○○○

social

(-1 unskilled)

Animal Ken ○○○○○

Empathy Emotion ●●●○○

Expression ○○○○○

Intimidation ○○○○○

Persuasion ●●●○○

Socialize Clubbing ●●●○○

Streetwise ●●○○○

Subterfuge ●●●○○

Other Traits

merits

Allies (Harpies) ●○○○○

Batfly ●○○○○

Contacts (Nightlife) ●○○○○

Covenant Status ●○○○○

Resources ●○○○○

Striking Looks ●●○○○

Herd ●○○○○

Retainer ●○○○○

flaws

disciplines

Cruac ●○○○○

Majesty ●●●○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size 5 [5 for adult human-sized kindred]

Defense 2 [lowest of dexterity or wits]

Initiative Mod 6 [dexterity+composure]

Speed 10 [strength+dexterity+5]

Experience 35

Armor

health

●●●●●●●●○○○○○
□□□□□□□□□□

willpower

●●●●○○○○○○○
□□□□□□□□□

vital

□□□□□□□□□
■□□□□□□□□

Vitae/per turn 1

blood potency

●○○○○○○○○○

humanity

10 ○
9 ○
8 ○
7 ●
6 ●
5 ●
4 ●
3 ●
2 ●
1 ●

equipment

Straight Razor (Dmg 1L, Size 1)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Madison Pryor



Quotes: “You’ve been blinded by the bullshit. Here, let me show you the truth.”

“It’s time to give the young a chance.”

“I admire your conviction.”

Virtue: Fortitude. Madison welcomes challenges to her beliefs. Enduring temptation validates her.

Vice: Envy. Madison covets the power and privilege of the upper class she rails against.

Background: Madison’s sire first saw her at a coffee shop frequented by college “revolutionaries.” She’d taken the mic and was exhorting the crowd to put down their lattes and rise up. She was fighting for change in the local college’s administration: nothing earth-shattering, but the fire in her eyes drew him. The other patrons clapped and cheered and did nothing. A few people approached her after she gave up on the crowd, unleashing a stream of invective at the useless dilettantes sipping their chai and saying that *somebody* should do *something*, as long as it wasn’t them. Her sire watched over the next few months as she built a small army intent on bucking the system. He listened as they planned their protests, and afterwards he listened to her give orders to a smaller cadre of followers for darker things that would draw more attention than all the demonstrations. And he knew he wanted her.

So he crushed her. He delivered the cadre into the hands of campus police and foiled her attempts for change. Her army abandoned her, more worried about their scholarships than any real change. But she went on, undaunted. When he knew he could not break her, Madison’s sire inducted her into the Requiem and the Carthian cause.

At first, she spent most nights cultivating an image among the local Kindred, convincing everyone that she was precisely the kind of useless dilettante that she so despises. Other nights were spent with a cell of neonates who called themselves the “Bloody Brigade,” performing the same sorts of dirty deeds that drew her sire in the first place. The cell committed a number of agitating acts, drawing the ire of the Invictus and the powerful elders of the city, but they were secretive, and nobody knew which Kindred were actually part of the brigade. Then one night, they discovered the location of an elder in torpor. The brigade struck, setting the place aflame, but the elder awoke. Before she died, the elder took most of the cell with her. Madison was the only survivor. Since then, she’s become more subtle, but no less dedicated.

She's only been a vampire for two years, but she's already built respect among the local Carthians and the sneering disdain of the Invictus. As far as she's concerned, she's succeeding.

Description: Madison looks the part of the young revolutionary; all faded communist-propaganda t-shirts and combat boots. She's the kind of girl college boys join causes to get close to. Even before the Embrace, she had the kind of outspoken presence that commanded attention at rallies and picket lines. Madison wears her dark hair in two short braids and still affects a pair of thick black glasses, even though her eyesight is fine. She's fond of her flying jacket, a Japanese replica of a WWII era U.S. MA-1.

Roleplaying Hints: You're a true-blue believer in the cause. This is no act of youthful rebellion, and it shows in your speeches and your actions. You're willing to destabilize things from within, playing to the complacency of the Invictus. Let them ridicule you, let them see you as a spoiled rebel crying for change while you reap the benefits of the system. Then use the knowledge you gain to destroy them, politically and socially – physically, if you must. The cause is all.



Vampire

The Requiem

Name: *Madison Pryor*

Player:

Chronicle:

Concept: *Youthful Revolutionary*

Virtue: *Fortitude*

Vice: *Conviction*

Clan: *Ventrue*

Covenant: *Carthian*

Coterie: *Slaughterhouse Five*

Attributes

power

intelligence

●●○○○

strength

●●○○○

presence

●●●●○

finesse

wits

●●●○○

dexterity

●●○○○

manipulation

●●●○○

resistance

resolve

●●●○○

stamina

●●○○○

composure

●●○○○

Skills

mental

(-3 unskilled)

Academics ●○○○○

Computer ○○○○○

Crafts ○○○○○

Investigation ●○○○○

Medicine ○○○○○

Occult ○○○○○

Politics ●●○○○

Science ○○○○○

physical

(-1 unskilled)

Athletics ●○○○○

Brawl ●○○○○

Drive ○○○○○

Firearms ●○○○○

Larceny ●○○○○

Stealth ●●○○○

Survival ○○○○○

Weaponry ●○○○○

social

(-1 unskilled)

Animal Ken ○○○○○

Empathy ○○○○○

Expression *Speeches* ●●○○○

Intimidation *Veiled Threats* ●●○○○

Persuasion *Political Speeches* ●●●○○

Socialize ○○○○○

Streetwise ●●○○○

Subterfuge ●●○○○

Other Traits

merits

Covenant Status

●○○○○

Inspiring

●●●●○

Haven Location

●○○○○

Haven Size

●○○○○

○○○○○

○○○○○

○○○○○

○○○○○

flaws

disciplines

Dominate

●●○○○

Resilience

●○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size *5* [5 for adult human-sized kindred]

Defense *2* [lowest of dexterity or wits]

Initiative Mod *4* [dexterity+composure]

Speed *9* [strength+dexterity+5]

Experience

Armor

health

●●●●●●●○○○○○

□□□□□□□□□□

willpower

●●●●●○○○○○

□□□□□□□□

vital

□□□□□□□□
■□□□□□□□

Vitae/per turn ¹

blood potency

●○○○○○○○○○

humanity

10 ○

9 ○

8 ○

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

equipment

MA-1 Flight Jacket (Armor 1/0)

Glock 17-

(Dmg 2, Rng 20/40/80, Clp 17+, Sz 1)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Vampire

The Requiem

Seasoned
Character

Name: *Madison Pryor*

Concept: *Youthful Revolutionary* Clan: *Ventrue*

Player:

Virtue: *Fortitude*

Covenant: *Carthian*

Chronicle:

Vice: *Conviction*

Coterie: *Slaughterhouse Five*

Attributes

power

intelligence

●●○○○

strength

●●○○○

presence

●●●●○

finesse

wits

●●●○○

dexterity

●●○○○

manipulation

●●●○○

resistance

resolve

●●●○○

stamina

●●○○○

composure

●●○○○

Skills

mental

(-3 unskilled)

Academics ●●○○○

Computer ○○○○○

Crafts ○○○○○

Investigation ●○○○○

Medicine ○○○○○

Occult ○○○○○

Politics ●●○○○

Science ○○○○○

physical

(-1 unskilled)

Athletics ●○○○○

Brawl ●○○○○

Drive ○○○○○

Firearms ●○○○○

Larceny ●○○○○

Stealth ●●○○○

Survival ○○○○○

Weaponry ●○○○○

social

(-1 unskilled)

Animal Ken ○○○○○

Empathy ○○○○○

Expression *Speeches* ●●○○○

Intimidation *Veiled Threats* ●●○○○

Persuasion *Political Speeches* ●●●○○

Socialize ○○○○○

Streetwise ●●○○○

Subterfuge ●●●○○

Other Traits

merits

Covenant Status

●○○○○

Inspiring

●●●○○

Haven Location

●○○○○

Haven Size

●○○○○

Herd

●●○○○

Retainer

●○○○○

○○○○○

○○○○○

flaws

health

●●●●●●●○○○○○
□□□□□□□□□□

willpower

●●●●●○○○○○
□□□□□□□□□□

vital

□□□□□□□□□□
■□□□□□□□□□

Vitae/per turn ¹

blood potency

●○○○○○○○○○

humanity

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ●
6 _____ ●
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

disciplines

Dominate

●●●○○

Resilience

●○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

Size 5 [5 for adult human-sized kindred]

Defense 2 [lowest of dexterity or wits]

Initiative Mod 4 [dexterity+composure]

Speed 9 [strength+dexterity+5]

Experience 35

Armor _____

equipment

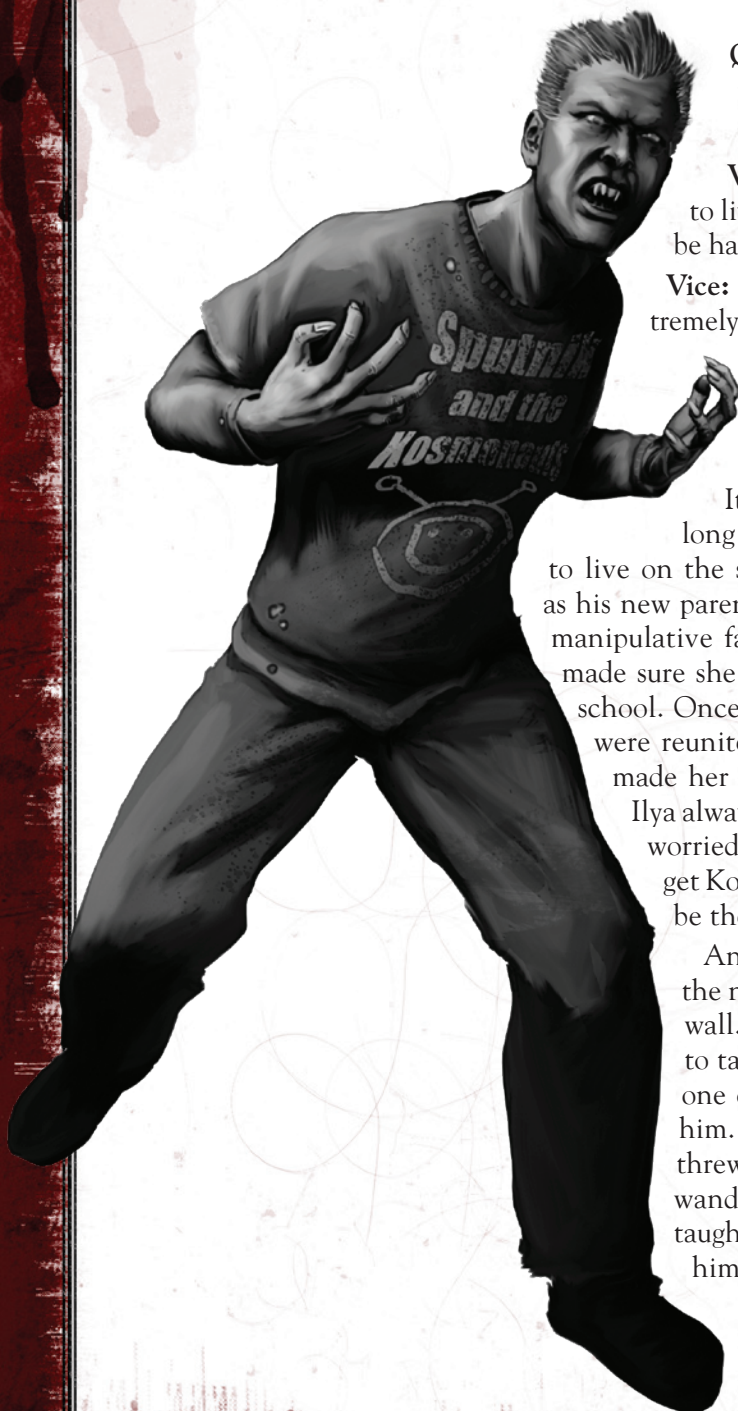
MA-1 Flight Jacket (Armor 1/0)

Glock 17-

(Dmg 2, Rng 20/40/80, Clp 17+, Sz 1)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Kostya Volkov



Quotes: *"This should be fun."*

"My friends tell me you and I have a problem."

"I don't want to know."

Virtue: Charity. Part of Kostya believes that he had to live this life so that his sister could have her chance to be happy. On good days, he's okay with that.

Vice: Envy. Despite his best intentions, Kostya is still extremely bitter about how things shook out for him compared to his sister.

Background: Kostya's parents were killed when he was young. He and his sister Ilya fell into the system, bouncing from foster home to foster home.

It wasn't long before they were separated, and not long after that before he ran away from "home." Better to live on the streets than with the people the system proffered as his new parents. While he struggled to break free of abusive or manipulative families, his sister was cared for, nurtured. Kostya made sure she was protected as she made her way through high school. Once she started going to the local university, the two were reunited. He kept his distance, because the family who made her life possible thought he was a bad influence. But Ilya always slipped him food and money when she could. She worried that his recently discovered love for graffiti would get Kostya into trouble, or that living on the streets would be the death of him.

And then it was. A wild group of bikers blew through the neighborhood one night and found Kostya tagging a wall. They dragged him along for the night, forcing him to tag their symbol all over town. As the sky lightened, one of the gang tore Kostya's throat open and drained him. Then she forced her Vitae down his throat and threw him into a dumpster. For almost a week, Kostya wandered in a feral haze. Jackie Long found him and taught him what he was, cleaned him up, and introduced him to Kindred society.

In the slaughterhouse district, Kostya continued tagging, and has built up a sort of cooperative bargain with the homeless that wander the area. Many of them know that there's something odd about him but he protects them, and in return they look out for him. Since the Embrace, he's tried to learn more about his sire, and he suspects she might be a member of the feared and hated Belial's Brood. He hasn't told anyone of his suspicions, not even the other members of the Slaughterhouse Five, and he hopes he never sees her again.

Description: Kostya is lean and wiry but definitely muscled, and he moves with a feral grace that seems completely unconscious. He looks like a street kid, all torn jeans and faded thrift-store t-shirts. He's most often seen in a faded "Sputnik and the Kosmonauts" shirt. He can move almost seamlessly between the homeless tribe he protects (and feeds from) and the bohemian college students and artists of the coterie's turf. Thanks to his lifestyle, even crisp new clothing turns distressed and faded within weeks. His hands are almost always stained with some sort of aerosol paint.

Roleplaying Hints: Since coming to terms with the Requiem, you are finding your sister's concern increasingly inconvenient. You don't want her anywhere near the dangers of your new life. It's pointless to avoid her entirely, because she'll come looking for you, and even if she didn't, you still feel a need to look out for her. You're friendly on the surface, but you're always on the lookout for someone trying to hurt you or your family. Right now Ilya, the other four members of the Slaughterhouse and your tribe of homeless (in that order) are your family. In the back of your mind, you're always afraid that your sire's going to return and expose you as a childe of the satanic bogeymen of the Kindred, causing your family to disown you.



Vampire

The Requiem

Name: Kostya Volkov

Player:

Chronicle:

Concept: Evolving Street Artist

Virtue: Charity

Vice: Envy

Clan: Gangrel

Covenant: Ordo Dracul

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●●○○○

strength

●●●○○○

presence

●●●○○○

finesse

wits

●●●○○○

dexterity

●●●○○○

manipulation

●○○○○○

resistance

resolve

●●●○○○

stamina

●●●○○○

composure

●●●○○○

Skills

mental

(-3 unskilled)

Academics ○○○○○○

Computer ○○○○○○

Crafts Graffiti ●●●○○○

Investigation ●○○○○○

Medicine ○○○○○○

Occult ○○○○○○

Politics ○○○○○○

Science ○○○○○○

physical

(-1 unskilled)

Athletics Sprinting ●●●○○○

Brawl ●●●○○○

Drive ○○○○○○

Firearms ○○○○○○

Larceny ●○○○○○

Stealth Moving in Dark ●●●○○○

Survival ●●●○○○

Weaponry ○○○○○○

social

(-1 unskilled)

Animal Ken ●○○○○○

Empathy ○○○○○○

Expression ●●●○○○

Intimidation ●●●○○○

Persuasion ○○○○○○

Socialize ○○○○○○

Streetwise ○○○○○○

Subterfuge ●○○○○○

Other Traits

merits

Allies (Homeless)

●●●○○○

Haven Size

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Retainer

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Language (Russian)

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vital

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Vitae/per turn ¹

blood potency

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humanity

10 ○

9 ○

8 ○

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

equipment

Cans of spray paint

Size 5 [5 for adult human-sized kindred]

Defense 3 [lowest of dexterity or wits]

Initiative Mod 7 [dexterity+composure]

Speed 11 [strength+dexterity+5]

Experience

Armor

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Vampire

The Requiem

Seasoned
Character

Name: Kostya Volkov

Player:

Chronicle:

Concept: Evolving Street Artist

Virtue: Charity

Vice: Envy

Clan: Gangrel

Covenant: Ordo Dracul

Coterie: Slaughterhouse Five

Attributes

power

intelligence

●●●○○○

strength

●●●○○○

presence

●●●○○○

finesse

wits

●●●○○○

dexterity

●●●○○○

manipulation

●○○○○○

resistance

resolve

●●●○○○

stamina

●●●○○○

composure

●●●○○○

Skills

mental

(-3 unskilled)

Academics ○○○○○○

Computer ○○○○○○

Crafts Graffiti ●●●○○○

Investigation ●○○○○○

Medicine ○○○○○○

Occult ○○○○○○

Politics ○○○○○○

Science ○○○○○○

physical

(-1 unskilled)

Athletics Sprinting ●●●○○○

Brawl ●●●○○○

Drive ○○○○○○

Firearms ○○○○○○

Larceny ●○○○○○

Stealth Moving in Dark ●●●○○○

Survival ●●●○○○

Weaponry ○○○○○○

social

(-1 unskilled)

Animal Ken ●○○○○○

Empathy ○○○○○○

Expression ●●●○○○

Intimidation ●●●○○○

Persuasion ○○○○○○

Socialize ○○○○○○

Streetwise ●●●○○○

Subterfuge ●○○○○○

Other Traits

merits

Allies (Homeless)

●●●○○○

Haven Size

●○○○○○

Retainer

●○○○○○

Language (Russian)

●●●○○○

Herd

●○○○○○

Retainer

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flaws

disciplines

Protean

●●●○○○

Coil of Blood

●○○○○○

Resilience

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Size 5 [5 for adult human-sized kindred]

Defense 3 [lowest of dexterity or wits]

Initiative Mod 7 [dexterity+composure]

Speed 11 [strength+dexterity+5]

Experience 35

Armor

health

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willpower

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vital

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Vitae/per turn 1

blood potency

●○○○○○○○○○○

humanity

10 ○

9 ○

8 ○

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

equipment

Cans of spray paint

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

Using the Coterie

The Slaughterhouse Five can exist in just about any medium to large city. Their neighborhood could be anywhere; the industrialized wasteland suddenly becoming the hip place to be is something every city (from New York to Chicago to Tampa) has experienced. It's important to tie the supports of the neighborhood and the characters themselves into your existing city structure. Each member of the coterie may be used whole-cloth or cut, spindled and altered until they fit into the chronicle you have imagined. The character's sires are intentionally left vague so that you and the players can use those hooks to ground the characters within your setting.

La Mort Bohème!

The best or worst things can happen to a person completely by chance. Hard work and determination are one thing, but sometimes there's just no substitute for luck. Of course, that's not exactly what happened here, but that's precisely how it looks. The Slaughterhouse Five were relegated to a part of town that nobody wanted. Nobody in his right mind goes there at night. Junkies and hobos wander trash-strewn streets, lost in a haze of drugs or dementia. The buildings are crumbling artifacts of the past, just this side of tumbling down. Then overnight, the entire neighborhood is suddenly trendy and cool, the "in" thing with the bohemian crowd. Among the Kindred, the newly packed galleries and concert venues are attractive all by themselves. But in the end, where the kine go, so go the Kindred. Now that the kine have begun migrating into the Five territory, the scheming has begun.

Some Things to Consider

By and large, the Kindred have some very distinctive foibles that can make telling their stories challenging. The Slaughterhouse Five are no different. They each have their place, but that doesn't mean that they necessarily *like* that place. Kindred are not known to *settle*.

Feeding

Immortality is an almost meaningless concept to a neonate. They have not experienced more than a lifetime, so they have no frame of reference. It's easy to pretend nothing has changed aside from a sudden and violent allergy to sunlight and having

to remember to keep your heart beating. But you cannot forget to feed. The hunger is always there, like a cut in your mouth you can't stop picking at. It's the burning, scratching *need* of a junky but worse, because there's no rehab for this.

Blood is the central facet of every Requiem. It doesn't matter which clan's curse animates their frame or which covenant's ideology helps them make sense of it all – in the end, every vampire has to drink the red stuff. Territory's supposed to make that easier. But until recently, the Five's territory has been slim pickings. Druggy blood can fuck you up and make you do something stupid. Jackie likes it, but Kostya and Madison avoid it whenever possible. There are homeless, but Kostya's turning them into his own little spy network, so they're a last resort. Now that the hipsters have moved in, it's getting easier to hit up a coffee shop or a gallery opening. Hell, now that the concert venues are starting to pop up, the coterie can catch dinner and a show on a good night.

Still, tried-and-true still works best, so the Five hit the Rack most nights. The Twins rely on their exotic appearance to attract prey while Jackie relies on the little pills in his pockets. Madison attracts the idealistic progressives at the coffee house with her zeal and open mic rants. Kostya hunts the clubs like the others, but as often as not "helps" a poor drunk home.

Fighting Amongst Themselves

Kindred are an odd breed. On one hand, they're social predators who feel the need to gather in complex covenants and courts with others like them. On the other hand, they're solitary hunters who cannot approach other Kindred they don't know without having to quell a violent fight-or-flight reflex. Luckily, the Five are beyond their beasts howling for blood whenever they see one another, but that doesn't mean everything is peachy. Influence is a finite resource, and it's easy to imagine the day each of the Five betrays the others to get something they want or need. However, their shared territory is coming under almost constant attack from the other Kindred of the city, many of whom are older, more cunning and more powerful. For now, the coterie is far better off banding together to fend off the others. But that doesn't mean that there won't be fights. Like roommates and lovers, there will always be conflicts – even between Roma and Sebastian, and they're blood bound.

The coterie is predominantly built for social situations. Kostya and (to a lesser extent) Jackie and Madison are okay in a fight, but generally the Five are more likely to solve problems through indirect or political means. Keep in mind that Madison considers gasoline and matches to be perfectly good political tools once diplomacy has failed, and you get the idea. If the Slaughterhouse Five decide that they need to deal with an enemy physically, they rarely approach from the front. After all, the best way to avoid the risk of final death is to never give anyone the chance to fight back when it does come to blows.

Modifying the Coterie

Since the Five are a family of misfits, it's fairly simple to add or remove members of the coterie without causing too many issues.

From a mechanical standpoint, the only thing to consider is that some members of the coterie contribute Merit points to the communal haven the Five call home. If a replacement character doesn't assume those dots, the haven's features should change accordingly (see the Haven Merit on p. 100 of the **Vampire: the Requiem** rulebook for more information).

From a story perspective, consider the character's compatibility with the rest of the coterie. Madison, for example, would not get along well with a member of the Invictus, and neither of the Twins will deal well with one of the Lancea Sanctum. That's not to say it can't work, but it does introduce new elements of friction that deserve consideration.

The most difficult thing to do is separating the Twins. Roma and Sebastian are two halves of one entity. Without Sebastian, Roma needs another sounding board. She'll likely gravitate to Jackie to fill that role, if he's available. Sebastian without Roma is another matter. He has yet to discover a way to feel comfortable with a unique identity that he can call his own. Before Roma, he relied on fictional characters to provide his identity, but that was a fleeting thing, and didn't satisfy him. Roma is unique because she allowed his odd behavior and even encouraged it. Without her, it's likely that he'll begin to fixate on someone else, imitating them until he eventually tries to *replace* them. Of course, they have to be removed. In a strange way, Roma is a bulwark against behavior that will eventually drive Sebastian to the depths of his Humanity.

Many stories can be told about the coterie just detailing the rise of their neighborhood and the Five's influence among the community and the local Kindred. Other vampires trying to take what the Five have carved out for themselves might try a number of strategies, depending on the style of game you want to play. One Daeva orchestrates violent outbursts within the Five's territory, creating Masquerade breaches that the coterie has to scramble to cover up. All the while, the Daeva is petitioning the Prince to revoke their right of domain due to the coterie's negligence. A Ventrue tries to simply start pushing her territory's borders into the neighborhood, annexing a building or a block at a time while using her influence over the local beat cops to run off the coterie's homeless eyes and ears. A Nosferatu tries to co-opt the homeless network Kostya is cultivating, feeding false information to the coterie and making all information from the network suspect to keep them off balance while he makes his play. The Prince declares one of the hot new galleries as Elysium, and commands the coterie to act as keepers since it's technically within their domain.

The neighborhood itself can provide a number of interesting stories: Gang violence that must be defused before it threatens the promise of new prosperity. Negotiations between the coterie and corrupt police who push the Five for information on local drug operations in return for occasional blindness to the coterie's activities. A haunted apartment block and the hunters who come to cleanse it.

The Slaughterhouse Five are also well-suited to use with some of our Storytelling Adventure System (SAS) publications, such as **Criminal Intent**. In that case, the characters would be glad to do work for Mr. Petrovsky, despite his Invictus status – indeed, Madison might be even happier to work for him, since finding a way into the Invictus structure might allow her to undermine it somehow. Rosario's studio may be in the neighborhood, and he may even have a gallery show in the neighborhood. Rapture, the nightclub that is central to the story, could be on the edge of Slaughterhouse territory where it abuts the Rack.

Character Seeds

Each character can weave his own threads through the tapestry of your chronicle.

Sebastian Crawford: Sebastian is fascinated by magic and language, specifically the power inherent in word play, in writing and in actual magic spells. He is intent on finding a way to use both to redefine his reality so that he may actually *become* someone else. Currently, that someone else is Roma, or more specifically a third, ideal person that has all the best traits of Sebastian *and* Roma. To that end, he researches Crúac rituals and (when he can) other schools of the occult. Fortean events like a rain of blood or meat, unexplained occurrences or rumors of magic will draw Sebastian like a moth to a flame.

Jackie Long: Jackie's up to his ears in the local club scene. He's also an opportunist looking to get into selling drugs and making the switch from user to pusher. If you have **Night Horrors: Immortal Sinners**, he knew Leland Bancroft before Leland's Embrace, when he was still a scrawny, pale drug designer called Wasp Factory. When Leland turns back up as a crazed zealot of the Lancea Sanctum, it could make things between the two characters quite interesting. Jackie gets himself into all kinds of trouble feeding from the drug-addled delinquents of the neighborhood. Of the coterie, he is the most likely to accidentally break the Masquerade.

Roma Nicoletti: Roma wants to be one of the harpies. She and Sebastian attend salons every chance they get so that she can work her way up the social ladder. She's always wanted to be *someone*. With Sebastian by her side, she feels more tethered to herself. She has more confidence, and that makes her more effective and more attractive. But she can't help but play games with Sebastian, trying to prove his devotion to their shared identity. If someone outside the

coterie – particularly someone with *standing* – notices her, she will use them and their resources ruthlessly to advance her position. If she takes the Five with her, grand. If not, she'll always appreciate the people who helped get her where she was.

Madison Pryor: Madison's past is going to catch up with her one of these days. She's always waiting for her nights agitating with the Bloody Brigade to come back to haunt her. Sooner or later someone will know, and they'll have proof. She'll do whatever they say, at least long enough to figure out how to get rid of them. She's got a weakness for causes as well. Mortal causes are fun diversions, but Kindred causes that have a chance to materially affect her position are even better. At her heart, Madison is still an activist and a Carthian. Embarrassing the Invictus – without them knowing it was her – is probably her favorite hobby ever.

Kostya Volkov: In his dreams, Belial's Brood comes roaring into town on motorcycles made of bone and sinew, his sire at a demon's right hand. They point to him and scream, unable to form words or maybe speaking some inarticulate demonic tongue. The other Kindred and all of the mortals of the town turn on him, abandoning him to his fate as sacrifice or savior of the infernal vampires. Sometimes he thinks they put something in him. That he's a time bomb ticking off until whatever it is finishes gestating and hatches, tearing him apart and taking some long-planned revenge on the Kindred of the city. Most times, he's happy cultivating and protecting the homeless of the neighborhood. They fill a niche his sister used to occupy, but she is increasingly difficult to deal with as she gets more and more curious about Kostya's lifestyle every night. His graffiti is beginning to draw the attention of the local gallery owners. If they discover who painted his murals, he may find himself more famous than he would like.