

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture	___	___
Art History	___	___
Criminology		___
Diagnosis	___	___
History	___	___
Human Terrain	___	___
Languages		___
▪	▪	___
▪	▪	___
▪	▪	___
Law		___
Military Science		___
Occult Studies		___
Research	___	___
Vampirology		___
___	___	___
___	___	___

INTERPERSONAL

Bullshit Detector		___
Bureaucracy	___	___
Cop Talk		___
Flattery	___	___
Flirting	___	___
High Society	___	___
Interrogation		___
Intimidation	2	___
Negotiation		___
Reassurance	___	___
Streetwise		___
Tradecraft		___
___	___	___
___	___	___

TECHNICAL

Astronomy	___	___
Chemistry	___	___
Cryptography	___	___
Data Recovery		___
Electronic Surveillance		___
Forensic Pathology	___	___
Forgery	___	___
▪	▪	___
▪	▪	___
Notice		___
Outdoor Survival		___
Pharmacy	___	___
Photography	___	___
Traffic Analysis		___
Urban Survival		___
▪	▪	___
▪	▪	___
▪	▪	___
___	___	___
___	___	___

MORGAN

DESCRIPTION You were an assassin, until they sent you up against a man who wouldn't die. Now, you hunt the monsters, redeeming yourself by destroying things that shouldn't exist.

BACKGROUNDS: Wet worker

DRIVE: Slayer

PREVIOUS PATRON: Best not to ask.

SOURCES OF STABILITY

- **SYMBOL** Lucky silver bullet with your name on it
- **SOLACE** Girlfriend in Paris, Natalie
- **SAFETY** A villa you own in Morocco

COVERS

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-
-
-
-

NETWORK CONTACTS

-
-
-
-
-

WEAPONS/ARMOUR/GEAR MOD

-
-
-
-
-

HIT THRESHOLD [4]

SPECIALS

SHOOTING MOS: Automatically succeed on one Shooting test

PARKOUR: Refresh 3 Athletics points with a cool description of action

OPEN SESAME: Open basic locks for free

TECHNOTHRILLER MONOLOGUE: Refresh 3 Shooting points with a cool description of your weapons

PORTRAIT

GENERAL ABILITIES

Athletics	10	___
Conceal	___	___
Cover	5	___
Digital Intrusion	___	___
Diguipe	4	___
Driving	2	___
▪	▪	___
▪	▪	___
Explosive Devices	___	___
Filch	___	___
Gambling	2	___
Hand-to-Hand	4	___
Infiltration	8	___
Mechanics	4	___
Medic	4	___
Network	5	___
Piloting	___	___
▪	▪	___
▪	▪	___
Preparedness	___	___
Sense Trouble	4	___
Shooting	10	___
Shrink	___	___
Surveillance	4	___
Weapons	4	___
___	___	___
___	___	___

HEALTH

	10	9	8	7	6	5	4	3	2	1
--	----	---	---	---	---	---	---	---	---	---

0	1	2	3	4	5	6	7	8	9	10	11	12
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STABILITY

	8	7	6	5	4	3	2	1
--	---	---	---	---	---	---	---	---

0	1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	---	----	----	----

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture	___	___
Art History	___	___
Criminology	1	___
Diagnosis	___	___
History	___	___
Human Terrain	1	___
Languages	1	___
▪	▪	___
▪	▪	___
▪	▪	___
Law	1	___
Military Science	1	___
Occult Studies	___	___
Research	___	___
Vampirology	___	___
	___	___
	___	___

INTERPERSONAL

Bullshit Detector	1	___
Bureaucracy	1	___
Cop Talk	2	___
Flattery	1	___
Flirting	___	___
High Society	1	___
Interrogation	___	___
Intimidation	___	___
Negotiation	___	___
Reassurance	1	___
Streetwise	2	___
Tradecraft	1	___
	___	___
	___	___

TECHNICAL

Astronomy	___	___
Chemistry	___	___
Cryptography	___	___
Data Recovery	___	___
Electronic Surveillance	1	___
Forensic Pathology	___	___
Forgery	___	___
▪	▪	___
▪	▪	___
Notice	1	___
Outdoor Survival	1	___
Pharmacy	___	___
Photography	___	___
Traffic Analysis	1	___
Urban Survival	1	___
▪	▪	___
▪	▪	___
▪	▪	___
	___	___
	___	___

BURROUGHS

DESCRIPTION You specialized in pulling MI6 friendlies and assets out of danger. A year ago, a man bled to death in the back of your car, and whispered that there were vampires pulling the world's strings. You've gone rogue to find out the truth.

BACKGROUNDS: Wheel Artist
DRIVE: Patriotism
PREVIOUS PATRON: MI6
SOURCES OF STABILITY
 ▪ SYMBOL SIS ID card
 ▪ SOLACE A congresswoman in Washington you can trust
 ▪ SAFETY Childhood home

COVERS

	___	___
	___	___
	___	___
	___	___
	___	___

NETWORK CONTACTS

	___	___
	___	___
	___	___
	___	___
	___	___

WEAPONS/ARMOUR/GEAR MOD

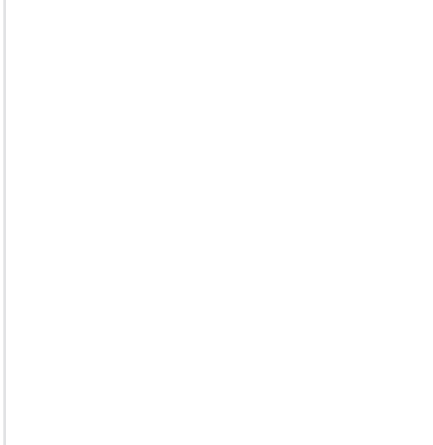
	___	___
	___	___
	___	___
	___	___
	___	___

HIT THRESHOLD [3]

SPECIALS

DRIVING MOS: Automatically succeed at one driving test
GRAND THEFT AUTO: Spend 1 Driving to automatically steal any standard vehicle
GRAND THEFT AERO: Spend 1 Piloting to automatically steal any standard boat or plane
SWISS ARMY PREP: Use Mechanics as Preparedness for home-made gadgets
GEAR DEVIL: Refresh 3 Piloting or Driving with a cool description
COMBAT INTUITION: You use your Sense Trouble rating, not pool, for initiative

PORTRAIT



GENERAL ABILITIES

Athletics	4	___
Conceal	___	___
Cover	5	___
Digital Intrusion	___	___
Diguipe	___	___
Driving	10	___
▪	▪	___
▪	▪	___
Explosive Devices	2	___
Filch	___	___
Gambling	___	___
Hand-to-Hand	2	___
Infiltration	2	___
Mechanics	8	___
Medic	4	___
Network	5	___
Piloting	8	___
▪	▪	___
▪	▪	___
Preparedness	4	___
Sense Trouble	8	___
Shooting	4	___
Shrink	___	___
Surveillance	4	___
Weapons	4	___
	___	___
	___	___

HEALTH

	8	7	6	5	4	3	2	1
--	---	---	---	---	---	---	---	---

STABILITY

	8	7	6	5	4	3	2	1
--	---	---	---	---	---	---	---	---

0	1	2	3	4	5	6	7	8	9	10	11	12
0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	1	___	___
Archaeology	___	___	___
Architecture	___	___	___
Art History	___	___	___
Criminology	___	___	___
Diagnosis	___	___	___
History	1	___	___
Human Terrain	1	___	___
Languages	1	___	___
▪	▪	___	___
▪	▪	___	___
▪	▪	___	___
Law	___	___	___
Military Science	1	___	___
Occult Studies	___	___	___
Research	1	___	___
Vampirology	1	___	___

INTERPERSONAL

Bullshit Detector	2	___	___
Bureaucracy	1	___	___
Cop Talk	1	___	___
Flattery	1	___	___
Flirting	1	___	___
High Society	1	___	___
Interrogation	___	___	___
Intimidation	1	___	___
Negotiation	1	___	___
Reassurance	1	___	___
Streetwise	___	___	___
Tradecraft	1	___	___

TECHNICAL

Astronomy	___	___	___
Chemistry	___	___	___
Cryptography	1	___	___
Data Recovery	___	___	___
Electronic Surveillance	___	___	___
Forensic Pathology	___	___	___
Forgery	___	___	___
▪	▪	___	___
▪	▪	___	___
Notice	___	___	___
Outdoor Survival	___	___	___
Pharmacy	___	___	___
Photography	___	___	___
Traffic Analysis	1	___	___
Urban Survival	___	___	___
▪	▪	___	___
▪	▪	___	___
▪	▪	___	___

ALI

DESCRIPTION You worked for the Turkish national intelligence agency, running spies into Russia and the former Soviet bloc. Four of your operatives got killed in a single night, and you realized you'd gotten too close to something big. You were forced out of the agency — you want back in, but you need proof of the existence of a vampiric conspiracy to make them believe you.

BACKGROUNDS: Asset Handler

DRIVE: Restoration

PREVIOUS PATRON: Millî İstihbarat Teskilatı (MIT)

SOURCES OF STABILITY

- **SYMBOL** Your laptop
- **SOLACE** Brother, still an agent with MIT
- **SAFETY** A hotel room in London, rented under a false name

COVERS

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NETWORK CONTACTS

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WEAPONS/ARMOUR/GEAR MOD

HIT THRESHOLD [3]

SPECIALS

SURVEILLANCE MOS: Automatically succeed at a Surveillance test.

PORTRAIT

GENERAL ABILITIES

Athletics	4	___	___
Conceal	___	___	___
Cover	8	___	___
Digital Intrusion	8	___	___
Diguipe	2	___	___
Driving	___	___	___
▪	▪	___	___
▪	▪	___	___
Explosive Devices	___	___	___
Filch	5	___	___
Gambling	4	___	___
Hand-to-Hand	6	___	___
Infiltration	4	___	___
Mechanics	___	___	___
Medic	___	___	___
Network	10	___	___
Piloting	___	___	___
▪	▪	___	___
▪	▪	___	___
Preparedness	2	___	___
Sense Trouble	5	___	___
Shooting	6	___	___
Shrink	8	___	___
Surveillance	8	___	___
Weapons	___	___	___

HEALTH

STABILITY

									4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12
									4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture		___
Art History		___
Criminology		___
Diagnosis	___	___
History	___	___
Human Terrain		___
Languages	___	___
▪	▪	___
▪	▪	___
▪	▪	___
Law		___
Military Science	___	___
Occult Studies	___	___
Research		___
Vampirology		___
	___	___
	___	___

INTERPERSONAL

Bullshit Detector		___
Bureaucracy	___	___
Cop Talk	___	___
Flattery	___	___
Flirting	___	___
High Society	___	___
Interrogation		___
Intimidation		___
Negotiation		___
Reassurance	___	___
Streetwise		___
Tradecraft		___
	___	___
	___	___

TECHNICAL

Astronomy	___	___
Chemistry	___	___
Cryptography	___	___
Data Recovery		___
Electronic Surveillance		___
Forensic Pathology	___	___
Forgery		___
▪	▪	___
▪	▪	___
Notice		___
Outdoor Survival	___	___
Pharmacy	___	___
Photography		___
Traffic Analysis		___
Urban Survival		___
▪	▪	___
▪	▪	___
▪	▪	___
	___	___
	___	___

VAROUSTE

DESCRIPTION DCRI had a warrant to bug a Romanian company, and you led a team of four into their offices at night to wire the place. There was a monster there — it killed the rest of your team and left you for dead. Next morning, the offices were empty, burned, leaving no proof except the scar where it bit you and the corpses of your men.

BACKGROUNDS: Black Bagger

DRIVE: Revenge

PREVIOUS PATRON: Direction Centrale du Renseignement Intérieur (DCRI)

SOURCES OF STABILITY

- **SYMBOL** Scar on your left hand, from the monster's teeth
- **SOLACE** The widow of one of your fellow agents
- **SAFETY** Your former home in Paris

COVERS

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NETWORK CONTACTS

-
-
-
-

WEAPONS/ARMOUR/GEAR

- MOD
-
-
-
-

HIT THRESHOLD [4]

SPECIALS

INFILTRATION MOS: Automatically succeed on an Infiltration test

PARKOUR: Refresh 3 Athletics points with a cool description of action

OPEN SESAME: Open basic locks for free

NO SLIPUPS: Spend Filch on a 2-for-1 basis after rolling the die

PORTRAIT

GENERAL ABILITIES

Athletics	8	___
Conceal	4	___
Cover	5	___
Digital Intrusion	4	___
Diguipe	2	___
Driving	___	___
▪	▪	___
▪	▪	___
Explosive Devices	2	___
Filch	8	___
Gambling	___	___
Hand-to-Hand	6	___
Infiltration	8	___
Mechanics	2	___
Medic	___	___
Network	5	___
Piloting	___	___
▪	▪	___
▪	▪	___
Preparedness	4	___
Sense Trouble	2	___
Shooting	6	___
Shrink	___	___
Surveillance	4	___
Weapons	2	___
	___	___
	___	___

HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	2	___	___
Archaeology	___	___	___
Architecture	___	___	___
Art History	___	___	___
Criminology	___	___	___
Diagnosis	___	___	___
History	___	___	___
Human Terrain	___	___	___
Languages	1	___	___
▪	▪	___	___
▪	▪	___	___
▪	▪	___	___
Law	1	___	___
Military Science	___	___	___
Occult Studies	___	___	___
Research	1	___	___
Vampirology	___	___	___

INTERPERSONAL

Bullshit Detector	1	___	___
Bureaucracy	1	___	___
Cop Talk	1	___	___
Flattery	___	___	___
Flirting	1	___	___
High Society	___	___	___
Interrogation	1	___	___
Intimidation	1	___	___
Negotiation	1	___	___
Reassurance	___	___	___
Streetwise	1	___	___
Tradecraft	1	___	___

TECHNICAL

Astronomy	___	___	___
Chemistry	___	___	___
Cryptography	1	___	___
Data Recovery	1	___	___
Electronic Surveillance	1	___	___
Forensic Pathology	___	___	___
Forgery	1	___	___
▪	▪	___	___
▪	▪	___	___
Notice	1	___	___
Outdoor Survival	___	___	___
Pharmacy	___	___	___
Photography	___	___	___
Traffic Analysis	___	___	___
Urban Survival	1	___	___
▪	▪	___	___
▪	▪	___	___
▪	▪	___	___

HENLEY

DESCRIPTION You're a gamekeeper turned poacher turned ... well, the metaphor breaks down. You worked for Scotland Yard, investigating financial crime and money laundering, until you went to the private sector. You knew K&B were dodgy, but you had gambling debts and you were tired of losing. It was only when you were on the inside that you realized how dodgy K&B were — they were a front for something terrible, something with minions everywhere.

You blew up their offices in Canary Wharf and vanished into the criminal underworld, determined to bring them to justice.

BACKGROUNDS: Bagman

DRIVE: Atonement

PREVIOUS PATRON: K&B Financial Services

SOURCES OF STABILITY

- **SYMBOL** Your gun
- **SOLACE** The barman in the King's Arms
- **SAFETY** Scotland Yard

COVERS

▪	___	___	___
▪	___	___	___
▪	___	___	___
▪	___	___	___
▪	___	___	___

NETWORK CONTACTS

▪	___	___	___
▪	___	___	___
▪	___	___	___
▪	___	___	___
▪	___	___	___

WEAPONS/ARMOUR/GEAR MOD

▪	___	___	___
▪	___	___	___
▪	___	___	___
▪	___	___	___
▪	___	___	___
▪	___	___	___

HIT THRESHOLD [4]

SPECIALS

EXPLOSIVE DEVICES MOS: Automatically succeed on one Explosive Devices test

PARKOUR: Refresh 3 Athletics points with a cool description of action

PERFECT HOLDOUT: Flawlessly hide one small object around your body

PORTRAIT

GENERAL ABILITIES

Athletics	8	___	___
Conceal	8	___	___
Cover	5	___	___
Digital Intrusion	8	___	___
Diguipe	2	___	___
Driving	2	___	___
▪	▪	___	___
▪	▪	___	___
Explosive Devices	2	___	___
Filch	___	___	___
Gambling	2	___	___
Hand-to-Hand	4	___	___
Infiltration	2	___	___
Mechanics	___	___	___
Medic	___	___	___
Network	6	___	___
Piloting	___	___	___
▪	▪	___	___
▪	▪	___	___
Preparedness	4	___	___
Sense Trouble	6	___	___
Shooting	6	___	___
Shrink	___	___	___
Surveillance	5	___	___
Weapons	2	___	___

HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12