

Fire at Midnight

by Frank Branham

A game for 10-12 players over 3 hours

Fire at Midnight is a live-action roleplaying game of intrigue, deceit, and murder set in the Gothic Punk world of *Vampire: the Masquerade*.

This game assumes that the participants are familiar with the world of *Vampire: the Masquerade*.

This is a stand-alone game that does not require *The Masquerade* rules. Optional directions for using *The Masquerade* are included.

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Fire at Midnight is a story of intrigue, deceit, and murder set in the Gothic Punk world of *Vampire: the Masquerade*. To play the game you will need one or two people to prepare the scene, and 10-12 people to take on the roles of Kindred. The story takes place in real-time, and lasts three hours.

The following text should only be read by gamemasters hosting the game. Players should not read it.

Plot Summary

Fire at Midnight takes place in a warehouse where a Kindred has been staked and burned only a few hours before the story begins. The victim, Kapp, was involved in collecting and selling vampire blood to the Atlanta Center for Disease Control (CDC). His accomplices are Jacob (a Gangrel who is an underling of the Prince), Royce (Kapp's Childe, a powerful Brujah), and Krista (a Toreador student who has been trying to research vampirism). Royce decided that the operation was too dangerous as it broke the Masquerade. He told his Tremere friend, Terry, about the operation. Terry told her direct superior Grigori about the chance to acquire a lot of blood, so the Tremere planned to substitute their buyers for the men from the CDC.

Earlier this evening, things turned really bad. Kapp found out that Royce was trying to sell blood to the Tremere and was furious. The two fought for a bit, and Royce staked Kapp to the warehouse floor. Terry arrived shortly thereafter to try and negotiate with Kapp, and decided to burn Kapp's staked body to remove any resistance to the blood being routed to the Tremere.

Hawkins found the burned body, unfortunately mixing his hand in the ashes. He immediately reported the murder to the Prince, who sent the Archon Leland and two of his underlings to investigate. The underlings (Jacob and Steele) have orders to round up any Kindred they find in the vicinity of the warehouse and take them to the warehouse for questioning. The Prince has promised to declare a Blood Hunt on any Kindred who leaves the warehouse before 5:00 AM. Leland arrives at 2:00 AM with Hawkins. She has only three hours to find the murderer before the Kindred must return to their havens for sunrise.

Timetable of events

- 7:00 PM** Rimer finds out from Terry that she has a vial of Woodruff's blood.
- 8:15 PM** Kapp, Woodruff, and Krista meet to discuss the return of Woodruff's blood. Woodruff flies into a fury when he finds out that the blood has been stolen and leaves, swearing revenge.
- 8:45 PM** Selina manages to break into the secret vault of the Tremere chapterhouse and make off with a vial of Grigori's blood.
- 9:15 PM** Grigori discovers the break in. He sends Terry down to the warehouse to clean up the situation.
- 9:30 PM** Selina delivers Grigori's blood to Kapp and is paid. Kapp hides the blood in the warehouse.
- 9:45 PM** Selina meets Standish upon leaving the warehouse, and they go off to drink from a few mortals. Selina eventually tells Standish where she got the money.
- 10:45 PM** Rimer perches on the roof of a neighboring warehouse, waiting for a chance to break into the warehouse again.
- 11:00 PM** Jacob arrives early for a meeting which Kapp called to discuss what to do about the Tremere trying to receive blood. Kapp tells Jacob about the Tremere, and tells Jacob about the theft of the vial of Grigori's blood. Jacob leaves to appear at the Prince's court.
- 11:30 PM** Royce arrives and begins to argue with Kapp about selling blood to the Tremere. Rimer decides that tonight is a bad night to break in and so leaves. Royce stakes Kapp in a fury and leaves him.
- 12:00 AM** Terry appears and finds Kapp staked to the floor. She douses Kapp in lighter fluid and sets him on fire. As she leaves, she drops her amulet (which is found by Standish) and then heads home to take a quick shower.
- 12:15 AM** Krista finds the body, panics and runs. She is found by the Prince's men.
- 12:20 AM** Hawkins sees Krista running away and goes to investigate. In the dark he reaches out and touches the ashes before he figures out what they are. Hawkins then heads to tell the Prince of the murder.
- 1:00 AM** The Prince sends for the Archon to investigate. Jacob and Steele are sent to round up people and escort them to the warehouse.
- 2:00 AM** **THE STORY BEGINS.** Leland arrives with Hawkins to investigate the warehouse. Other Kindred begin to arrive shortly after, escorted by Jacob and Steele.
- 3:30 AM** Two mortal street gang members arrive to pick up a case of guns. One of them finds a bottle of lighter fluid outside, which he is brandishing as he walks in. It is the one which Terry dropped outside the warehouse.
- 4:30 AM** Two men from the CDC arrive to pick up 2 more vials of blood.
- 5:00 AM** **THE STORY ENDS.** All of the Kindred are free to go except those who the Archon finds guilty.

Preparing to run the Game

Make sure that you know the plot cold. Read through all of the character descriptions. Each player will need a copy of their character sheet, the list of Dramatis Personae, and any props listed under "Starting Items" for their character. If using the first edition *The Masquerade* rules, each player will either need a full character created by you, or their section of the Character Generation Cards.

If you have less than 12 players, the characters of Steele and Selina can be removed from the game without affecting the plot seriously.

Props

A box of guns: Use top guns or several copies of the gun cards in the Props and Item Cards section. Place these in a box filled with styrofoam peanuts or some sort of packing material. Place the prop vial or item card containing Rimer's blood in the bottom of this box.

Leave this box out in the open near where Kapp's body is to be found.

3 vials of blood: Find a medicine bottle and fill it with red fluid. Leave 1 unmarked (this is Woodruff's blood and should be given to Rimer), one should have Rimer's name on it (and should be hidden in the crate of guns), and the third should have Grigori's name on it (and should be hidden in an open place in the room where the game is to be played). If necessary, item cards representing the vials can be used instead, and are included in the Props and Item Cards section.

A fancy amulet in the shape of a hand. An item card representing the amulet is included in the Props and Item Cards section. Give it to Standish at the beginning of the game.

A letter from the Prince of London. The letter names Selina as the target of a Blood Hunt. A copy is included in the Props and Item Cards section. This letter should be given to Hawkins.

A letter from a high-level Ventrue to Grigori. The letter names Woodruff and Grigori. A copy is included in the Props and Item Cards section. Give this to Terry.

An empty bottle of lighter fluid. An item card representing the bottle is included in the Props and Item Cards section.. This will be brought into the game by the street gang members.

A notepad of paper. Write assorted notes with phone numbers and dates. On the last page, write the location of Grigori's vial of blood. The note should be written as if Kapp were writing a note to himself to remind him where the vial is hidden.

And to really dress the story up, use your imagination. Make a chalk drawing of a body to indicate where Kapp's ashes lie. You can also dig up some play money to give to your players so that they have something with which to bargain. Remember that the warehouse served as Kapp's office so he should probably have a desk of some sort. Lay out a set of papers, and perhaps a desk calendar with notes scribbled all over it. You may wish to include a few references to Kapp's gun trade, or even a few references to the Blood trade. During the first playtest, a layout of

Tarot cards on the desk distracted the Archon for a good 20 minutes.

Have fun creating as many red herrings as you can add to the mystery.

Rules

Combat

If two Kindred wish to fight, have them play a game of rock, paper, scissors. The loser is wounded and may take no action for 10 minutes. If one player has a gun and the other does not, then the player with the gun will win any ties.

Steele has the special power "Potence," which means he automatically wins any melee fight. This power does not help when a gun is involved. Rimer's special power "Willpower" negates this, so if Steele and Rimer fight, revert to the normal combat rules.

Special Powers

Each character has a unique special power, excepting Terry, who instead starts with a gun. The details of their power is listed on their character sheet.

Rimer's special power, "Willpower," negates any other special power from being used on him. "Willpower" does not negate powers not directly used on Rimer, so Psychometry, Protean, Fortitude, Obfuscate, and Blood Sense cannot be negated in this way.

White Wolf's The Masquerade

If you want to use White Wolf's *The Masquerade*, ignore the above rules and see "Using *The Masquerade*" on page 25.

How to run the game

Before game, tell players that an upheld fist indicates a character who they cannot sense in any way. They should ignore that player, even if they're obviously eavesdropping.

Lead Leland and Hawkins into the “warehouse” to begin the investigation. Tell Jacob and Steele to escort the other players one by one into the warehouse. Tell them to be as rude and obnoxious as possible because the Prince is pretty angry about the murder.

You can then pretty much sit back and wait until the players come to you with questions. The most important and pressing concern is that Leland will begin to use Psychometry on everything.

You will also need to assume the role of a few protagonists during the game. Halfway through the adventure, two street gang members will appear to purchase guns from Kapp. Wrap a bandanna around your head and walk into the game area, waving the can of lighter fluid. The street gang member has no idea about Kindred, and will probably freak at the first breach of the Masquerade.

Thirty minutes before the game is to end, find a long coat and walk back in to the warehouse. Hesitantly ask for Kapp, and leave as soon as someone tells you that he is not around. This person is from the CDC, and has started to piece together a fair amount of information about vampires, so he will be very cautious. The CDC hunter also has a passing interest in the occult and has met Terry at the warehouse before. When he meets Terry, he will ask where Terry got the amulet, as he has been looking for such an amulet.

After 3 hours have passed, require the Archon to make any accusations that he wishes to make. Once the fireworks and escape have been settled, you will be done.

Leland's Psychometry

Here is a list of what Leland will find as he touches certain objects in the room and uses Psychometry on them.

Kapp's body: He will be suddenly wrenched into the body of a panicking Kindred (Hawkins) whose hand is immersed in the ashes. Touching the stake will reveal the same image.

Lighter Fluid: Leland will be standing over a staked Kapp, seeing the lighter fluid being poured over Kapp. Leland then hears a voice speak, “Such a waste of blood, but you are safe from our rituals now.” The vision then dissolves in a mass of blue flame.

The Amulet: Lelands see a Kindred walking down an alley, and smells a faint smell of lighter fluid on himself. He missteps, and the Amulet falls to the ground.

For other items, make up a simple vision from the point of view of the last person to have touched that object. Likely this will be Kapp.

Credits – Version 1

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Photograph of a pistol is by Leo Tante. The image is used under the Creative Commons Attribution-Share Alike 4.0 International license. <http://goo.gl/CNquG1> or [https://commons.wikimedia.org/wiki/File%3ABeretta-92FS_Compact_Type_M_\(right_side\).jpg](https://commons.wikimedia.org/wiki/File%3ABeretta-92FS_Compact_Type_M_(right_side).jpg)

Photograph of lighter fluid is by Beemweij. The image is used under the Creative Commons Attribution-Share Alike 3.0 Unported license. <http://goo.gl/G9MJEU> or https://commons.wikimedia.org/wiki/File:Ronsonol_Lighter_Fluid.JPG

Photograph of a hand amulet is based on an image from Wellcome Images. The image is used under the Creative Commons Attribution 4.0 International license. <http://goo.gl/WZzzbX> or https://commons.wikimedia.org/wiki/File:Brass_hand_Irman,_1880-1925_Wellcome_L0058983.jpg

Frank Branham originally published this text to the Usenet newsgroups rec.games.frp.live-action and alt.games.whitewolf on October 9th, 1994 with the subject “Halloween Present.” The Message-ID was “<1994Oct9.144015.24190@sequent.com>”. In that message Branham wrote, “As best I can tell, it will never be sold to anyone, so I’ve decided to drop in into the public domain.”

You can find a copy of the original post at <http://goo.gl/1nHVXq> or <https://groups.google.com/forum/#!msg/alt.games.whitewolf/1lixg3SNbYQ/DGzeTL7cuw4J>

Alan De Smet made Branham’s optional mechanics the default, making use of *The Masquerade* the optional system.

The body text is set in Cardo. Titles and headings are set in Montserrat.

Player Handouts

Player handouts follow. They should be printed single-sided. The Dramatis Personae sheet should be printed 6 times, cut in half, and a half-sheet given to each player.

Dramatis Personae

Kapp: A Brujah gunrunner who owns the warehouse in which the game is set. He has been staked, doused in lighter fluid, and burned to death.

Leland: An Archon of the Ventrue Justicar who is stationed in Atlanta. Leland has been sent by the Prince to investigate Kapp's murder.

Jacob: A Gangrel working for the Gangrel Prince of Atlanta.

Steele: Another Gangrel working for the Prince. Steele has only been with the Prince for a few months.

Rimer: A Brujah Anarch.

Woodruff: A Ventrue Ancilla of the Old South variety.

Selina: A Toreador alcoholic, who has an unusual talent for stealing and fencing important objects.

Royce: A Brujah who happens to be Kapp's Childe.

Hawkins: The Nosferatu who discovered Kapp's body.

Krista: A Toreador who is a highly-trained biologist. She is also absent-minded to a fault.

Grigori: A Tremere Ancilla and Terry's direct superior.

Terry: A Tremere Neonate.

Standish: A Malkavian who suffers from delusions of being a Great White Hunter in Borneo.

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Leland, the Archon

You got sent to this Caine-forsaken waste in the New World by your Justicar. You doctored a little information during the trial of a Gangrel so that he was found guilty and Blood Hunted. Unfortunately your Justicar found out that you had created the evidence, and so now asks you to investigate crimes against the Masquerade in a place *run* by the damned Gangrel. Oh joy. You are sure that your Justicar knew this and sent you to Atlanta *just* because you hate the Gangrel, the Gypsies, and the whole lot. And now you have to work for them.

What you have been up to

At 1:15, the Prince sent for you to investigate a Kindred murder which occurred sometime this evening. He ordered you to go to the warehouse while the Prince's men round up anyone in the vicinity and escort them to theG warehouse so you can question them. You will be the first to arrive at the warehouse, and so will have a chance to look over the scene before the others start arriving. As the others arrive, you and your assistants should take them off separately and question them as to what they have been up to this evening. You have permission of the Prince to Blood Hunt anyone who leaves the warehouse before 5:00 AM.

As you arrive at the warehouse at 2:00 AM, you have only 3 hours before the evidence will start to get away.

Clan Ventrue

Who you know

Jacob: This person has been your assistant in many situations. Feel free to order him to do whatever you need done. He will help you keep peace for this investigation. He is a Gangrel, but you have to be nice to him because he is one of the Prince's men. Besides, you aren't very sure quite how old he is, but he may even be more powerful than yourself.

Steele: This Kindred has only been with you for a few weeks in the City. He is not as trustworthy as Jacob, but will be your assistant in the investigation. This Kindred is another Gangrel—but you don't have to be as nice to him as Jacob.

Selina: This individual has been trying to get into your good graces for some time. She seems to know something about Steele that you do not.

Grigori: This is an Ancilla of clan Tremere. His presence here likely means that there is a strong Tremere interest here. Not a good sign at all.

Hawkins: This is the person whom the Prince has told you reported the murder. He is likely the best place to start the investigation.

Special Power: Psychometry

Psychometry gives you an image of an item's recent history. To use this ability, touch the item, then ask the gamemaster what you see.

Steele

You are one of the Gangrel who help the Prince keep peace in the city. You have only been working for the Prince for a few months, however. Before working for the Prince, you hung out with the Anarchs, and rebelled quite a bit. The Prince would be really distressed to find out that you were the one who set fire to the old Columbia Theatre. (The Nosferatu elder is seriously in league with the Prince, and you found out that one of the Nosferatu's favored havens was located upstairs there.)

You are starting to regret having to put up with working for the Elders. It is not very much fun, really. So you've been testing the waters a bit by occasionally telling one of your superiors to shove it when he asks you to do something you don't like. Worst that could happen is that you'd be back on the streets having fun.

What you have been up to

At 1:15, the Prince sent for you to assist the investigation of a Kindred murder which occurred sometime this evening. He ordered round up anyone in the vicinity and escort them to the warehouse so the Archon can question them. As the others arrive, you and the Archon should take them off separately and question them as to what they have been up to this evening. You have permission of the Prince to Blood Hunt anyone who leaves the warehouse before 5:00 AM. As you arrive at the warehouse at 2:00 AM, you have only 3 hours before the evidence will start to get away.

Clan Gangrel

Who you know

Leland: He is the leader in this investigation. As you have only been around him a few weeks, follow his orders to the letter. You've heard some rumors that he did something really nasty to another Gangrel over in Europe. Unless you are really brave, however, don't mention it to his face.

Jacob: He is another assistant to the Prince. He has been around the Archon much longer than you, but there is something which you do not trust about him. He is also quite old, so you need to be very careful around him.

Selina: This little pond scum has been trying to convince the Archon that you are unfit for the job, so she can get it herself. Hanging is too good for her.

Rimer: This Kindred seems to be very adept at getting himself into situation over his head. The two of you know each other from your Anarch days, and were fairly good friends.

Special Power: Potence

Steele's incredible strength allows him to defeat any other Kindred present in melee combat. All he has to do is state that he is attacking another Kindred. That Kindred will then be wounded and unable to take any action for 10 minutes. Note that if another Kindred uses a gun, then a normal game of rock, scissors, paper will be played.

Jacob Fyfe

You were sired in the deep Appalachian mountains, where a few Gangrel roam in a place fairly far from most men. The Garou in the area were actually friendly to your clan, until the strip mining started in the hills of Eastern Kentucky. Then they started to refer to members of your Clan as agents of the Wyrms and hunted you down. You came to Atlanta where everyone began to treat you with a fair amount of respect.

It seems that everyone around here thinks that you are a very old Kindred even though you were sired barely 40 years ago. Up in the hills, your folk speak a form of English that hasn't changed terribly much since Elizabeth I ruled England.

So everyone treats you with great deal of respect because you use the language of Shakespeare's day. So far, no one has caught on to how old you really are, and you would prefer that it stayed that way.

What you have been up to

Aside from your assisting the Archon, you have been up to an incredibly lucrative business involving selling Kindred blood to a group of investigators at the CDC. Your three partners in this crime against the Masquerade are Kapp, Krista, and Royce. While the business seem dangerous, the CDC people have no idea that Kindred exist. They are researching rare blood types and seem willing to pay a lot of money. The four of you have netted over \$2 million so far. The warehouse owned by Kapp, because of his "legitimate" trade in guns, provided a perfect cover.

Tonight, however, things started turning bad. Tonight, the 4 of you were to meet at 11:30 to discuss the latest payments for blood from some older Kindred. You arrived at 11:00 to find Kapp in a panicked state. He told you that he learned that some Tremere were trying to take over the operation secretly. That means that they would gain serious control over all of the Kindred whose blood you have collected. Kapp took the precaution of procuring a vial of blood of Grigori, the Tremere who was trying to take over the operation. He hid it in the warehouse and said he was going to call off the meeting and start moving the operation from the warehouse to a safer place. You left, worried, about 11:30.

You suspect that Royce and Krista are both trying to back out of your operation. You bet also that one of them sold the information to the Tremere. You probably need to slap them both of them before they decide to tell someone else like the Archon. That would be bad news indeed.

Clan Gangrel

At 1:15, the Prince sent you to investigate a Kindred murder which occurred sometime this evening. He ordered you to round up anyone in the vicinity and escort them to the warehouse so the Archon can question them.

As the others arrive, you and the Archon should take them off separately and question them as to what they have been up to this evening. You have permission of the Prince to Blood Hunt anyone who leaves the warehouse before 5:00 AM. As you arrive at the warehouse at 2:00 AM, you have only 3 hours before the evidence will start to get away.

By the way, you have another problem. At 4:30, there are two guys from the CDC who are going to be appearing at the warehouse to pick up a few more vials of blood. Try to make sure that the case is resolved by then, or you are going to be in serious trouble.

Who you know

Leland: The Kindred who is in charge of the murder investigation. You have been working with him for a couple of years. In spite of your working relationship, you know he would Blood Hunt you in a minute if he suspected what was up.

Steele: A new assistant of the Prince. He will be the first to suspect you.

Selina: You know this person fairly well in both of your lives. First, she has been hanging around the Archon lately. And Kapp told you that it was Selina who somehow got the vial of Grigori's blood from the Tremere chapter house.

Krista: A woman who took very little money from the operation. You were always very suspicious of her motives.

Royce: Your best companion in the CDC operation. Somewhat short of temper, but dependable in a pinch. You saw his face on a wanted poster. Seems that while he was a mortal, he killed 3 men, and escaped from prison shortly after being put on death row. If he ever gets caught by police officers, he is a dead undead man.

Special Power: Protean

Jacob may meld into the earth. Using this power, Jacob may escape from the game at any time, and may return when he sees fit to come back.

Rimer

You have been one of the Anarchs for as long as you have been in the area. You were sired downtown in an alley near a punk club. You tried to mug a Brujah, who beat you nearly to death, draining nearly all your blood. You looked at him squarely in the eye, and with what was to be your last breath said, “Does that mean you won’t give me your money?” He laughed so hard that he nearly forgot to make you stop drinking from the wound he had made in his wrist. You always have been one to make a joke, even in the worst of situations.

You find your new life to be a lot less worry, but you still have your old problem of never having any money. You even once stooped to robbing a liquor store, which turned out as a really bad situation since the guy behind the counter shot you point-blank with a shotgun. You confused him by ripping the security camera off the wall, smashing it, and racing out into the darkness. You heard that the Prince shredded a newspaper when he heard about that one.

What you have been up to

You knew it was a horrible mistake to sell your blood to Kapp. Even when you consider how much he paid you, and in illegal guns to boot. Then you found out about that the Tremere can use your blood to own you and make you do anything they want. So last night, you broke into the warehouse where Kapp keeps his offices and stole what you thought was the vial of your blood. It was the only vial you could find in the warehouse.

Because you weren’t quite sure about the vial, you found a Tremere who would test the blood for you. The blood turned out to belong to Woodruff. You found out early this evening, and promptly headed back toward the warehouse to see if you could break in again. You took up position on the roof of a nearby warehouse to see if anyone went in or out. You made it out to the warehouse about 10:30. Sometime thereafter, you saw Jacob enter the warehouse. Even more later, around 11:30, you saw Jacob leave. Within a few minutes, Royce wandered into the

building. Within a few minutes, you heard the sound of an argument. Before something bad happened, you left the area. You still haven’t gotten your blood back, and are very worried.

So you now have a vial of the wrong blood and no money (you spent it all). Likely, you are going to need to sell that blood, or even stoop to begging for money.

Who you know

Terry: One of your better friends in the city—if you can count Tremere as friends. Terry is someone who can always be depended on.

Jacob: He is one of the people you saw entering the building. It looks like he is now working for the Archon, which likely means that you are in serious trouble.

Steele: This is a Kindred who recently became an assistant to the Archon. The two of you were fairly good friends awhile back. In fact, the two of you together were responsible for burning down the old Columbia Theatre. (It really ticked off one of the Nosferatu flunkies of the Prince. It won the two of you a fair amount of prestige in the Anarch world.) Mayhap he will have some way to help you out of your jam. If you think that you can still trust him.

Hawkins: You’ve bought information from this chap in the past. He can turn up some really amazing things about people that they don’t want to be known. He spends a lot of time out of town up North getting information.

Royce: He is the Childe of Kapp. This fellow Brujah is large and violent by nature, so you avoid him most of the time.

Special Power: Willpower

No other Kindred’s special power may be used against Rimer.

Clan Brujah

Charles Woodruff

You have always been one of the fortunate members of the royalty of the Old South. Of course the other Ventrue tend to look down on your lot because your kind never had formal titles, but you had all the power. Of course, the Gangrel Prince and his lot took that power from you so now you are left with nothing.

Now you plan to do something about that. You and one of the sneaky Tremere, known as Grigori, have been plotting to place a Ventrue Prince back on the throne. While you are not the current choice for Prince, your position here would improve greatly. All you have to do is come up with some way to get a sample of the Prince's blood, and the Tremere can do the rest.

Until then, you keep yourself happy with raging at the wretched Gangrel, and being your somewhat arrogant self. You deserve the power taken from you—it is yours by right of the Clan who embraced you.

What you have been up to recently

While you were in a bar a few nights ago, you barely felt the small prick of a hypodermic needle. You did not even realize what was happening until you saw Krista racing away. Because having some of your blood fall into the hands of the Tremere is a very bad thing, you have been following her. Last night, you cornered her in an alley. When you threatened to tear her heart out, she agreed to let you meet with her boss to buy back the blood. She swore that no Tremere were involved.

You came to the warehouse earlier this evening around 8:00. You met Kapp and Krista, who told you that the blood had been stolen from them. You began to scream, and came very close to a Frenzy. You vowed revenge in a hideous fashion on those two as you stomped out of the warehouse. Killing them is not a good idea. Making them pay for their crimes is.

Clan Ventrue

Who you know

Krista: The wretched creature who needs to have something bad happen to her. She seems overly nervous and rightly so, as you have sworn revenge for her theft of your blood.

Hawkins: A very useful contact in the city. He seems to be able to turn up all sorts of useful information.

Edward: Another very useful information source. You alone seem to know that this raving lunatic has flashes of amazing insight. The only problem is deciphering what he is trying to say.

Terry: This Tremere turns out to be a really useful lead as to what the Tremere have been up to of late. Terry might know if the Tremere have managed to find your blood.

Leland: This is a Ventrue Archon from Europe who treats you as all of the other European Ventrue treat you. He probably has not even noticed that you two are of the same Clan. And because he is obviously a Gangrel sympathizer, he will find some way to make you look bad.

Special Power: Dominate

Twice during the game, Woodruff may ask one other Kindred to perform a non-lethal action for him. The other Kindred must perform this action.

Selina

You tend to take a lot of jobs for many important people. Usually they are the sort of jobs which require a fair bit of secrecy, and have gotten you in a bit of trouble in the past. So you've decided to go straight by working for the Prince. One of his assistants, Steele, has only been around a few weeks. You've been trying to make Steele look bad so that you can step in. Try to suck up to the Archon, since he obviously has the Prince's ear. If you can get made an assistant by helping the investigation, so much the better.

Of course, not everyone is happy with your work. You slip up every so often. One night, you had a particularly good drunk and let slip that you had acquired a fair quantity of cheap cocaine for a Toreador Elder with a drug habit. The Nosferatu, Hawkins, picked up on that tidbit of information and sold it to some malicious Malkavians who started adding other substances to the city's cocaine supply. The Toreador tossed one Malkavian in a nearby river after weighing him down with stones. She is now looking for the person who let the knowledge of her habit slip.

What you have been up to

You have been keeping busy with the usual jobs. Kapp hired you to break into the Tremere chapter house to steal a vial of the blood of Grigori, a Tremere Ancilla. You actually managed to pull it off without anyone seeing. You delivered the blood to Kapp, and he paid you \$100,000. \$5,000 of the money was in cash, and it was given to you this evening. You delivered the blood around 8:45 to Kapp here at the warehouse then skipped off toward a bar to find a few people to drink. (You are a bit of an alcoholic.) Along the way you met Edward, who accompanied you to the bar because you were going to arrange for there to be a lot of very drunk people there.

Play the evening as though you are somewhat intoxicated. The effect is starting to wear down, so you will be sober by the end of the evening.

Clan Toreador

Who you know

Edward: A good companion for many of your binges. He's totally out of his mind, but he is lots of fun. He has an unusual delusion of being a Great White Hunter, and thinks that you are the Governor of Borneo.

Steele: This Kindred has only worked for the Prince for a few weeks. Make him look really bad, and you'll have a job for life. You heard that he was a fairly rebellious Anarch, so digging up his past might help somewhat.

Leland: The man who is investigating problems. He is an obnoxious Ventruue, and fairly powerful.

Grigori: This is the Tremere whose blood you stole. Be *very* wary of him, and try to make sure he is not out for revenge.

Hawkins: Bloody Nosferatu only tends to hang around you when you are drunk. He is always pumping you for information.

Terry: A Tremere who occasionally requests your services for the Tremere superiors. This person obviously has something to hide. You noticed the telltale black veins in Terry's aura several years ago that mark Terry as a Diablerist, but decided not to tell anyone in case the knowledge turned out to be useful. You also did some checking around and found that someone drained Terry's sire. Looks pretty bad for Terry. If you need a favor, you know who to go to.

Special Power: Auspex

Three times during the game, Selina may ask any Kindred a yes/no question which that player *must* answer truthfully.

Royce

You spent much of your mortal life angry at one thing or another. You migrated to a punk lifestyle because you found a similar energy and violence in the entire movement. You got more violent until one night you beat a bouncer to death because he ejected you from a club. You were arrested and sent to prison for 10 years. After 2 years, you had killed another 2 men and crippled another during fights in prison, and you were sentenced to be electrocuted. You managed to escape from prison and you now have to keep a low profile, because your face still turns up on wanted posters occasionally.

You met Kapp, who seemed to like your energy, and so he made you one of his kind. Kapp has been a fair sire, but you worry about him because he is entirely too soft-hearted and often does not have his priorities straight. In fact, most of your time as his Childe was spent arguing with him in one way or another.

What you have been up to

You have been up to an incredibly lucrative business involving selling Kindred blood to a group of investigators at the CDC. Your three partners in this crime against the Masquerade are Kapp, Krista, and Jacob. While the business seems dangerous, the CDC people are only researching rare blood types, and seem willing to pay a lot of money. The four of you have netted over \$2 million so far. The warehouse owned by Kapp because of his “legitimate” trade in guns, provided a perfect cover.

However, the operation has not been quite as lucrative as it should be, considering the incredible danger of breaking the Masquerade. As such, you have tried to arrange for the operation to provide blood to the Tremere. This is an unlikely practice, but it certainly isn’t as dangerous as selling blood to the CDC. Kapp did not seem to like the idea at all, so you told Terry about your whole operation. Terry seemed quite impressed and agreed to set up a trade to the Tremere.

Things did not get much better. This evening, you were to meet at the warehouse at 11:30. Jacob had arrived and left earlier, and Krista was running late as usual. Kapp told

you that most of the money on hand had been used to procure a vial of blood of a high-ranking Tremere. You were furious at Kapp’s actions, and in a Frenzy staked him to the floor. Fortunately, you did not go over the edge and actually kill Kapp, but left him lying there on the warehouse floor as a sort of punishment. You knew that Krista would be along shortly, and she would likely un-stake the twit. You left, rather than face killing Kapp in another Frenzy.

You would really like to find out how Kapp found out about the Tremere. The Tremere were supposed to keep everything a secret from him. Likely that sleaze Jacob somehow found out, and warned him. That is why he left before you showed up at the warehouse tonight.

By the way, you have another problem. At 4:30, there are two guys from the CDC who are going to be appearing at the warehouse to pick up a few more vials of blood. Try to make sure that the case is resolved by then, or you are going to be in serious trouble.

Who you know

Jacob: He is working for the Archon as well as involved in selling blood to the CDC. For that reason, you can’t trust him much.

Krista: This lunatic who you have been working with, actually seems to not mind that the blood is going to the CDC. She doesn’t seem very interested in the money the operation is pulling in. Likely, she has to be the murderer of Kapp. See that she pays for her crime without destroying the blood ring.

Terry: A useful Tremere who you told about your operation. This Tremere might know what the Elder Tremere think about the situation.

Roger Hawkins: You found his name on a spare notepad in Kapp’s office. The two were up to something together. You can be sure of that.

Special Power: Fortitude

Royce only sits out for 2 minutes when he is defeated in combat.

Clan Brujah

Roger Hawkins

Being a Nosferatu is such a lonely thing. At least your Clan is close-knit enough that you don't perpetually try to screw each other over like the rest of the lunatics who call themselves Kindred. But you have so much fun raking their secrets over the coals, it almost makes their scorn worthwhile. All of them hate the Nosferatu clan. Just look at the Columbia Theatre. It was a favored Haven of your Clan Elder, until some malicious person burned it down. Your Elder has promised to trade a few juicy secrets for the Kindred who finds out who was behind that one. And you can be so cruel to whoever it is by taunting them that you know and are going to tell it all to someone very powerful.

They could do something to you about all the knowledge that you know, but the other Nosferatu could always make them suffer. Only a really brave or stupid Kindred would touch you. Rub it in.

You are also an agent of the Sabbat. It is a perfect cover, because the clan Nosferatu protects its own. And you can sew false information and rumors to weaken the city severely. No one here is bright enough to figure out what you are doing.

What you have been up to

Kapp hired you to dig up some information on Krista. You found out that she had been working with a group of Hunters called the Arcanum in the past, and had even killed another Kindred in London. You were going to bring a letter from the Prince of London mentioning the Blood Hunt to Kapp this evening.

As you approached the warehouse, you saw Krista fleeing the place in a serious hurry. Stupidly, you slipped into the warehouse. As you approached one area, you smelled a faint smell of lighter fluid. Nervously, you groped around in the darkness, and touched upon a pile of ashes. Lighting a match, you saw a pile of ashes which was laid out in a

Clan Nosferatu

vague human form. You raced from the warehouse and ran to tell the Prince, lest you be accused of the murder of a Kindred.

You left the warehouse about 12:30, and are just going back with a Ventrue Archon named Leland.

Who you know

Krista: Dangerous. You have a letter telling that she is blood hunted in London.

Woodruff: This Kindred has used your services much in the past. He always pays well and is honorable, although he is very temperamental. He is possibly more guilty than all of the rest. He hates the Gangrel rulership of the city, and is likely trying to overthrow the Prince.

Royce: This man and Kapp were working together on something, as you heard Kapp mention his name once on the phone. It would be worth quite a bit to someone to find out exactly what.

Selina: She is another Kindred with whom you have had many business dealings. She tends to deal more with actual goods than information. She is also an alcoholic, so it is very easy to get information from her. Occasionally people trust her with a secret or two. Recently, she told you about a Toreador Elder who has a cocaine habit. You traded the information to some Malkavians for a nice, unused warehouse.

Special Power: Obfuscate

Three times during the game for 5 minutes each time, Hawkins may hold his fist up to indicate that he has vanished. He may wander about the room and listen to all conversations for that period of time.

Starting Item

Letter from the Prince of London.

Krista Davies

You have always been a fairly absent-minded lady in life. You tend to forget about appointments until the last minute and frequently leave important bits of information lying about everywhere. How you managed to get a degree in biology is a mystery. And when one day a strange man swapped blood samples with one you were analyzing, you did not even notice. Eventually, the man made you one of his kind, so that you could continue to study the blood of Kindred. At least until some morning you forget that you have to be back home by sunrise.

What you have been up to

You have been up to an incredibly lucrative business involving selling Kindred blood to a group of investigators at the CDC. Your three partners in this crime against the Masquerade are Kapp, the Royce, and the Jacob. While the business seem dangerous, the CDC people are only researching rare blood, and seem willing to pay a lot of money. The four of you have netted over \$2 million so far. And the warehouse owned by Kapp because of his “legitimate” trade in guns, provided a perfect cover.

At first, the CDC seemed to be entirely interested in simply trying to find out what Kindred were. You have always wished to have a group of mortals with enough scientific equipment to find out what made you tick. You worked with the Arcanum in London—and even defended a member of their order from a rogue Kindred. This unfortunately got you Blood Hunted, and you had to flee London. No one in Atlanta knows of your past, because they would have already tried to drag you back to London. Lately, you have begun to suspect that another group of Hunters is funding the CDC research to make a disease to destroy Kindred once and for all. You tried to get Kapp to stop the sale of blood, but he refused to listen to you.

Tonight you went to the warehouse around 8:15 to meet Kapp and a chap named Woodruff. The CDC has been requesting blood of older Kindred, so you decided to try an experiment and see if you could get some by using a hypodermic. Woodruff noticed you, and followed you. Two nights later, he cornered you in an alley and demanded his blood back. You agreed to have him meet Kapp, where he could buy his blood for an agreed-upon price. Last night someone broke into the warehouse and stole the vial of Woodruff's

Clan Toreador

blood. When Kapp told Woodruff this at 8:15 this evening, Woodruff was absolutely furious and swore revenge upon both of you.

You went to the warehouse shortly after midnight to try and dissuade Kapp once more from selling blood. As you entered the warehouse, you saw the last remains of a stake burning in what appeared to be a burning Kindred. Fearing for your life, you prepared to flee from the city.

The only useful tidbit of news you know is that your Clan Elder is out to find the Kindred who told the Malkavians about her cocaine habit. She has already done something nasty to several Malkavians.

Who you know

Jacob: He is your partner and crime, as well as an assistant to the Archon. He is your best hope to keep the deal with the CDC out of the murder investigation. If he fails, you could all end up dead. At first you thought that he was an exceedingly old and powerful Kindred, since he speaks an ancient-seeming version of English. It made you curious, and so you did a bit of prowling through some Linguistics books, and discovered that the dialect of English that he speaks is not Shakespearian, but rather from the Appalachian mountains.

Royce: This fiery individual is one of your partners in the blood ring. He is definitely in this for the money.

Woodruff: This person is probably very angry at both you and Kapp for losing his blood. Watch him closely.

Edward: This individual often hangs around this block of warehouses. You have talked on occasion, but there is usually not very much point in it. Still, you are at least friendly toward one another, which is better than the rest of these wretched Kindred. You also noticed that Kapp spent an inordinate amount of time talking to this lunatic, you wish that you knew why he bothered.

Special Power: Presence

Krista may approach a group of people and make them pay attention to her to the exclusion of all else for 5 minutes. She must keep talking about some topic for the duration of Presence.

Grigori

You are one of the leaders of clan Tremere in the city. This means that you collect fair amounts of everyone's blood, since you can do fairly nasty things to those whose blood you have. The Justicar who he serves sent some along to the Tremere in Atlanta to help keep him in line. Seems that he got a Gangrel wrongfully destroyed, and so the Ventrue Justicar thought that Leland might need a little help staying in line. Apparently Leland hates Gangrel passionately.

What you have been up to

Terry came to you a few days ago telling you of a wonderful opportunity. A mixed group of non-Tremere have been collecting blood and selling it to a group of interested mortals. One of the members of the group was becoming nervous at selling to mortals, and suggested that you send some of your agents to buy the blood instead.

You agreed to the idea and started the arrangements to buy the blood. However, earlier this evening a vial of your blood was stolen from your chapter house. Fearing that perhaps Kapp has figured out what you wished to do, you sent Terry down to see if that is what had happened.

Later this evening, you heard that agents of the Prince were rounding several people up and escorting them to the warehouse where Kapp did his business. You decided to go down there yourself, to make sure that the investigation doesn't turn against the Tremere. You hope that your blood is not in the warehouse. That would be difficult to explain.

Clan Tremere

Who you know

Terry: This is a trustworthy, if overenthusiastic, agent of yours. If Kapp did find out that you were planning to do something about taking blood from his ring, the only way you can think of for him to find out is through Terry. The two of you need to have a long talk soon.

Royce: Terry says that this man is the one who decided to tell the Tremere about the blood sale to the CDC. Terry swears that she never mentioned your name to this man.

Leland: The primary investigator in this case. You've never liked him much, as he has interfered in several lucrative blood trades.

Selina: An incredibly useful free agent and information source. She may have some idea who stole your blood.

Woodruff: This Ventrue is your contact, and is supposed to provide you with a sample of blood from the Prince so that you can drive him from the city.

Special Power: Blood Sense

Grigori may identify the origin of any blood given to him. If you are given a sample of blood and wish to identify it, ask a gamemaster.

Terry Priest

You are a minor occultist in that Atlanta area. You got your first real taste of power right before the Tremere embraced you to make sure that they could claim you as their own. You took to your Tremere training with an amazing lack of caution. You burned down a fair part of a chapter house once, and another time fell into torpor when you sucked all of the blood out of your body. Your incaution has led you to do worse things, though. After you finished your studies, you had an argument with your Sire, and decided on the spot to kill and drink your Sire to gain power. Sure it was stupid, but you've had somewhat of a suicidal attitude all your life.

What you have been up to

Royce approached you one day and told you that he was involved in a ring of people who had been acquiring blood from Kindred and selling it to the Atlanta Center for Disease Control. He suggested that maybe the Tremere would be interested in buying the blood, instead. It would have to be done without the knowledge of the ring's leader, named Kapp. You passed this information to your superior in the Tremere. Grigori began to make the financial arrangements. You talked to this gentleman at the CDC named Jim Ritchie and found out that he was one of the people who pick up the "rare blood" from the warehouse. He made you a bit nervous since he professed some knowledge of the occult, but it looks like he has not gotten very far at all.

Tonight, however, a vial of Grigori's blood was stolen. Grigori was absolutely positive that Kapp knew about the plot. Grigori sent you to recover the blood and deal with Kapp. You went down to the warehouse right at midnight and found Kapp staked and lying in the warehouse floor. As you looked carefully about, you could see no one, so you decided to deal with him in the most devious manner. You found a bottle of lighter fluid, soaked Kapp, and lit him. You never touched Kapp, and no one saw

Clan Tremere

you in the warehouse. It looked as if you had committed the perfect murder.

You are having a few second thoughts about the murder as the Prince's men escort you back to the warehouse. You might have missed something, like the amulet you were wearing earlier this evening. You don't seem to have it on you. It is a pretty distinctive amulet which is shaped like a hand with several mystical runes hanging from it. If it is still around here somewhere, you had best find it.

It is not a magical amulet, but you have gotten very used to wearing it nearly all of the time.

Who you know

Grigori: He is your superior. You are not yet sure if you should tell him about the murder. He might either cover up anything you might have missed, or happily turn you in to save his own skin. How much can you trust him? You do have a very useful letter from a Ventruue Elder to Grigori which sounds pretty incriminating.

Royce: He is the person who told you about the blood ring. He will at least help you keep quiet about the ring, as he is the one guilty of selling Kindred blood to mortals.

Rimer: An old friend of yours, even though he used to be one of the more rebellious Anarchs. He usually seems to dig up a fair bit of information. He looks even more nervous than you tonight, however.

Hawkins: You heard that he was the one who found the body. If anyone knows anything that can prove that you flamed Kapp, it is he.

Starting Items

Letter to Grigori

Gun

Edward Charles Winslow Standish Clan Malkavian

What you have been doing

You have finally done it. After 5 years of trekking around these jungles of Borneo, you have discovered a prize called the Great Hand of Omegon. It was so easy, you found it on the ground. Now all you need to do is find the one man who needs to possess it, and is willing to pay a high enough price for it. Of course, *don't let anyone but the buyer touch the amulet*. If they are not the true owner the Amulet will possess their spirit, and they will be more doomed than those dudes in the last scene of Raiders of the Lost Ark. You must make sure that the buyer is pure of heart.

It was a long search through the jungles. You would occasionally talk to the Native Chieftain who lived here in his village's stock house. He told you tales of how his tribe would sell their blood to the white man in return for baubles.

You observed their trading for awhile and found it fairly useless. You did notice that another tribe led by Grigori was trying to take their blood to use against them. Chieftain thanked you for this information. He then responded with one of his amazing insights into human nature which you found was his specialty, "Remember, Edward, people never look at the last page of a notepad until all of the paper is gone."

Of course other bad things have happened. Two weeks ago, one of the Painter Tribe came down with the Flu and blamed one of the other Great White Hunters for passing it to her. She threw him in the river unjustly for that crime. You know because it was your fault. You made sure to add the nectar from the Berries of Madness to the drug which she occasionally takes. You don't like her tribe very much either.

This evening was amazing. You were feeling very annoyed at your failures, when the colony Governor asked you out to a Tavern to drink with her. She had just acquired a nice sum of money. There, you and she observed the customary native ritual of drinking the blood of a few of the patrons at the bar, and the Governor got smashed as usual. She finally told you that she got all of her money by stealing some of the blood of Grigori's tribe and selling it to the Native Chieftain.

Needing some money, and discouraged from your search for the Great Ankh, you headed back to the Chieftain's home to see if you could help in his fight against the Grigori's tribe. And there on the ground, you found the great amulet!

You were surprised by some of the Rebel Soldiers, who came and took you to the Chieftain's stock house, and are now

keeping you as a sort of prisoner. See if you can find someone to help you break out. Perhaps even one of these gentlemen will be pure of heart and be the one to buy the Amulet.

(Add to this Schizophrenic fantasy with your own tales of a Great White Hunter looking for prizes in the jungles of South America and Borneo.)

Who you know, and by what names you know them

The murder victim Kapp (The Native Chieftain): A man who gave you much guidance in his quest, and who obviously killed himself in the native ritual of immolation. Perhaps you need to get some of his ashes to smoke in your pipe as a token of respect.

Selina (The Governor): This woman is the Governor of the colony. You and she are quite good drinking partners, and you find it very nice that she always tries to observe native rituals. You've heard rumors that the Governor is actually one of the Painter Tribe in Secret.

Grigori (The Leader of the Enemy Tribe): This is not a very trustworthy man. He has been trying to steal the blood of your friend's tribe. Likely, he will inject the blood into some chickens to weaken the spirit of the warriors of the Chieftain's Tribe.

Krista (The field biologist): One of those incredibly boring nerdy types, the Biologist is at least a decent lady. She doesn't seem to know a thing about butterflies though, so you think that she may be hiding something. Perhaps she is not even a biologist at all.

Hawkins (Sasquatch): He isn't hairy enough by far, but he's definitely a South American descendant of Bigfoot. You need to get he and Krista together to see if she can tell anything about him. The only problem is that he wants to see everyone in this room destroyed. He seems to want to take over the world to make it safe for Sasquatch kind. Make sure to warn everyone.

Special Power: Curse of Sutekh

Three times during the game, Standish may name an emotion to another player which that player must play for 5 minutes.

Staring Item

Amulet in the shape of a hand

Props and Item Cards

Following are the two letters and item cards to represent unavailable props. Where possible, suitable but safe props are preferred.

Print one copy of each of the two letters.

Print one copy of the sheet with various items.

Print four copies of the sheet with the guns.

Trigori;

Your plan sounds fairly workable.

I'll have my man Woodruff
acquire some of the Prince's blood,
and I'm sure that your sorcerers
will do the rest. Should there be
any problem, you can reach me
through Woodruff.

A

Malcolm Bloodworth

Prince
London
Middlesex
England

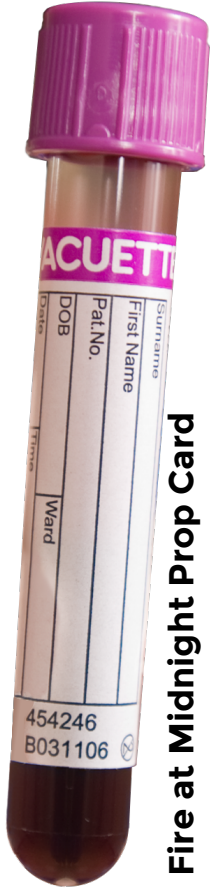
Dear Roderick,

This letter is to officially acknowledge that a Blood Hunt was declared on the Kindred known as Krista Davies. I, as Prince of London, have called this Blood Hunt, and would of course appreciate any assistance the Kindred of Atlanta can provide in returning her to London. She is a very dangerous Kindred, as she is a known accomplice of a local group of hunters. She and her mortal companions tracked down and killed one of her Kindred.

Beware,

Malcolm Bloodworth

Prince Malcolm Bloodworth



Fire at Midnight Prop Card

The liquid inside appears to be blood.



Fire at Midnight Prop Card

The liquid inside appears to be blood.



Fire at Midnight Prop Card

Runes dangle off the fingers.



Fire at Midnight Prop Card

The liquid inside appears to be blood.

Fire at Midnight Prop Card

The bottle is empty.





Fire at Midnight Prop Card



Fire at Midnight Prop Card

Using The Masquerade

Use this section if you wish to the rules from White Wolf's game *The Masquerade*.

When using *The Masquerade*, completely ignore the "Special Power" each character has; instead they have their normal Disciplines.

You or your players will need to create full characters using *The Masquerade* rules. The Disciplines and special rules for each character follow. They are formatted so that you can cut them out and distribute to the relevant players along with their character sheet.

Fire at Midnight Character Creation Notes

Leland, the Archon, Clan Ventrue

Leland is an older vampire. Create your character with 12, 10, 8 points instead of the usual 7, 5, 3.

Take the Disciplines Psychometry, Heightened Senses, Aura Perception, Obfuscate, and Celerity.

Ignore the "Special Power" on your character sheet.

Fire at Midnight Character Creation Notes

Steele, Clan Gangrel

Create a normal Neonate Gangrel.

Take the Disciplines Claws, Fortitude, and Meld with Earth.

Ignore the "Special Power" on your character sheet.

Fire at Midnight Character Creation Notes

Jacob Fyfe, Clan Gangrel

Create a normal Neonate Gangrel, but choose 7 Physical Traits. 5 and 3 may be split among Mental and Social as usual.

Take the Disciplines Red Eyes, Dominate, and Potence.

Ignore the "Special Power" on your character sheet.

Fire at Midnight Character Creation Notes

Royce, Clan Brujah

Create a normal Neonate Brujah, but take 9 points physical Traits, instead of 7. Then put the 5 and 3 as either Mental or Social as usual.

Take the Disciplines Potence, Fortitude, and Claws.

Ignore the "Special Power" on your character sheet.

Fire at Midnight Character Creation Notes

Roger Hawkins, Clan Nosferatu

Create a normal Neonate Nosferatu.

Take the Disciplines Obfuscate, Mask of a thousand faces, and Heightened Senses.

Ignore the "Special Power" on your character sheet.

Fire at Midnight Character Creation Notes

Krista Davies, Clan Toreador

Create a normal Neonate Toreador.

Take the Disciplines Dominate, Aura Perception, and Red Eyes

Ignore the "Special Power" on your character sheet.

**Fire at Midnight
Character Creation Notes
Rimer, Clan Brujah**

Create a normal Neonate Brujah.

Take the Disciplines Obfuscate, Fortitude, and Aura Perception.

Ignore the “Special Power” on your character sheet.

**Fire at Midnight
Character Creation Notes
Charles Woodruff, Clan Ventrue**

Create a normal Neonate Ventrue.

Take the Disciplines Dominate, Heightened Senses, and one other of your choice, as appropriate.

Ignore the “Special Power” on your character sheet.

**Fire at Midnight
Character Creation Notes
Selina, Clan Toreador**

Create a normal Neonate Toreador.

Take the Disciplines: Heightened Senses, Obfuscate, and Aura Perception.

Ignore the “Special Power” on your character sheet.

**Fire at Midnight
Character Creation Notes
Grigori, Clan Tremere**

Grigori is an older vampire. Create your character with 9, 6, 4 points instead of the usual 7, 5, 3.

Take the Disciplines Dominate, Forgetful Mind, Thaumaturgy, and one Intermediate blood Discipline.

Ignore the “Special Power” on your character sheet.

**Fire at Midnight
Character Creation Notes
Terry Priest, Clan Tremere**

Create a neonate Tremere, but instead of the usual 7, 5, 3, take trait scores of 7, 6, 4 to represent your experience. Also add one to your generation.

Take the Disciplines Thaumaturgy, Obfuscate, and Aura Perception.

**Fire at Midnight
Character Creation Notes
Edward Charles Winslow Standish,
Clan Malkavian**

Create a normal Neonate Malkavian.

Take the Disciplines: Curse of Sutekh, Fortitude, and Meld with Earth.

Ignore the “Special Power” on your character sheet.