



## CHARACTER STATISTICS

### JEFFERSON FOSTER

**Physical:** Strength 3 Dexterity 3 Stamina 4  
**Social:** Charisma 4 Manipulation 4 Appearance 3  
**Mental:** Perception 3 Intelligence 3 Wits 5  
**Virtues:** Conscience: 2 Self-Control 1 Courage 4  
**Talents:** Acting 4, Alertness 4, Athletics 3, Brawl 3, Dodge 3, Empathy 4, Intimidation 4, Leadership 5, Streetwise 2, Subterfuge 2  
**Skills:** Animal Ken 3, Drive Motorcycle 4, Etiquette 4, Firearms 3, Melee 4, Music 4, Security 2, Stealth 4, Survival 3  
**Knowledge:** Occult (Vampires) 4  
**Disciplines:** Potence 4, Obfuscate 4, Presence 4, Dominate 3, Auspex 2, Celerity 2, Animalism 2.  
**Background:** Retainers 5  
**Humanity** 4, **Willpower** 9, **Blood Pool** 10

### EMILY CARTER

**Physical:** Strength 1, Dexterity 2, Stamina 2  
**Social:** Charisma 4, Manipulation 4, Appearance 5  
**Mental:** Perception 2, Intelligence 3, Wits 3  
**Talents:** Acting 4, Alertness 2, Empathy 3, Subterfuge 4  
**Skills:** Etiquette 3, Stealth 2  
**Knowledge:** Bureaucracy 2  
**Disciplines:** Auspex 2, Presence 2, Celerity 1  
**Backgrounds:** Contacts 3, Mentor 3, Influence 2  
**Virtues:** Conscience 4, Self-Control 0, Courage 3  
**Humanity** 6 **Willpower** 5 **Blood Pool** 10

### BACH

**Physical:** Strength 4, Dexterity 4, Stamina 3  
**Social:** Charisma 3, Manipulation 4, Appearance 2  
**Mental:** Perception 2, Intelligence 3, Wits 3  
**Talents:** Alertness 3, Athletics 3, Brawl 5, Dodge 4, Empathy 2, Intimidation 2, Leadership 3, Streetwise 3, Subterfuge 1  
**Skills:** Animal Ken 3, Drive 5, Firearms 3, Melee 4, Music 4, Repair 3, Stealth 4, Survival 3  
**Knowledge:** Occult 2, Politics 2  
**Disciplines:** Potence 3, Fortitude 3, Celerity 3, Auspex 2, Animalism 1  
**Backgrounds:** Mentor 3  
**Virtues:** Conscience 0, Self-Control 1, Courage 3  
**Humanity** 3 **Willpower** 8 **Blood Pool** 10

### BECKY

**Physical:** Strength 1, Dexterity 2, Stamina 1  
**Social:** Charisma 3, Manipulation 2, Appearance 4  
**Mental:** Perception 4, Intelligence 3, Wits 3  
**Talents:** Alertness 3, Dodge 3, Empathy 2, Leadership 2, Streetwise 1  
**Skills:** Stealth 3, Survival 2  
**Disciplines:** Auspex 1, Celerity 1, Presence 1  
**Virtues:** Conscience 3, Self-Control 1, Courage 5  
**Humanity** 10 **Willpower** 4 **Blood Pool** 2

### THE SABBAT GANG

For ease of play, one profile is used for all the bikers:  
**Physical:** Strength 3, Dexterity 3, Stamina 3  
**Social:** Charisma 2, Manipulation 2, Appearance 2  
**Mental:** Perception 2, Intelligence 2, Wits 2  
**Talents:** Alertness 2, Athletics 3, Brawl 4, Dodge 3, Intimidation 2, Streetwise 2.  
**Skills:** Animal Ken 2, Drive 4, Firearms 3, Melee 3, Repair 2, Stealth 4, Survival 2  
**Disciplines:** Potence 2, Celerity 2, Fortitude 2  
**Backgrounds:** Mentor 3  
**Virtues:** Conscience 0, Self-Control 0, Courage 2  
**Humanity** 2 **Willpower** 7 **Blood Pool** 10

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# Blood Bond

## The Tie that Binds Is the Tie that Kills

Some mortals say love is the most powerful emotion  
The Kindred know better

Far more powerful than love is the force of blood.  
When drunk from another Vampire three times  
It creates an obsession none can resist.

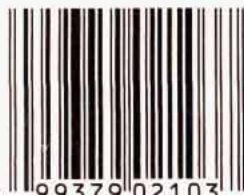
Now the characters learn just how strong the blood bond can be and at the same time deal with the Prince of Chicago, strange new Kindred and the dread Sabbat. But the question persists – who among them is blood bound?

Vampire™ The Masquerade™

The romance and horror of Vampire rise with full fury in this Chicago-based story supplement. Characters deal with political intrigue, mysterious strangers and the full power of the Blood Bond, all the while learning more about the living death which is both their immortal blessing and their undying curse.



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**WHITE WOLF**  
A Renaissance in Games

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# BLOOD BOND

*Written by Ken Cliffe*

*"Monster! Whither is thy  
haste? What designs breed thy rage?"*  
— Beethoven, *Fidelio*

Many Cainites enjoy pretending they have become bitter cynics, incapable of caring or being cared for. Despite the effort they put into their steely images, the reality of the Blood Bond denies this pose. The hearts of all Vampires, whether they have reached the splendor of Golconda or the inhuman depths of diablerie, can be seduced by the thrice-drunk vitae of their Kindred.

Those thus captured find the warmth of a new-found love spreads through them as they gulp down the third draught. The desires of their regnant become their own, and not even their own existence matters more than their beloved. No acne-scarred teenager was ever more enthralled by puppy love. No newlywed ever felt greater desire. No mortal has ever felt more vulnerable.

Blood Bond is total.  
Blood Bond is consuming.  
Blood Bond cannot be escaped...  
*Or can it?*



## CREDITS

*Written by: Ken Cliffe*

*Edited by: Andrew Greenberg, Stewart Wieck*

*Developed by: Mark Rein • Hagen,*

*Andrew Greenberg*

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*Cartography: Chris McDonough*

*Back Cover: Chris McDonough*

*Logo: Chris McDonough*

*This supplement is dedicated to  
the memory of Theodore Seuss Geisel  
- Dr. Seuss - who told stories to us all.*

## Neally Edwards

### Special Thanks:

**Ken** "What are you doing to my work?" **Cliffe** for not losing his cool over space constraints.

**Mark** "Back on Schedule" **Rein • Hagen** for busting butt (mainly other people's) to get things the way they're supposed to be.

**Stewart** "Supreme Ruler of this Dimension, and..." **Wieck** for not dominating all he surveys and leaving it to us puny mortals.

**Wes** "Original Gangsta" **Harris** for instructing all up and coming MacDaddies.

**Josh** "Shut up, fool" **Timbrook** for not allowing his new position to go to his head.

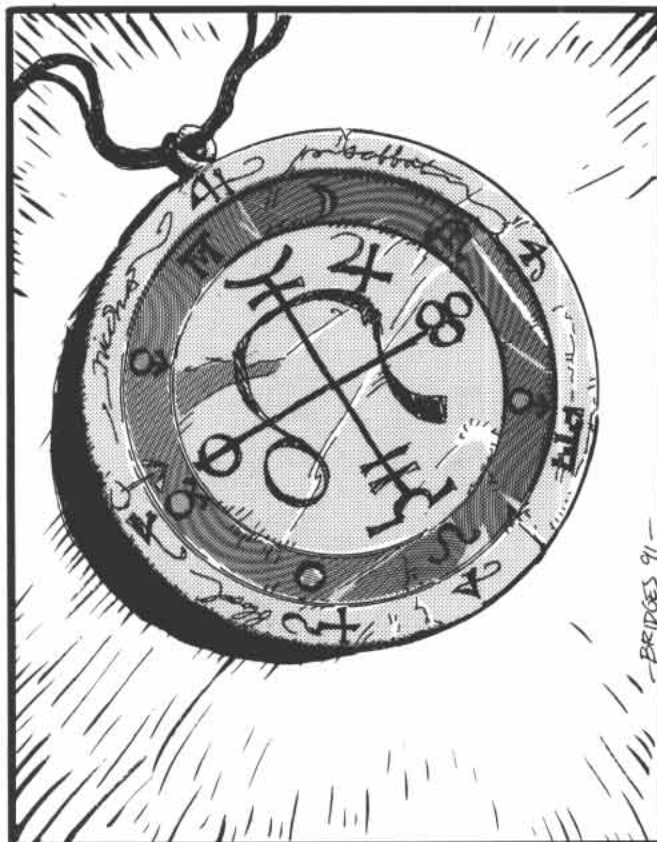
**Sam** "You ever tasted Auturian Speckled Goose Pie?" **Chupp** for cooking real food and having sugar.

**Andrew** "Whoah - Gravity" **Greenberg** for putting his foot down and through the roof.

**Travis** "Oid" **Williams** for going on and on and on and on and on about the computer (and its games, functions, peripherals, etc.)

**Chris** "Maui Wowee" **McDonough** for taking Ann off the Market (Damn!)

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*The Amulet of the Sabbat*



# INTRODUCTION

**Blood Bond** explores some of the most powerful emotions known to the Undead. Set in Chicago, this story supplement may be told as part of the **Forged in Steel Chronicle** and placed either before or, more appropriately, after **Ashes to Ashes**. It involves settings and people detailed in **Chicago by Night**. The story is also structured loosely enough to stand on its own so it can be played as part of your own Chronicle, in the setting of your choice.

As the possible outcomes of **Ashes** are virtually unlimited, this story makes one basic assumption about what occurred. Lodin is assumed to have survived his kidnapping and is still reigning Prince of Chicago. If Lodin was destroyed in a previous story, simply replace his role in this story with a new Prince or powerful Elder of your own choosing. You should also keep in mind that if you move the story out of Chicago it requires you to change Neally and some of the other major Chicago Vampires described in this story into similar Kindred from your own Chronicle.

This story also presumes that the characters are Anarchs, or at least rebels of a sort. If this is not the case, modifications will have to be made in the way we describe the interactions between Lodin and some of the other elders and the characters. This should not change things drastically, but it will require you to fabricate a new set of motivations for the characters — which is pretty much left in your capable hands in any case.

## Theme

*"It is by the goodness of God that in our country we have those three unspeakably precious things: freedom of speech, freedom of conscience and the prudence never to practice either of them."*

— Samuel Clemens, *"Following the Equator"*

This story concerns itself with the eternal pursuit of freedom and examines the reason why some wish to restrict it in others. In **Blood Bond**, the characters are allowed a great deal of personal choice and may well be instrumental to an Elder's liberation from Blood Bond. While having a wide latitude in choosing their actions, the characters are later forced to make a number of moral choices — freedom has a price. Over the course of the story the characters discover the oppressiveness of the Camarilla and are invited to determine their own fate by joining the Sabbat.

The pursuit of freedom inevitably leads to direct confrontation with powers seeking to repress the individual. The Prince of the city acts to restrain the characters and preserve the Masquerade. If they are able to defy the Prince's tyranny, the characters may control their own fate. But of course there is no escape from the Blood Bond. It denies all liberties, it suppresses all freedom.

The characters seek autonomy and strive for freedom throughout the story, but in the end they may ask themselves, "who among us is Blood Bound?"

## Plot

*"I only think of you on two occasions  
That's day and night"*

— The Deal, *"Two Occasions"*

This story revolves around a feud between two Elders, waged over the love of a mortal woman. The characters become involved when they unwittingly release one of the feuding Elders from stasis during a battle with a pack of Sabbat. That Vampire then exacts his revenge against his old foe, Neally Edwards of Clan Ventruue, a revenge which the characters are made witness to over the course of a number of evenings.

Haggard and broken, Neally finally turns to the characters for aid. If the characters decide to help him, however, they unwittingly cause him more harm than he has already suffered. Still, by persevering, they emerge with freedoms previously unimagined — the power to choose their own path of existence.

The mystery behind these events ultimately unfolds in a cemetery during the rite of initiation for the Sabbat, which has quite an exclusive membership. In order to escape the Blood Bond put upon him by his enemy, Neally is willing to join even

Note that most events in this story take place over extended periods of time. At first events seem unrelated, but as the characters partake of several unusual scenes, they realize a subtle conspiracy is at work. To reflect this growing awareness, the Storyteller should stage initial scenes independently of each other, at times specified within each scene. Only once Chapter Three is underway should the characters begin to realize the trouble they have stumbled into.

## The Story of the Feud

*"oh i miss the treachery the shameless  
kiss of vanity the soft and the black and the  
velvety up tight against the side of me and  
mouth and eyes and heart all bleed and run in  
thickening streams of greed"*

— The Cure, *"Disintegration"*

The seeds of this story were planted just under a hundred years ago. The story begins with two young American aristocrats from Chicago; one was named Jefferson Foster, the other Neally Edwards. The two men were inseparable friends since early childhood. Coming from rich families, the two were afforded much time to devote to frivolity, and did their best to enjoy life's pleasures. Jefferson was the more ascetic of the two and preferred to experience cultural delights whereas Neally preferred self-indulgence and revelled in hedonism (though retaining a front of respectability). Though the pair had disparate tastes, they complemented each other perfectly and attended most social functions together, forever trying to comprehend the appeal behind the other's favorite pleasures.

Their relationship changed when Neally became hooked on morphine. Jefferson stood by his old friend through the entire period of degradation and social uproar surrounding his old