

# V

## 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