## THE CIRCULATORY SYSTEM

Every Kindred knows that blood carries with it a certain Resonance, and those Resonances carry the ability to be manipulated and controlled, to produce new and possibly unique powers ripe for Kindred use. The Circulatory System is a coordinated effort of mortal trafficking among vampire society. They track each vessel and the properties of vintages that flow within their veins. Members of the Circulatory System interact with it in a variety of different ways, including transporters, smugglers, scientists, and consumers. What's important is that the work continues, and that it remains far away from the prying eyes of mortals who might shut it down. Even the loss of a vessel before their time causes only the slightest drop in overall profits while a suitable replacement is found.

- Secure Transit: The Circulatory System moves important vessels using armored vans and armed ghoul drivers. These protected modes of transit are dangerous and difficult to attack. Sometimes you can hitch a ride in one of these vans. Once per month, you can arrange for secure travel within your city for up to six Kindred with little effort. If you are participating in a connected chronicle with games in different cities, you may use Secure Transit to travel safely to another city where the Circulatory System is present.
- •• Farm Upstate: Through your connections to the Circulatory System, you have developed a farm of valuable vessels with blood potent enough to convey benefits to Kindred drinkers. You gain five dots to spend on Herd and/or Herd Advantages.
- ••• Blood Sommelier: You know the Circulatory System's secret methods for taste, analysis, and refinement, and you have parlayed your knowledge into significant gains and information from Circulatory System clients. You may select five dots of Contacts, Allies, or Resources Mortal Connections or Advantages. Once every three months, you may ask your Storyteller for an important secret about an NPC who is a client of the Circulatory System.