

THE TRINITY

The Golden Age of Constantinople is spoken of with mostly fond remembrance by those vampires old enough, or learned enough, to know of its existence. Three vampires held sway over the city: the Trinity of Michael, the Dracon, and Antonius, a Toreador, a Tzimisce, and a Ventrue respectively. Because of their efforts and philosophies, the vampire utopia of Constantinople existed for as long as it did. Through a combination of outside forces, the Trinity was torn apart and the stability of Constantinople shattered. There are many who believe the Trinity can be brought back together in some new form, recreating the utopia. Others learn what they can so they can fend off what, in their eyes, is a considerable threat to all Kindred Traditions.

- **Constantinople:** You are one of the few Kindred who knows why Constantinople represented the best of vampire society, where ideas and philosophies were shared without violence, and you teach what you can of this philosophy to like-minded individuals. They believe in your cause and provide you material support. You may select two dots from the Resources, Haven, or Allies Backgrounds or Advantages. In addition, you gain three free points in the Politics Skill.
- **The Dream:** For one thousand years, the Trinity chased a vision of vampire utopia. The Toreador ancient known as Michael encouraged Constantinople's Kindred to be more than just predators. You encourage enlightenment and inspire others to grow distant from the Beast. Once per night, you may spend a Willpower point to allow another vampire to automatically succeed in a Frenzy test. This benefit must be used before the vampire tests for Frenzy.
- **The New Trinity:** You are fully committed to seeing the Trinity's Constantinople resurrected, and you will do whatever you must to make their vision come to pass. When choosing this Loreshet Advantage, choose two other characters who believe in your vision of a new vampire utopia. Once every three months, you and your selected allies may remove up to two Stains each that were gained on the path to bringing about harmony among the vampires of your city. The Storyteller is the final arbiter of whether or not this applies to actions in a scene. If one of your chosen allies dies or no longer believes in your vision, you must choose a new character to enter your Trinity.