

DESCENDANT OF ALAYNA KENBER

(VENTRUE ONLY)

Alayna was a member of Royalty in her mortal days, and this carried over to her unlife as a Ventrue.

As a result of being her being Royalty, this has carried over to affect your unlife as well.

You enjoy many benefits as a result.

• **Strength of Honor:** Once, knights and members of the nobility ruled by the sword and the strength of the hand that wielded it. This faith in the divine strength and right of true kings grants you the ability to purchase Potence at in-clan XP cost. Additionally, you may take Potence without a Teacher.

•• **Ventrue Royalty:** Ventrue are the sovereigns of Kindred society. They often lead a charmed life with money and influence beyond that of a typical vampire. By merit, or perhaps via luck of your Embrace, you are one of the clan's chosen, given special access to your lineage's private coffers.

You can assign 9 total dots between the following backgrounds: Allies, Contacts, Fame, Haven, Herd, or Resources or any of their Advantages if you already have them. These are free and do not cost XP nor creation dots.

••• **Paragon of the Clan:** You are either an established leader within the Ventrue or an up-and-coming star in the clan. The line of Kings looks to you to be an example, and many younger members of the clan seek your approbation and approval. This provides the following benefits:

- The amount of money available to you from the Resources background is doubled.

- You receive one additional downtime action.

- Additionally, you have attracted the attention of a lesser Ventrue who wishes to ride your coattails towards greatness. This lieutenant is a low-ranking Ventrue neonate NPC, perhaps your childe or some distant lineage relation, and is built as a 3 Dot Ally with the Advantage Retainer (••) and the Advantage Diversity (••). Unlike normal Retainers, this lieutenant is a Vampire instead of a mortal, so the following changes to the creation of it apply:

This character will be built as a starting Vampire character of lesser Generation and Blood Potency than yourself. Choose 3 Spheres of Influence (per Diversity ••), and it can operate in those Spheres. If the lieutenant dies, you lose access to this merit for four game sessions, reflecting your search for a suitable replacement.