

DESCENDANT OF STEFANO LUCCHESE

(BRUJAH ONLY)

Stefano Lucchese, a formidable Brujah whose fiery temperament and commanding presence marked him as a force to be reckoned with, rose from the ranks of street gangs to become a prominent figure within the Camarilla of Indianapolis. His unwavering passion and unyielding determination propelled him to prominence, earning him respect and fear in equal measure. As a mob boss-like figure, Stefano wielded influence with a deft hand, commanding loyalty from allies and striking fear into the hearts of enemies. His ascension to the role of Prince in Columbus, IN, served as a testament to his ambition and strategic prowess. Throughout central Indiana, Stefano's impact was undeniable, his legacy etched into the very fabric of Kindred society as a testament to the power of ambition and determination in the tumultuous world of the undead.

• **Burning Wrath:** A Brujah's heart is ablaze with emotion, spurred by anger, and filled with righteous fury. By channeling this anger, you can expend a simple action to unleash your Burning Wrath, thus turning your fists into supernatural weapons. When this power is invoked, the character's fists glow red with a dull, contained heat (you cannot start fires with this power). For the next hour, when you attack a foe with a bare-knuckled punch, you gain a +2 wild card bonus on this attack, and if successful, you inflict aggravated damage. You may end Burning Wrath at any time by expending a simple action.

•• **Street Don:** You Gain 3 dots of Allies in the Sphere of Influence: Underworld with the 2 dot Advantage Reliable, as well as a 3 dot Contact in the Sphere of Influence: Underworld with the 1 dot advantage At Arm's Length.

••• **Scourge of Alecto:** When another character spends 1 or more points of Willpower to ignore your Awe, or attempts to overcome your Majesty, your Beast responds with spiteful rage. The sheer force of its anger rips into your rival's spirit, tearing her apart. The target of Scourge of Alecto takes 1 point of aggravated damage; this damage cannot be reduced or negated. This effect does not require an action or a challenge to activate.