

# THE WHISPERED VANGUARD

(LIMITED TO 4 PLAYERS)

(LIMITED TO 1 GANGREL, 1 MALKAVIAN, 1 TOREADOR, & 1 VENTRUE)

The Whispered Vanguard, a clandestine assembly of kindred dedicated to safeguarding the Camarilla's interests from the relentless pursuit of the Second Inquisition, epitomizes resilience and unity in the face of mortal threats. Born out of necessity, this covert coterie operates with discretion, leveraging diverse talents and resources to shield their brethren from the encroaching darkness. Bound by oaths sworn in blood, they stand as silent sentinels, their whispered words echoing through the night as a beacon of protection and solidarity amid looming peril.

## • Keeping the City Safe:

**All:** Unlike other Kindred of the Camarilla, you (and your Coterie mates) are permitted to use technology, except at Elysium. Each member of the Coterie gains the Computer Skill at 5.

**Ventrue:** You have an Ally in City Hall that you control as a Retainer. Gain Ally (••) with the Advantage Retainer (••). This Ally is free.

**Toreador:** You gain the merit Cobbler (•) for free.

**Malkavian:** You gain the benefits of the first dot of the Loresheet "The Cobweb" (• A Break in the Static) for free.

(Once per game, as a simple action, you may ask the Storyteller each of the following questions:

▷ Am I in danger, and, if so, how?

▷ Am I on the right track, and, if I'm not, what am I doing wrong?

▷ Are there other Malkavians around?

The Storyteller will give a reply, taking on the role of the Cobweb. The reply is almost never clear or obvious. You may only catch sporadic words or images in your mind emanating from the Cobweb that provide you a small insight into your current actions. From your character's perspective, they may have attempted to consult the Cobweb, or the Cobweb could have reached out to them unsolicited.)

**Gangrel:** You gain the merit Bloodhound (•) for free.

## •• Keepers of the Masquerade:

**All:** You each gain 1 Status trait with the Moniker Defender. You get the Background Mask (•••) for free. Each member of the Coterie gains the Investigation Skill at 5

**Ventrue:** You gain the merit Zeroed (••) for free.

**Toreador:** You gain the merit Phenom (••) for free.

**Malkavian:** You gain the merit Loremaster (••) for free.

**Gangrel:** You gain the merit Light Sleeper (••) for free.

# THE WHISPERED VANGUARD (CONT'D)

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••• **Defenders of the City:** As a defender of the city, you are skilled at many things when it comes to protecting it from prying eyes. Each member brings something to the table.

**All:** Each member of the Coterie gains the Subterfuge Skill at 5. You win all ties in any Computers challenge. Additionally, each member of the Coterie gains a new merit: Sanctity (••) for free. (You have a saint-like quality that is hard to pinpoint but cannot be denied. You are trusted, even if you are not trustworthy. At the Storyteller's discretion, you tend to receive lesser punishments for wrongdoing, and most vampires and mortals like you. You are 2 traits up when initiating non-aggressive social challenges.)

**Ventrue:** When targeting a non-supernatural mortal with Dominate powers, you automatically succeed. Additionally, Vampires of weaker Blood Potency cannot Dominate you.

**Toreador:** You've seen everything, done everything, and been everywhere. You are notoriously difficult to impress, and you have a knack for looking at facts without emotional coloration. You get a +5 bonus to resist the effects of Presence.

**Malkavian:** You see the flaws and fallacies of the universe, the broken edges and shattered reflections that ripple out from every action. You occasionally remember things that didn't happen or have alternate-timeline impressions of people you know. This gives you a distorted perception of the world, but it can be useful when your life is in danger. You side-step blows before they are thrown; you move out of the radius of explosions, or away from falling objects, before they strike. Even Mental and Social powers have a difficult time invading your mind, as you are fortified within these strange ripples of insanity. Once per game session, when you are called upon to resist a Physical, Mental, or Social challenge, or when you are required to make a test that could result in injury, you may make a Rouse Check to automatically win the challenge or avoid the situation entirely. This can be invoked at any time, even before your turn in the initiative order. When this is used to avoid an attack, your opponent is considered to have failed to affect you. In the case of Mental and Social challenges, this result may prevent you from being immediately targeted again by the same power.

**Gangrel:** They say the devil looks after his own, or at least, that's probably what people say right when you slip through their fingers. You've got a sixth sense for danger, and you always keep an eye on the exit. Once per game session, you can spend a standard action to declare a fair escape that cannot be contested, defying all odds in order to avoid conflict. This escape may involve a particularly daring stunt, an unexpected burst of speed, or a lucky break. If you are successfully grappled, staked, or contained in a sealed area, you cannot use this benefit.