

# ULRICH CHEMICAL

Ulrich Chemical has been a staple business on the city's East Side (near 30<sup>th</sup> and Post Rd.) This has been a part of Endron since its inception, and as such, a part of Pentex.

The Company puts up a good façade, but in reality, they are the biggest polluter in the area, pumping out deadly chemicals into the ground around the facility, which has seeped into the ground water of the area. Anyone living in that area is safe if they have City utilities, but if they have a well, it is poisoned, and they are likely in poor health.

The Board of Directors has seen its share of Kindred, especially from the former Giovanni clan, they also have ties to the Sabbat, with a Pack being stationed their full time in the past. Since the start of the Second Inquisition, they have repositioned themselves to come out squeaky clean and unphased by events going on around them.

• **Foot in the Door:** Your association with Ulrich Chemical has granted you a tentative foothold within its secretive world. Perhaps you've established a connection with a lower-level employee sympathetic to your cause or cultivated a relationship with an individual on the periphery of the company's operations. Alternatively, you might have garnered the attention of a whistleblower seeking to expose Ulrich Chemical's nefarious activities. Regardless of the specifics, this nascent affiliation provides you with a valuable ally or contact, offering insights into the company's inner workings and occasional assistance in navigating its surreptitious affairs. You gain a 2 dot Ally that has the Advantage Retainer (••) for free, this represents someone within Ulrich Chemical, such as a sympathetic employee, a whistleblower, or an individual with insider knowledge of the company's operations. This ally may provide occasional assistance, share valuable information, or offer support in navigating the company's secretive environment. You also get a 2 dot Contact with the Advantage At Arm's Length (•) for free. This contact is within Ulrich Chemical's network, granting you access to information, resources, or individuals connected to the company. This contact may offer insights into upcoming projects, warn you of potential dangers, or facilitate discreet communications with other members of the organization.

•• **Special Projects Division:** You are a manager in the organization and have some access. You are familiar with the special projects going on at Ulrich, such as Project Iliad, as such, you have the ability to call upon a group of 3 Fomori to assist you in combat. They arrive 15 minutes after they are called, so best to use them to be prepared for a fight. Their character sheets are attached.

••• **Board of Directors:** You are a member of the Board of Directors of Ulrich Chemical and as such, this affords you access and wealth. You gain Resources of 3 dots for free. You also have, at your disposal, a First Team, a personal strike team made up of 5 individuals. They will fight on your behalf and grant you one additional Downtime Action. Their character sheets are attached.

# PENTEX

## FOMORI

### Fomori:

Fomori are humans that have been twisted by a ghastly spirit from the spirit world known as the Umbra.

Attributes:

Strength 4, Dexterity 4, Stamina 4,  
Charisma 1, Manipulation 3, Composure 2,  
Intelligence 3, Wits 3, Resolve 2

Secondary Attributes:

Health 7, Willpower 4

Skills:

Academics 1, Awareness 5, Investigation 1, Medicine 2, Occult 4, Athletics 3, Brawl 3, Driving 4,  
Larceny 2, Stealth 5, Survival 2, Insight 2, Intimidation 3, Persuasion 1, Subterfuge 2

Disciplines:

Auspex 4, Celerity 2, Dominate 2, Obfuscate 2

Characteristics:

▷ Fomori can attack a vampire to do physical damage or drain the target's Willpower. To do physical damage, they attack with Strength + Brawl vs. the target's Dexterity + Athletics as normal. To do Willpower damage, they may attack with Strength + Brawl vs. the target's Resolve + Composure. Willpower may be attacked from up to six steps away. Successful Willpower attacks cause the target to lose one Willpower. Exceptional Willpower attacks do not do additional Willpower damage.

# FIRST TEAM

## First Team Strike Force:

### Leader:

**Black Spiral Dancer:** Enemies to vampires the world over, lupines do not hesitate to destroy vampires when they encounter them. Some even hunt Kindred who stray outside of cities. Werewolves are the undisputed masters of rural areas.

### Attributes:

Strength 5, Dexterity 3, Stamina 4

Charisma 3, Manipulation 2, Composure 3

Intelligence 3, Wits 4, Resolve 4

Secondary Attributes: Health 7, Willpower 6

### Skills:

Academics 2, Animal Ken 4, Awareness 4, Investigation 1, Medicine 1, Politics 1, Occult 3, Science 2, Athletics 4, Brawl 5, Crafts 1, Driving 1, Firearms 3, Larceny 2, Melee 4, Survival 3, Stealth 4, Insight 1, Etiquette 1, Intimidation 4, Leadership 1, Persuasion 1, Streetwise 3

### Disciplines:

Animalism 5, Auspex 2, Celerity 4, Fortitude 5, Obfuscate 2, Potence 5

**Special:** Werewolves may spend a simple action to transform into a huge man-wolf hybrid form which gives two additional health levels and converts their Brawl attacks from Normal to Aggravated Damage. Werewolves suffer Aggravated damage from silver weapons, fire, and appropriate Disciplines only. They recover one Normal Health per turn.

**Werewolf Blood:** Heady, powerful stuff, the blood of lupines is desirable to Kindred and Slakes their Hunger very effectively. Slaking Hunger on a Werewolf reduces Hunger by two instead of one, and two vampires sharing in draining a Werewolf dry can both reduce their Hunger to zero. However, lupine blood increases the difficulty to resist Frenzy by one for each Hunger that is Slaked. Vampires who have taken lupine blood become paranoid and quick to anger.

### Members (4):

Standard Test Pools: Physical 7, Social 5, Mental 6

Secondary Attributes: Health 8, Willpower 7

Exceptional Test Pools: Athletics 8, Awareness 7, Brawl 8, Firearms 9, Melee 8, One Expert Skill 9

**Special:** First Team operatives have whatever gear they require to complete their mission. They wear body armor, carry a variety of dangerous Bane weapons, and have high-tech equipment to support their missions. They are also highly tactical, setting up situations that put vampires in a disadvantage, to ensure that they come out on top in a fight.