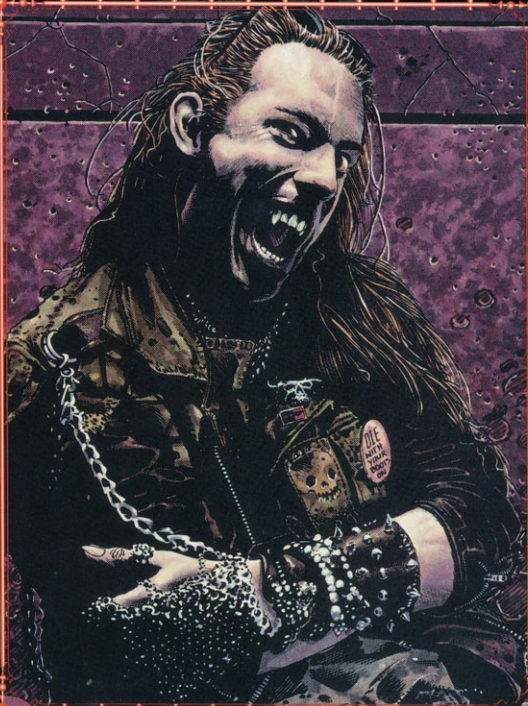




C L A N B O O K :

BRUJAH



A Sourcebook for **VAMPIRE: The Masquerade™**

C L A N B O O K : TM
BRUJAH

*A Past of Treachery,
a Future in Flames*

For without the rebel, tomorrow will never come.

By Steve Crow

Here the stillness of the night shatters like glass. Here silence flees at the first sign of intruders. Here the darkness comes to life.

From every direction rise the ecstatic screams of the Damned. Lights flicker on and off as the shadows leap about, wildly flinging themselves from wall to wall.

In the midst of intoxicated revelry, some sit calmly, but even their passions struggle to run free. As the cacophony builds, even the staid feel their non-existent pulses race.

Here all is abandon. Here anger and fury rule the dark like twin lions, ready for the kill. Here frenzy reigns.



Introduction

Sporadic eruptions of rage and violence constantly rend the fragile existence of the Kindred. Find one of these eruptions and more than likely a Brujah is there as well. This savage clan takes on anyone — prince or anarch, Camarilla or Sabbat, and even each other. The Brujah are infamous for their violence and destructive frenzies; indeed, rational Cainites avoid them like rabid dogs.

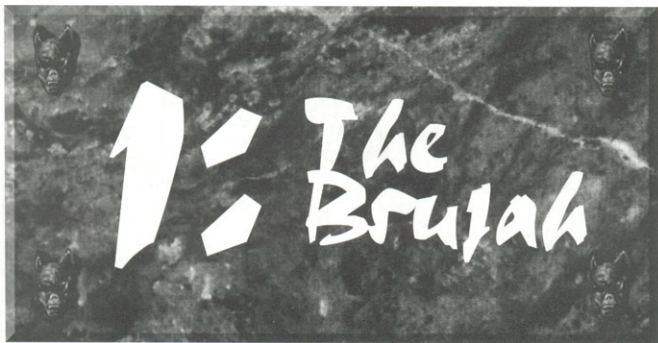
However, not all Brujah are the crazed destroyers of Kindred stereotype. Among the Brujah can be found scholars, teachers, philosophers and leaders. Some even say the Brujah embody what conscience remains among the undead. The Brujah are nothing if not contradictory, and no one Brujah truly represents this diverse clan. For every Brujah anarch leader inciting riot and revolution, another sits on a primogen council.

If Kindred scholars can say anything positively about the Brujah, it is that the clan is constantly acting and evolving. Change is gospel; stagnation is anathema. Like all the 13 vampire clans, clan Brujah traces its bloodline to a third-generation founder now resting somewhere in torpor. From there, however, its history followed a unique path as the clan rose to power among Kindred and kine alike. Now its

members inhabit every stratum of vampiric society, some ruling from above, others fighting from below. While the more knowledgeable among the clan speak of the glory that was Carthage, others could not care less — tonight is the night and to hell with the rest!

Thus the clan grows and changes, unconcerned with past and future alike. What will be, will be, and the Brujah will deal with it then. One thing is certain — from a past as intellectuals and architects to a present as rebels and destroyers, the Brujah have carved their names in the annals of the undead.

Clanbook: Brujah introduces the clan and provides game information to help players and Storytellers alike bring its members to life. Whether the Brujah of your chronicle fight their battles in the Elysium with speeches and whispers, or on the streets with fangs and Uzis, **Clanbook: Brujah** is an invaluable resource.



The old man shifted slightly in his leather chair, picking a piece of imaginary lint from his white robe. "So, childe, do you not know what you are? Or is there truly justification for your blatant display of power?"

Dre stood stock still, unable to move at all. Every muscle cried out for release, and he felt the now-familiar fury building within himself. Still, he could do nothing.

"Oh, yes," the old man chuckled softly. He snapped his fingers. "Speak."

"Woof woof. I ain't no damn dog, you fat motherf---!" Dre managed to squeeze out before he was silenced again.

"No, you are not a dog. You are something far worse — a vampire. But you know that already. What is more important, you are a Brujah. What do you think of that?"

Dre stood confused for a minute before answering. "Only Brujah I know are Mex bangers. Say their name means witch. I thought I was a vampire."

"My dear young man, our clan name long predates that lazy tongue. Indeed, they stole the term for their gifted individuals from us. We are the true Brujah. Descended from our sire, many generations removed. We carry the Brujah bloodline, and all it entails. Your great strength and speed are part of this. How did you become a vampire?"





"Some guy in leathers made a grab on me a few night ago. Next thing I knew, I was lying in a sewer, with this burnin' in my stomach. Then..." Jimmy paused. His mindless rage on the winos still felt more like a dream to him.

"I know, I know. And after that, you found you were ... more than human?"

"Damn right! I thought I'd see if I could find the guy who put the bite on me..."

"Smiling Jack is long gone, I'm afraid."

"Yeah, right. Then those bangers tried to roll up on me, and I..."

"Fought back, using your full abilities. Unwise, childe. We live by a Masquerade."

"We? So besides this Smiling Jack and you, how many more of us are there?"

The old man paused. He idly picked up a small calculator and began punching numbers. As his fingers flew over the keys, he replied, "A whole society of us. Players in an eternal war — the Jihad. You were to become an unwilling soldier."

He snatched up a piece of paper and pen, and scribbled some numbers off the calculator, all without looking at Dre. Nevertheless, he added, "Smiling Jack is a visitor to Chicago. He was passing through on his way back to Los Angeles, and decided to stir up some trouble for our clan. You Iconoclasts have always been trouble.

"Smiling Jack, and those he supports, believe no one should answer to princes or even other vampires. If you had gone on your way, displaying your powers indiscriminately, you would have caused chaos and perhaps violated the Masquerade. Chicago's prince of vampires would have had to deal with it, diverting his attention from more important matters. Such is the way some anarchists believe anarchy should be spread."

The old man paused for a minute before asking, "What do you know of Carthage?"

"It holds our bones together?" Dre responded.

The old man looked back up. "If I didn't know better, I would think you were trying to be funny. Carthage was utopia. It is a living dream. Millennia ago, we Brujah created a city where Kindred and kine could live together. We strove for the heavens, only to see others grow jealous. They betrayed us and destroyed the dream. Now we are divided, and have gone from being scholars and philosophers to cretins and clowns like your sire, Smiling Jack. Do you know what an Iconoclast is?"

Dre tried to keep still, but found himself slowly nodding. "Someone who destroys stuff other people worship or respect."

The old man stroked his beard and looked curiously at Dre. "Very good. Well, that is what Smiling Jack is. Many Brujah have become Iconoclasts, joining together only to destroy. Many younger Brujah are part of this faction, joining together only to tear something else apart.

"On the other hand, there are those Brujah like myself — Idealists. We see better times ahead, and work with all the force we can muster to bring it about. We have learned to work with the system to try and change it. We are generally the leaders of our clan, though the Iconoclasts battle even us in their unthinking rage. You have felt the frenzy too, I believe."

Again Dre nodded. He remembered how he had felt when those Bloods had attacked him. Something had snapped in him when they pulled their weapons on him. He had dived into them, ripping and tearing until all that was left was a bloody pile.

"We have been cursed," the old man added softly. "All vampires fall prey to the bloodlust, but the Brujah most of all. All of our clan feel the fury more frequently. Some, like myself, have learned to suppress it. Most, however, have no control over it. When the Beast gets loose, it will not be denied."

He sat silently for a minute while Dre looked on.

"There exists a third group of Brujah. They are the misled, though they consider themselves Individualists. They believe themselves to have the freedom to act responsibly, though this merely makes them the greater pawns.

"It is a great war we wage. The only rules are use or be used, kill or be killed. Find a strong ally, and you are strong. Stand alone, and die. Remember this lesson, for there are other clans of vampires who would prefer to see you dead.

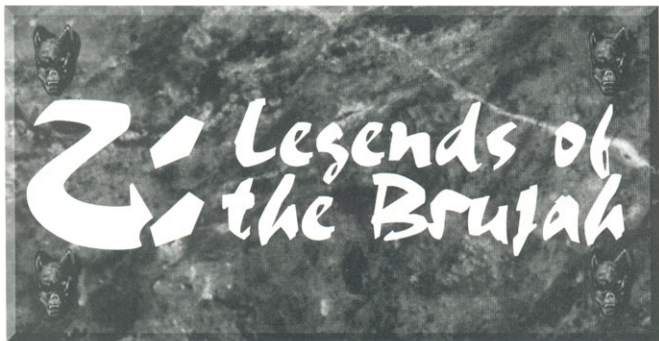
"Fortunately, I became aware of your existence early on. I have my own reasons for making sure Chicago's prince remains concerned with the matters at hand. Fortunately for us both, for he would have taken great pleasure in destroying you. Do you understand?"

Dre frowned. "If what you're tellin' me is true, why are you being so generous?"

"Because you will be in my debt. Plus, I may be able to help you settle your score with Smiling Jack."

"So, you're gonna be my vampire massa? Teach me how to be a good little bloodsucker?"

"Gods forbid, no. I have far more pressing matters to deal with. However, I have a young friend, Damien, whom I believe should be able to provide you with the education you need. Just tell him Critias sent you."



*I'm a real wild one
And I like a wild fun
In a world gone crazy
Everything seems hazy
I'm a wild one*

— Iggy Pop, "Wild One"

Vampires, like people, believe in myths and stories which help them define their reality. Some have no basis in truth. Others begin with an actual event, and subsequently diverge. Finally, some spring from the truth and remain true, handed down in unaltered form from those who know.

These last few are rare. Even among the undying, legends rarely survive unaltered. Aside from the natural inconsistencies which occur through time, many Kindred change the stories for their own benefit. Here, then, are the legends of the Brujah clan. Some may be true, some false, but all shape the unives of those who hear them.

The Past

The Brujah are at war. So most of them believe. They hate the Ventrue, who destroyed their founder's dream of Carthage. They despise the Toreador, whom they view as the Ventrue's allies. They distrust the Tremere, Malkavians and Nosferatu, who have their own secret schemes. The Gangrel are too foreign, too alien. Furthermore, the Brujah have

created more Caitiff than any other clan. The clanless ones would like nothing better than to strike out at those who created, then scorned them.

Enemies everywhere. The only solution is to lash out at any who oppose them. While the other clans scheme, only the direct action of the Brujah can disrupt their plans.

While classifying all the Brujah is an exercise in futility, the clan has three major factions. The first and largest is the Iconoclasts, the true anarchists. They lash out at anyone and everyone, with no respect for any organization or establishment. History is of no use to them: the here and now is what counts. Only the Masquerade limits their actions, and the only reason they respect that is out of self-preservation.

The second camp is the Idealists, which consists mostly of older Brujah elders are Idealists, looking to the past for guidance and wisdom. Some still remember Carthage, and its founder's dreams of a perfect society of vampires. Idealists believe the Brujah should unite to achieve these dreams. Iconoclasts consider them sellouts. They figure a Brujah elder has traded his heritage for a comfortable seat on a city's council.

The third camp, the Individualists, is the smallest but the most successful. They combine the traits of Iconoclast and Idealist. They try to work together for the good of the clan. However, they do not insist others obey their orders, like the Idealists do.

Because of the attitudes of these three groups, the history of the Brujah is difficult to trace. The Idealists are the most well-informed, but view the past through rose-tinted glasses. The Iconoclasts, quite frankly, do not care. The Individualists are too busy trying to negotiate a path between the other two groups.

What is known about the clan founder comes from the knowledge of other clans. Those clans believe the vampire now referred to as Brujah was, like the other clan founders, of the Third Generation. He was present at the great battle of the Second City, when the Third Generation turned against the Second. Most clan scholars claim Brujah was the one who provoked the great battle between generations. How-

The True Brujah

Behind closed doors, some older Ventruelike like to snicker about the Brujah's use of the clan name. Since legends say Troile destroyed the original Brujah, today's Brujah trace their lineage to him, not the original. Indeed, these Ventruelike to laugh, the true Brujah, those not descended from Troile, are still out there somewhere, perhaps planning their revenge.

No Brujah credit this rumor with any validity, saying no group would wait the dozen or so millennia it has been since the fall of the Second City for such vengeance. However, the possibility of there being a powerful bloodline dating back so long is not a comfortable one.

Indeed, every now and again stories crop up about odd Kindred with strange powers disrupting Rants, leaving the Brujah disoriented and confused. Then again, stories of extraordinarily powerful vampires crop up almost weekly among the more paranoid Cainites.

However, one story which saw popularity in the 1950s came out of the Anarch Free States. Allegedly, a young woman had appeared at a Rant claiming to be descended from Brujah himself. Those who tried to throw her out found themselves constantly carrying out the same actions, moving toward her and finding themselves back where they began, or being unable to move while the woman disappeared and reappeared around them.

Brujah always pass along this story as happening to "a friend of a friend of my Sire." Nobody admits to having been at this Rant, and slowly the story stopped being passed. Still, the ideas sit uncomfortably in the minds of those Brujah who know it.

ever, some Kindred researchers whisper that Brujah was a conservative voice among the 13 Antediluvians, and others of the Third Generation used Brujah as their scapegoat.

Ironically, modern Brujah believe it was one of Brujah's progeny, Troile, who turned against his sire and slew him through diablerie. Many clans point to this act as the cause of the infighting that broke out throughout the Second City. They claim this is the reason why the Brujah should never be trusted.

Those who seek the truth say several of the Fourth Generation prodded each other into challenging their sires. In fact, the few surviving records indicate that the ferocious nature of the Brujah did not arise until centuries after the fall of the city. However, the established belief in Brujah ferocity is so strong that most other clans point the finger of blame at Troile. Even current-day Brujah believe the common story to be true. In fact, they take great pride in being rebels from the very beginning. Only a few Brujah elders make any effort to dispute these falsehoods, and they are held in contempt by the younger clan members.

These elders say Troile fled the Second City, and traveled much of Europe and Asia. Some claim he opposed the strict rules the Third Generation had placed upon the Fourth. Others believe he feared for his existence. Through his practice of diablerie, Troile now possessed the powers of the Third Generation. Because of this, or perhaps because of other, darker rumors, Troile avoided his peers. Possessed by a wanderlust and fearing for his immortal existence, Troile rarely remained long in one place.

He kept to the outskirts of civilization, preferring Ethiopia to Egypt, Canaan to Babylon, and generally avoiding large concentrations of Cainites. For a long time he made Asia Minor his domain, but moved out with the coming of the Persians. He again took to traveling, not settling down until reaching North Africa.

While Troile never took an active role in establishing Carthage, he was proud of its success. In Carthage, he saw the dream of the Second City as it could have been. He often lent his influence to his progeny living there, though he rarely stayed long and never took a direct hand in its government.

While no Brujah can say whether this is true, the Ventruelike say Troile threw himself into the fray when Carthage's enemies launched their final assault. However, many of his most powerful Progeny had already fallen or chosen to absent themselves, foreseeing the coming conflict. Without their support, Troile was overwhelmed by mystical assaults and apparently destroyed.

It is a point of some dispute among Brujah elders whether Troile forfeited his existence, or took refuge in the ground. The winning side salted the ground, and powerful rituals were established to prevent any excavation. Therefore, no one has established exactly who survived in torpor and who actually died. Brujah who believe in the legend of Troile discount this story, saying no force of undead could have brought down an Antediluvian on his own grounds.



The surviving members of the Brujah clan soon realized they tended to frenzy much more easily. Some Brujah elders point to this as evidence of Troile's continuing existence. They believe the mystical assaults made him a "transmitter" of the hatred and anger he felt at the moment he entered torpor. Other elders claim Troile died, but his dying emotions took on a life of their own and passed on to all of his bloodline. And a few claim the surviving Brujah had good reason to frenzy, and passed this trait to their Progeny.

Since the fall of Carthage, other clans consider the Brujah "berserkers." They soon gained a reputation for anarchy and chaos that made them feared and despised by the other clans. Most Brujah believed that since their enemies would tear down anything they built, they should become the ones who would tear down all structures.

Ironically, some Brujah managed to overcome their frenzy consistently enough to establish themselves as intellectuals and philosophers. Most modern-day Brujah, particularly the Iconoclasts, scoff at such stories. However, many European countries were under the influence, or even the direct rule, of Brujah at one time or another, while all have felt the effects of their rebellions at one time or another. Switzerland, Italy and Greece are still under the partial or complete control of Brujah princes.

The Brujah ruling in Europe are almost always Idealists. Indeed, it would seem impossible for an Iconoclast, devoted to chaos, to rule over anything. As noted elsewhere, the

current-day European Brujah feel that the American Brujah, particularly the Iconoclasts, are fools. The European rulers look upon any American Brujah traveling in Europe with suspicion.

With their anarchistic tendencies, the Brujah were at the forefront of almost every historical revolution. In some instances, the Brujah took a direct hand in various peasant uprisings against English nobility. Robin Leeland, a Seventh-Generation Brujah (see *Vampires of Note*) was a particularly strong advocate, often fighting at the forefront during military skirmishes. After the creation of the Camarilla, Brujah influence became more subtle. During the French Revolution, several prominent leaders, including Robespierre, were influenced at least somewhat by the Brujah. The clan's gift of Presence proved valuable in driving crowds to a frenzy against the "aristos."

The United States

The split in the clan ranks between those who had the power and those who did not came to a head in the 18th century. Several Brujah had taken an interest in the brewing rebellion in the American colonies. One of them, Marguerite Foccart (see Appendix), traveled to America in May of 1765. She met with Thomas Jefferson, then a law student. The two were present during one of Patrick Henry's famous

speeches against the British Stamp Act. Foccart, who had traveled to America at the bequest of her sire, saw all of the signs of the uprising.

Foccart chose to remain in America for a while, supplying aid to the burgeoning rebels. Her high Presence allowed her to raise large mobs which struck out against the British. That same Presence allowed her to keep the mobs organized and effective. The Ventruie were busy with anarch activities in London. Prince Mithras, then ruler of London and the most influential Cainite in England, foolishly refused to send any Kindred to America to investigate the possibility of Brujah involvement.

Crispus Attucks, a black seaman, was responsible for one of the first acts of rebellion against the British. He led a Boston mob against the Redcoats. The British apparently killed Attucks during a confrontation he helped start. This confrontation, the Boston Massacre, became the spark that started the revolutionary fires burning.

In fact, Marguerite Foccart rescued Attucks from death. She admired the seaman's bravery, and decided to Embrace him. After the Boston Massacre, Attucks worked with Foccart and several other Brujah who were aiding the Sons of Liberty. He has been active in the United States ever since (see Appendix).

In London, Brujah lent support to those Englishmen who were for easing measures against the colonies. It is unclear who they may have influenced, since the Ventruie



went to a great deal of effort to destroy any Brujah so foolish as to make their influence clear. Some believe William Pitt and Colonel Isaac Barré may have been influenced by Brujah (or vice versa, some Ventruie whisper). Both spoke out for the rights of the American colonists on the floor of Parliament. Indeed, it was Barré who coined the phrase "sons of liberty."

Another Brujah, Critias (who now sits on the Chicago Primogen), was using his influence elsewhere. He and Benjamin Franklin were in constant correspondence during the years leading up to the War for Independence. When Franklin went to Paris as the colonies' representative/diplomat to France, the two of them spent many nights in close conference. The two intellectuals came up with several ideas, some of which would have surprised Jules Verne a century later.

Some of Franklin's inspired ideas saw print during the Revolutionary War when the statesman published propaganda pieces aimed at the English. One piece claimed that giant mirrors were going to be built near Calais. The mirrors would reflect solar energy across the channel to set English ships aflame. Another rumor claimed that a giant chain was going to be run around the English coastline, then electrified.

When Franklin was not busy meeting with Critias, he was enjoying himself at parties throughout Paris. He was equally adept at blending with high society and the lower classes. His flair for these activities won him admiration from the Toreadors that controlled the city. That clan, angry at the Ventruie for Mithras' actions in England, chose to look the other way, even though they were aware of Critias' influence. They also backed King Louis' support of the American Revolution in order to thumb their noses at the English Ventruie.

Although he was never Embraced, Franklin was a prime target of several clans. The Brujah admired him as an intellectual rebel. The Toreadors considered him a man of arts. The Ventruie would have Embraced him simply to blood bond him and get them out of their hair. Fortunately, the attempts by each of these clans negated the others, and it is thought Franklin never became one of the Kindred. Also, Critias realized that Franklin was far too valuable as a kine operative to become a vampire.

Another Brujah player, Jeremy MacNeil (see Appendix) entered the fray as well. Between him, Foccart and Attucks, Samuel Adams and his "street gangs" displayed a surprisingly sophisticated strategy that kept the English garrisons confused.

Curiously, the Revolutionary War itself was relatively free of Brujah influence. The clan, wary of Ventruie involvement, chose to remain in the background. Because of this, Mithras and the other English Ventruie never suspected the true extent of their influence on the colonies. They also underestimated the determination of the American colonies. Their continuing problems with anarchists in England forced them to divide their attentions.



The war between the Camarilla and the Sabbat also touched upon the War for Independence. The Camarilla controlled the British and their representatives in America. The Sabbat, like the Brujah, saw a chance for a fresh start in the New World. Sabbat participation in the Revolutionary War was particularly strong.

When the United States successfully gained its independence, many of the Brujah, frustrated with their inability to gain power from their elders, crossed the Atlantic. They, like the kine, saw the United States as a land of new freedoms.

Ironically, if they had stayed, they might have achieved some of their demands. The remaining anarchs stayed active, though their power peaked in 1848. Still, the last decades of the 19th century saw the overthrow of several of the Idealist Brujah rulers as more countries broke the shackles of aristocracy and monarchical rule.

Angered by the Sabbat's intervention in many of these rebellions, the Camarilla applied pressure on its leaders, forcing them to travel across the Atlantic. This gave the Sabbat an early start in the struggle for Kindred control of America. However, a fracturing of various Sabbat sects during and immediately after the war threatened the renegades' power. Meanwhile, the Brujah were unable to consolidate their hold on the Eastern United States because of internal squabbling.

The Brujah spread out over the United States for the next two centuries. Unfortunately for the Brujah, the other clans were quick to step in once they considered the United

States a stable environment from which to rule. Many ships from England had sun-proof containers in their hold. The Brujah, as disorganized as ever, were unable to take serious steps to stop the invasion of the other clans.

Despite the efforts of the Camarilla, the Sabbat maintained a solid hold on certain cities on the East Coast. The Sabbat and the Ventruue slowly forced the Brujah westward. The Brujah discovered other clans had moved ahead of them. Once again, the hated Ventruue and Toreadors ruled the cities. The Brujah's fight against the now-established Princes branded them as Anarchs once and for all.

Southern expansion by the Ventruue led to a major struggle during the Civil War. Many Kindred, not just anarchs, struggled against the elders who controlled the plantations and used the slaves as cattle. Since most of these older Kindred were Ventruue, the Brujah took great pleasure in fighting them. The younger Kindred eventually triumphed, freeing up the slaves so all could feed on them. During this struggle, the younger Kindred of many clans participated. For one of the few times throughout history, Brujah and Ventruue (albeit the younger ones) worked together on a large-scale basis. Northern Brujah and the Sabbat also took the opportunity to battle the Camarilla leaders who had recently come to the new world.





However, the Brujah, and anarchs in general, moved primarily westward as Ventrue/Toreador influence grew and princes became more established. By the first part of the 20th century, West Coast cities such as San Diego, Sacramento, Seattle and Los Angeles were ripe for Brujah rebellion as they grew rapidly in both Kindred and kine.

The Princes of these cities had to tread carefully to avoid an uprising. All their efforts were for naught. In 1944, Don Sebastian, Toreador Prince of Los Angeles, ordered his men to discipline a particularly unruly Brujah, Jeremy MacNeil. Sebastian's men, overconfident in their ruler's power, savagely beat MacNeil to within an inch of his existence. So great was the uproar from the anarchs that Sebastian, desperate to restore order, promised a full investigation by Los Angeles' elders. He swore he would abide by their decision.

Since one of the elders was a Brujah, the Anarchs believed they would get a fair hearing. However, the elders, satisfied with Sebastian's rule and unaware of the magnitude of the anarch threat, whitewashed the entire situation. They declared that Sebastian's men had acted fairly and MacNeil had no cause for complaint.

Upon hearing this, the anarchs hit the streets. Their numbers had grown far beyond what the prince had believed, and for once they united. MacNeil found himself the unwilling idol of the anarchs, as they used his name as a rallying cry. Within days, Sebastian and his henchmen were killed, and Los Angeles' elders had joined the anarchs, gone

into hiding or fled. So great was the fire of rebellion that other anarch groups on the West Coast cities turned on and destroyed the Kindred power structures of their own cities as well. Only San Francisco was spared.

In a few short nights, princes from San Diego to San Jose had been put to the torch or run out of town. Those few archons who tried to help the princes out met similar fates and, before the Camarilla could organize any sort of response, much of California's west coast had been declared the Anarch Free States.

MacNeil found himself, by popular acclaim, the new and somewhat unwilling leader of not only Los Angeles, but the newly formed Anarch States. Realizing how precarious his position was, he made it clear that he was not a prince. With the aid of other powerful anarchs, he stopped the killing and destruction, but promised to help spread the rebellion to other areas. This pronouncement met with widespread anarch approval.

MacNeil formed a council of major anarch figures. The council included the leaders of the Seattle, Sacramento and San Diego anarchs, himself, and one member from the Nosferatu, Gangrel and Ravnos Clans. Those three Clans are the non-Brujah representatives of the anarchs. MacNeil also opened up the council to democratic influence, letting any anarchs in the area participate.

The Anarch States still exist to this day. The anarchs control California and have a great deal of influence in Oregon and Washington. Some small attempts to spread eastward have been tried. However, a combination of anarch disorganization, Ventrue and Giovanni influence in Las Vegas, and Lupine activity in the Central Northwest, has been enough to prevent any real expansion.

MacNeil remains the leading anarch of Los Angeles, and the most powerful figure in the Anarch States. While restrictions on the creation of new Kindred are voluntary, fewer have been made than was expected. However, numerous Brujah have come to the area after archons drove them from their old haunts, and so the Anarch States remain heavily populated.

Russia

Ironically, the Free State is the closest the Brujah have come to recreating Carthage. One other try was not so successful.

At every revolution throughout history, Brujah have been present. The Russian uprising was no exception. The Brujah sought revenge against many Ventrue and Toreador princes, and the revolution following World War I gave them their chance. From 1917 to 1922, armies crisscrossed the country, attacking Kindred and kine alike. Despite the World War, Caitiffes from other countries offered aid, with United States Ventrue even convincing President Wilson to invade the country with U.S. troops.



The Anarch Free States

Many Kindred point to the Free States as an example of what a vampiric community should be like. An equal number hold it up as what will inevitably happen when neonates get out of control.

With no prince enforcing the Traditions among the undead, gangs run wild in the streets as they do nowhere else. While the area Kindred voluntarily abide with limits on Embracing, many more have flocked to the area, putting a great strain on what the kine can support. Finally, the Sabbat move freely among the anarchs, spreading their own brand of evil.

From San Diego to San Jose, Brujah gangs hold the streets, often fighting over prime real estate. Other Brujah recruit here regularly for raids into Camarilla territory, and anarchs from across the globe meet here to discuss their plans, successes and failures.

Plots and schemes go on constantly in these cities. With no prince forcing everyone to present themselves, nobody can ever know who is in town at any one time. Thus Caitiff wander freely, Tremere sneak in and out and Setites set up temples in dingy cellars.

Los Angeles is the center of this madness. Some Camarilla leaders estimate that more than 200 vampires call the metro area home, and that at least 10 percent of these are Sabbat. Brujah leaders like MacNeil deny this, but no one knows for sure.

In any case, all the clans have some representation in the area. Gangrels roam the hills north of Los Angeles (though Lupines inhabit the nearby Santa Monica mountains); Brujah, Nosferatu and Brujah call East L.A. home; Toreadors infest Hollywood and Beverly Hills; and stories of Eastern Kindred in Chinatown and Little Tokyo never go away. Indeed, many of the paranoid rumors of powerful elders and approaching Gehenna spring to life here.

MacNeil and the Council generally meet in downtown Los Angeles, usually at the towering city hall building. However, they have no set place or agenda, and most of their work gets accomplished in small, informal gatherings. Additionally, they commonly assemble wherever they feel themselves needed, and more than one anarch battle has been halted by their presence.

Still, MacNeil and the other Council members can only bring the slightest peace to this vampire-infested city. Gangs constantly battle each other in the moon-lit streets, harass newcomers at the drop of a hat, and feed wherever and whenever they please. Even some of the Council members see Los Angeles as a powder keg ready to explode.

Finally, thanks mostly to the efforts of the mortal Bolsheviks, a small group of Brujah found themselves on the winning side. The hated Ventruue and Toreadors had been defeated, their ashes scattered to the winds. What to do now?

Before the Brujah could come up with any sort of plan, or move elsewhere, the Bolsheviks came to power, spreading the word of a new society that would give equality to all. Thus the Bolshevik party came to power as Soviet Communism began. Upon hearing the promises of the new Communists, some of the Brujah believed that perhaps this new society would be the Carthage of the 20th century. The clan members in Russia decided to stay, giving their support to the Communists.

The problem, as always, was the Brujah "curse." The Russian Brujah immediately began to struggle against each other. These struggles rarely occurred as out-and-out violence. Rather, each of the Brujah council members began backstabbing each other. With a skill for intrigue that would have made the Tremere envious, each sought to influence Lenin and the other mortal leaders without the others realizing. The result: food shortages, the loss of territory to Germany and the beginning of the purges.

Torn from within, the Brujah failed to bring about the policies they desired. They had to achieve complete control. The Kindred could not reveal their existence until the security of the nation was guaranteed. Otherwise, enemy nations and rival Kindred would try to bring them down. Until their kingdom was secure, New Carthage could not come to pass.

Trying to make Lenin a puppet leader proved an unwise decision. Lenin had begun to realize some shadowy "Council" was active in Russia. He decided to manipulate this Council to his own ends. He played one Brujah off against the other, gaining a substantial amount of power while confounding the Kindred.

However, Lenin went too far when he began cracking down on Russian intellectuals. Many Brujah were Idealists, and when Lenin sent the intellectuals to camps, they realized their mistake. By 1924 they "arranged" Lenin's death, and set up Leon Trotsky as his successor.

Unfortunately, one human, Joseph Stalin, had other ideas. With some covert assistance from Ventruue and Toreadors who had no wish to see the Brujah succeed at anything, Stalin arranged for Trotsky's exile from the newly formed U.S.S.R. He then took control. Using the structure Lenin had created, Stalin began a series of purges eventually responsible for more than 10 million deaths.

The Brujah Council didn't agree on much, and Stalin proved a major sticking point. Half the council wanted him dead, while the other half, especially those who enjoyed feeding in the gulags, wanted to see his reign continue. In the mid-1930s, however, Stalin's connections to mages and the Sabbat became apparent, unifying the Brujah in their opposition to him.

They were preparing to kill the Soviet leader when Adolph Hitler began his campaign for control of Europe. The Brujah realized they needed Stalin in his established role



as leader against this threat, which they believed a Ventrue plot to destroy them. The Brujah had Stalin sign the Molotov-Ribbentrop Pact with Hitler, guaranteeing that he would refrain from invading Russia, and tried to replace Stalin. They had not succeeded when Hitler broke the pact two years later, in 1941. With the Russian manpower shortage brought about by Stalin's purges, the Brujah Council had its hands full. Finally they found themselves forced to ally with other clans to defeat the Nazis.

Following the war, the Brujah Council gave orders for harsher and harsher steps to bring "their" country back under control. However, their own frenzies prevented them from cooperating successfully. Ambitious humans, unaware of the true nature of the internal confusion, sensed a chance to gain their own power. They formed military and KGB factions and carved out their own niches.

Confusion reigned in the U.S.S.R. for more than 50 years. The dream of Carthage never came to pass, as each of the Brujah Council became entrenched in his own faction of government, military and intelligence operatives. The only time they cooperated was to stave off economic disaster, but each time they agreed to cooperate, they fell into arguing among themselves.

Finally, in 1990, something occurred to disrupt the status quo. None among the Kindred are quite sure exactly what happened. Mikhail Gorbachev, the Union's most recent ruler, had been preaching perestroika and reform. Apparently, each of the Brujah Council believed a rival was behind Gorbachev's policy. They sent their most trusted KGB and military agents against him. The agents vanished without a trace. The Brujah insisted on blaming each other, and soon forgot Gorbachev in another round of backbiting.

Complete chaos broke out when the ancient Nosferatu Baba Yaga revealed that she had emerged from torpor, and that Gorbachev was her puppet. Panicking, the Brujah Council contacted their counterparts among the Ventrue and Toreador. They were able to make a convincing case that Baba Yaga would not be satisfied with "her" Motherland. Several Seventh- and Eighth-Generation Ventrue and Toreadors traveled to Moscow in a last ditch effort to defeat the elder. The Brujah ruthlessly put their remaining puppets into action. Several of Gorbachev's most trusted men turned against him. They hoped that Baba Yaga might take steps to protect her puppet, leaving herself vulnerable.

That was their last mistake. Baba Yaga cared nothing for the kine. Instead, she went directly for the Council. Even with the additional strength of the Ventrue and Toreador, the Council fell, one by one. Not content with mere diablerie, she ate their bodies entirely.

During the eight days it took for Baba Yaga to complete her hunt, the Soviet peoples rose up in protest. Many military forces refused to mobilize in support of the new government. Without Kindred backing, the coup leaders proved ineffec-



tual. Gorbachev, without Baba Yaga's backing, proved equally incapable of regaining the power he once had. Boris Yeltsin became the new voice of the disintegrating Union.

Since this event, the other clans know nothing of the final fate of the Brujah Council. The only clan that might be particularly knowledgeable on the matter, the Nosferatu, have been silent. In truth, the Nosferatu Fifth- and Sixth-Generation elders are gathering to discuss exactly what should be done about Baba Yaga. Some wish to support her, some to use her, some to kill her and many to ignore her.

Rumor has it that at least one Brujah escaped Baba Yaga's "purge." However, Baba Yaga's kine agents are supposedly hot on her trail. Apparently the remaining member of the Brujah Council is so paranoid after her years in Russia that she trusts no one, even her own clan members. If the rumors of this escapee are true, she could be anywhere, hiding from Yaga's agents.

The Present

As noted earlier, the European Brujah have domains in Greece, Switzerland and Italy. These Idealist Brujah are as narrow-minded as any Ventrue, and guard their Domains jealously. Although the more rebellious Brujah resent their high-handedness, Europe is too powerful an Old Guard stronghold for the Iconoclasts to get much of a foothold.

Besides, the Toreadors and Venture control more countries. For now, the younger Clan members are content to let the situation with their older European members continue, sometimes using their domains for refuge or as bases of operation.

The foremost bastion of the Brujah in the United States is the Anarch Free States. Forces of both the Camarilla and the Sabbat would like nothing more than to take control of the area. However, they cannot take over the Free States in the usual way — killing the prince — for there is no such thing. While MacNeil remains the foremost figure in the area, his death would likely make the anarch movement even more aggressive than it already is.

Europe and the United States represent the two major conclaves of the Brujah in the world today. Other Brujah are scattered, with no central power. There are no major Brujah groups in South America, Africa or Australia. The major Brujah force in Asia was the Russian Communists. As mentioned before, they are no longer a threat.

Cuba was at one time under the influence of the Brujah Council in the U.S.S.R., though many think Castro came to power with the aid of the Sabbat or Caitiffs. Castro gained economic support from Russia by embracing Communism. However, with the destruction of the Council and the dissolution of the U.S.S.R., Castro is now on his own. The Followers of Set, operating out of Haiti, have been applying pressure to Castro in the hopes of taking over that country. Some of Castro's most powerful supporters are now thought under the influence of the Setites.

The Future

The European Brujah are content where they are. Unlike their rebellious American kin, many have accepted the status quo. The clan's rivals, the Ventrué and the Toreador, give them no problem. In fact, there is very little difference between these three European powers. All influential Kindred in Europe are elders, which they consider a higher bond than clan blood — how can neonates hope to understand what the elders are doing?

The European elders' relation to their American cousins is much like that of the Ventrué's treatment of its own members. Regardless of their differences, a European elder would not deny a younger member sanctuary. Noblesse oblige and all that. However, a younger Brujah preaching rebellion against a Brujah elder receives little sympathy.

Despite the occasional requests of the other European clans, the Brujah elders of Europe have no great desire to control the younger members. They are content to stay where they are. The elders still believe the fire of youth will burn out. Eventually their younger members will understand that princes, and the rule of elders, are a "way of life."

In the Anarch States, anarchs are always eager to see other cities' princes overthrown, and anarchs take their place. MacNeil realizes that the Ventrué and Toreador cities in the Midwest act as a buffer between the anarchs and the



Sabbat. He has no fondness for the Sabbat, and takes whatever steps he can to keep Sabbat influence to a minimum in the Anarch States, though the sect's presence is indisputable.

Several influential anarchs, led by a Brujah known as "Smiling Jack" (see Appendix) have begun a new plan to overthrow the cities ruled by their hated enemy, the Ventrue. Their strategy is to travel to those cities, Embrace total strangers and leave them to their own devices without Presenting them to the prince.

The result is a Caitiff vampire, prone to frenzy and hunted by all. Smiling Jack and his retinue are reluctant to create too many neonates, since the Masquerade could be threatened. Usually, they will enter a city and create as many as 10 in a single night, then leave. The prince has to deal with the Caitiffs and prevent them from destroying the Masquerade. If the prince fails, or seems weak, his position is threatened. In this way, the Anarch State Brujah hope to spur the Brujah in other cities to rise up.

Most of these cities' Brujah, particularly elders, resent outsiders interfering in their affairs. Also, their own existence is at risk if the Masquerade, particularly in that city, comes is almost exposed. The prince considers these Caitiffs part of his principedom's anarchs, and interprets this as increased activity from the Brujah. This puts the pressure on the Brujah of that city.

This is exactly what Smiling Jack desires, but not what the city's Brujah want. If they're going to get in trouble, they want it to be for something they have done. This has led to a certain amount of resentment between the Anarch States and the Brujah in other cities.

MacNeil is trying to apply pressure to Smiling Jack to prevent him from carrying out this strategy. Unfortunately, his position is such that if he gives any appearance of trying to give anarchs orders, he weakens his own status.

MacNeil hopes for a gradual process of change, with the anarchs slowly gaining power in a few cities. More than anything, he is aware of the Brujah curse. Although he has come to grips with it, he is all too aware that most other Brujah have not. This makes it impossible to plan cohesive tactics. Few Brujah will make any type of formal alliance, or even discuss strategy.

One encouraging sign MacNeil has noticed is that the Brujah frenzy appears less severe in some vampires of the 14th Generation. He has also determined that in some older Generation Brujah, the frenzy is also lessening. MacNeil's hope is that somehow the blood curse passed from Brujah to Brujah is finally fading out.





3 Traditions of the Brujah

*New blood joins this earth
And quickly he's subdued
Through constant pained disgrace
The young boy learns their rules*
— Metallica, "The Unforgiven"

As can be imagined, the Brujah have relatively few consistent traditions. Although many say the Toreadors struggle constantly to keep up with the fads of the kine, the Brujah can be just as guilty. They cheerfully embrace whatever type of fad is popular among the counter-culture of the era.

During the 19th century, for instance, the European Brujah considered the "cafe trek" the primary means of celebrating their independence. All the Brujah in one city would gather and then move from one cafe to another. At each they would chase out the human patrons, then settle in for several hours of diatribes against the current political structure.

Cafes are no longer in fashion. The "cafe trek" has mutated into the "Rave," now fashionable among the Brujah. Nonetheless, most Brujah traditions have fallen by the wayside over the centuries. The only consistent tradition of the Brujah is that they have no traditions.

Meetings

Tell the truth, then run like hell.

— Earth First! slogan

The primary meeting forum for the Brujah is the Rant. These are informal meetings that start after the end of a major concert, block party, or other counter-culture events. No

one can organize a Rant, though an older Brujah, usually an Idealist, may try to force an agenda. Attendees often shout down such efforts.

Nonetheless, the Brujah have many enemies and have realized they need some way to spread information. Thus the Rant has remained popular through the last century, and usually draws dozens of attendees from the city and surrounding areas. Most will attract Brujah from all across the state or region.

Usually a Rant lacks an agenda. Anyone may shout out on any matter they wish. Conflicting speeches are often resolved with a direct physical match. It is considered bad form to knock a rival speaker unconscious, so impromptu pushing and shoving often determines who has the floor.

Brujah care little for security, and any other clan can wander in. Since the Brujah never plan secret strategies at the Rants, they do not compromise their own important activities. The Brujah even tolerate Ventrue, Toreador and Tremere at these Rants. However, a visitor from any of these clans should anticipate insults and bodily harm.

Mortals occasionally wander into the Rants. Brujah rarely tolerate their presence, although they do nothing directly to prevent their attendance. Instead, high-Presence Brujah will try to intimidate them into leaving. Even the most hardened street punks will leave when several Brujah direct their attentions at them.

Prestige for various Brujah members is acknowledged at Rants. Those who have pulled off some great coup come to the front and describe their activities in graphic detail. Those that have lost Prestige are "invited" to come up and endure the crowd's insults. It is considered good taste among the Brujah to have the courage to come up and take one's lumps. Those that do not come up front, or do not show up at all, are forcibly brought to the next Rant. They will have to tolerate twice the insults they would have received if they had come willingly.

If a Brujah elder has a plan for which she needs many Brujah, or wishes to address the clan on some matter, she may schedule around the Rant. The elder will then try to use debate, Dominate and Presence to get as many other Brujah as possible to agree to her point of view before going to the Rant.

Brujah elders rarely try to convince anyone of anything at the Rant itself — use of Disciplines causes an elder to be persona non grata for the next several meetings. However, if they have swayed enough others before hand, they can use the Rant (and force of numbers) to convince the rest of the clan.

Another solution some Brujah elders have tried is the use of "proxies." These Brujah, highly charismatic and persuasive, argue the point the elders want to get across

without identifying themselves as representatives of an elder. Since most Brujah do not bother to interrogate a speaker on his motives, this strategy has met with some success.

Currently, there are two other "traditional" meeting styles among the Brujah: the Debate and the Rave.

The Debates

A Debate is a forum of address employed by Brujah elders. Only elders participate, and usually only those of the Idealist school. The elders hold Debates at almost any secluded indoor location. They often use university classrooms, libraries and the studies of private homes.

The younger Brujah who know of the Debates consider them colossal bores. The procedure is relatively simple. Each of the elders in attendance takes one side or another of the issue to be Debated. Each presents her argument. Point. By point. By point. They argue the issue back and forth. If the elders do not feel the issue is adequately explored by sunrise, they will argue it the next night. The longest Debate on record lasted over a month.

If this is not boring enough for the younger Brujah, the style of debate is particularly stultifying. A typical response might go like this:



"I would like to argue against the 32nd subissue of the 10th point that Critias raised on the third night of the current Debate by stating that the issue is in fact negative, rendering the 12th, 15th and 17th subissues irrelevant as well."

The elders do not allow notes or any other form of transcription at Debates. They also do not permit the use of Disciplines. The last person to have unsuccessfully opposed points is "the winner," and the elders usually concede to him. If they tie, then the winner is debatable. However, elders often hold Debates more to show off than to prove any point.

Characters use the Skill of Debate to resolve a Debate. Such a forum is probably as tedious for players as it is for the Brujah. If necessary, successes are accumulated per hour. After the first six hours, participants may accumulate or subtract their successes from other participants. If a participant goes to 0 or less successes, she has "lost." The last participant with positive points is the winner.

Alternately, if some of your players are experienced debaters, you may wish to engage in an actual, formalized debate to resolve an issue. The Storyteller should either be able to judge a debate herself, or know someone who can. This forum, although simplified, would be ideal for live role-playing. Make sure other players have something to do unless they enjoy this forum.

The Raves

The other forum is the Rave. A Rave derives from a kine fad that caught on in England, and has made its way across the Atlantic. The Brujah have woven it into their Rants, leading to what they call a "Rant and Rave."

A Rave usually starts after some counter-culture event Brujah are expected to attend. Instead of the actual party, the party host leaves a clue that leads to another part of town. The clue can be graffiti, a tape recorded music lyric, or a straightforward direction. However, the directions may lead into a spot of danger such as a subway tunnel or a police station.

For a Rave, as many as 10 different clues will lead to the big party, with industrial rock or rap music blasting out. The host may supply a number of vessels, both willing and unwilling, for the crowd's enjoyment. These often attract Brujah from a number of different cities, and have become popular forums for coordinating intercity activities.

If Brujah are using the Rave to lead to a Rant, the clues are more difficult than usual. One clue may be so difficult that only a vampire will be able to follow it to the next clue,





helping keep out kine visitors. A few Brujah Rave organizers include clues requiring Celerity or Potence to complete. This helps keep out intruders from other Clans.

Crimes

The Brujah have very few rules to violate. The clan could not have survived the last several centuries with a philosophy of "Anything Goes" if they punished those exceeding certain restrictions. The Brujah philosophy is that no one should be setting restrictions in any case. Nonetheless, there are a few crimes out of bounds even for Brujah.

The first is breaking the Masquerade. They might be willing to let matters go a little closer to revelation than the other clans, since a clan whose specialty is Presence can get away with a little more. However, there is a line. Usually, a suspected offender will be invited to, or forcibly brought to, a Rant. A rather disorganized voice vote is taken to determine if the violator suffers punishment.

Endangering the clan, especially by betrayal to another clan, is another major sin. Certainly any action that leads to the final death of a Brujah clan member is a crime. Actions thwarting a Brujah from carrying out an act of rebellion are not crimes. More often it is a matter of one Brujah trying to outwit and embarrass another. Such an action might earn Prestige if done with style and flair.

With the twisted plots and subplots of the Jihad, it is not always clear if someone is actually joining forces with another clan, or trying to betray that clan by gaining their trust. Simply meeting with another clan is usually not a betrayal. Even meeting with Toreadors or Ventrue is not an offense.

If shortly after a Brujah meets with an individual from another clan, that individual does something to a Brujah, the offending Brujah may have to answer. The injured Brujah(s) has first claim on the Brujah offender.

The suspected Brujah is invited or brought to a Rant. There, he is subject to a barrage of questions put forth by every clan member present. Subterfuge, Public Speaking and Fast-Talk (particularly the Get Off Hook specialty) can be essential. Rant members consider use of Disciplines an admission of guilt. The injured Brujah may act as prosecution: the accused must stand on her own. There is no judge. A rough-and-ready voice vote will ultimately determine the accused's fate.

Other crimes are determined at the convenience of those attending a Rant. Again, use of the three abilities mentioned above could sway those attending to one side or another. However, the Brujah trying this had better be very, very good. There is nothing Brujah resent more than someone, even one of their own, manipulating them.

If a member of another clan dares to attend a Rant while under suspicion of a crime, they will undergo the same ritual of shouted questions. Their treatment will be even harsher. It will be difficult for them to persuade the Rant attendees of

anything. Nonetheless, sometimes an accused outsider will come to a Rant to defend herself against false charges. Those that have done so successfully receive some small Prestige by the Brujah. If nothing else, Brujah respect the outsider's cojones.

Punishment

Once found guilty by the clan, a Brujah must suffer punishment. This can vary from the embarrassing to the lethal, depending on the severity of the crime.

If the Brujah finds someone guilty of something, it is usually something big. The Brujah do not have many rules, but the ones they do have are very important.

If someone willingly broke the Masquerade, the Brujah will usually turn the violator over to the city's prince. Since most princes are Ventrue or Toreador, they consider this the ultimate revenge. Besides, the Brujah, despite their anarchistic ways, figure it is the prince's job to protect the Masquerade. Their opinion is that if the head honcho claims to protect vampires from revelation, he might as well earn his keep.

Minor violations can result in exile from any Rants. Since the Rants are the main way of disseminating information to the Brujah, cutting off a clan member from this information may quickly lead to the Final Death.

Severe punishment can include beating, crippling, and tarring and feathering. Beating is often performed by using a "gauntlet" of Brujah armed with blunt instruments. The guilty clan member runs through the gauntlet, then gets tossed out of the Rant. Often, some members will follow the victim and prevent him from feeding, so he will bear the brunt of his wounds for several days. The length of the gauntlet is determined by the severity of the crime. Although the gauntlet almost never has less than 20 participants, one or two have been made up of as many as 200 Kindred.

The Rant will also punish offenders by deliberate crippling. They will break a leg or arm bone, then hold it in place until the Brujah heals the bone — crookedly. The greater the offense, the more bones broken. The criminal will have to inflict even greater pain to rebreak the bone and heal it again.

Those Brujah present during the Revolutionary and Civil Wars remember tarring and feathering with great fondness. The offender is stripped naked. Brujah pour boiling tar on the offender, using enough to inflict several aggravated wounds on the offender. Then a feather pillow is dumped over the victim. The offender is then placed on a rail, led out by all those attending the Rant and tossed in a ditch.

The final punishment is death, decided by either a majority vote, or the pleasure of the offended party. If there are no survivors of the betrayer's act, death is almost certain





if she is unable to justify her actions. The execution is usually done by placing a stake through the offender's heart and leaving her for the sun.

It is an unfortunate fact of life (and unlife) that some Brujah are just too powerful to be punished. If possible, several clan members may try to gang up on an elder. Usually, however, they insult the offending elder at great length whenever he tries to attend a Rant. If the elder tries to convince the Rant to undertake a particular action, he will be booted so loudly as to be unheard.

Since Brujah elders almost always have some scheme going that may betray the younger members, they are rarely welcome at Rants. However, as most elders do not go to Rants unless absolutely necessary, they are quite happy with that. It also makes them lesser targets for punk Brujah seeking to gain Prestige.

Brujah Hierarchy

Hooray, ring out the bells, King Conscience is dead. Hooray, now back in your cells, we've President Kill again.

— XTC, "Here Comes President Kill Again"

Not surprisingly, the Brujah do not have any particular hierarchy among their clan. The power of the individual within the clan is determined by two things.

The first and most important is Prestige. A vampire with high social skills and Prestige acquired from any number of daring deeds will usually be able to influence the Brujah during Rants. Some have gained even greater power. Jeffrey MacNeil is the best example of this situation. Not only is he highly charismatic, but he overthrew a major Toreador Prince. This earned him high Prestige, and respect from the other Brujah.

The second item that determines status among the Brujah is power. Two things represent power: age and combat prowess.

Brujah elders usually have great influence within the clan. This is not because younger members particularly respect them for their wisdom and long lives. Rather, it is because everyone knows that they have incredible power and will use it ruthlessly against anyone who opposes them.

The second factor, combat prowess, works because if a person feels someone is not listening to her, she can beat in his head. Might makes right, and a lot of might makes a lot of right. Even vampires are not going to argue with a Brujah who can beat in their heads.

However, neither of these factors is very useful against sheer mass of numbers. The setting in which Brujah decide on policy (as does to they ever decide) is the Rant. Anywhere from dozens to hundreds of Brujah may gather there, and the factors of age and combat prowess are not as important when matched against so many angry Brujah.

Secrets of the Brujah

In the face of oppression and almost constant warfare, the Brujah have developed a number of unique vampiric powers. Not all Brujah have these advantages; indeed, most Kindred do not know they exist. Those who are aware of these powers either possess them or have been the unfortunates on the receiving end.

Very few Brujah possess these powers. Some develop one but not the others, and only a rare few know of more than one. Those who master them teach the powers only to those Kindred they trust. For instance, Brujah who possess The Scourge of Alecto are generally Idealists, and would never share their knowledge with Iconoclasts.

Even assuming a Brujah can find another willing to tutor her, she needs rigorous training and prior self-mastery to learn these powers. The teaching usually takes months, if not years, and many Brujah give up in frustration. Those who persevere, however, become that much more effective.

Burning Wrath

The Iconoclasts fight on the front lines of all wars, charging headfirst into danger that would send other Kindred running in fear. They make up a truly formidable fighting force in any situation, but particularly when their ranks include those who know the Burning Wrath.

No one is certain who first developed the Burning Wrath, but its fury has struck down more than one elder. When evoked, the Burning Wrath causes the Brujah's body to flush. Red steam rises from her body, concentrating at her hands and the top of her head. Every attack becomes a moment of supreme agony for her enemies.

Only a Brujah who has raised her Celerity and Potence to three can learn this power. Each turn she spends a Blood Point to maintain this power, all her brawling attacks cause aggravated wounds. Those struck by the Burning Wrath feel the steam sear their flesh, and must make Willpower rolls (difficulty 6) to act next turn. Those who fail the Willpower roll writhe in agony as the liquid flame seems to blaze through their bodies.

The Scourge of Alecto

Idealists have long tried to suppress their frenzies. They do not revel in them like the Iconoclasts, nor accept them as do the Individualists. Instead, they fight the Beast every step of the way.

Some become so adept at inhibiting their frenzies that they actually learn to turn them on their foes. A Brujah who wishes to learn The Scourge of Alecto must first develop a Celerity of two and a Presence of four. By spending a point of Willpower and concentrating on a foe for a turn, the Brujah can turn his own Beasts loose inside his foe and watch it claw out.

For every success the Idealist scores on a Willpower roll against a difficulty equal to the Willpower of victim, he causes one level of damage. Additionally, if the target is a vampire, werewolf or other creature prone to the Beast, it must roll to frenzy against a difficulty two harder than normal.

The Scourge of Alecto in no way affects the Idealists' own frenzies. Despite their struggle to chain the Beast in themselves, it still escapes all too often.

Iron Heart

In walking the line between the Iconoclasts and the Idealists, the Individualists have to develop especially strong self-awareness. They strive to maintain their independence while promoting it in others. Toward this end, some have cultivated the power of the Iron Heart.

The Iron Heart serves two functions. First, it enables Individualists to more readily resist the effects of Domination, Presence and other manipulative Traits and powers. Attempts to affect the mind or emotions of the Individualists with Iron Heart have their difficulties raised by two.

Additionally, an Individualist with this power can strengthen the resolve of others. By communicating with the person she hopes to affect, the Brujah adds one to the difficulty of any attempt to manipulate the target. Each such use of the Iron Heart costs the Individualist one point of Willpower. Some say this power can even weaken the blood bond, but most Individualists doubt that.

A Brujah seeking to learn this power must have a Potence and Presence of three.



Without Prestige, someone trying to get across a point will be booed and hissed out of the building or field where the Rant is. If that person tries to keep on talking, they suffer a barrage of rotten vegetables, stones, and anything else that comes to hand. Molotov cocktails are not unheard of when particularly persistent, low Prestige speakers have the floor.

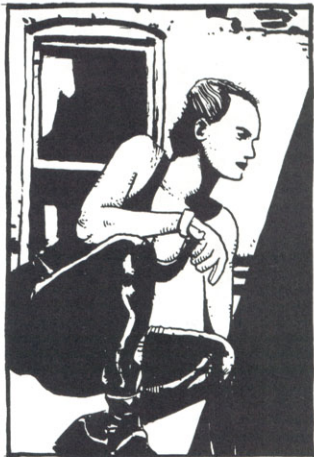
If this is not enough (and it usually is), several other powerful Brujah will advance upon the speaker and forcibly remove the unwanted member from the Rant.

Age and combat prowess are more useful in one-on-one situations. However, given the disorganized nature of the Brujah, forcing someone to do something by using threats or Domination rarely has any long-lasting effect.

A Brujah clan member can use the Leadership Ability to convince other Brujah to "join the cause." Certain oratorical skills might allow the speaker at a Rant to avoid being driven out of the meeting.

However, the Brujah frenzy curse will keep the speaker from effectively organizing the clan to take a particular course of action, or discuss the issue. Out of dozens of Brujah, there is almost always one who will frenzy for some obscure reason and go for the speaker's throat. If not, someone may go for the speaker in an attempt to win a fight and earn Prestige.

By the same token, the Brujah have no leaders per se. The elders may occasionally try to organize them, with the same problems mentioned above. Most elders receive very little respect from most members. The older Brujah are more concerned about earning Prestige among their own Idealist



faction, rather than that of the Iconoclasts and Individualists. They are respected, but more for their power than any great wisdom.

Brujah and the World

*The world's insane
while you drink champagne
and I'm livin' in black rain.
don't you hear the guns
you stupid, dumb, dick suckin', bum politicians.
— Body Count, "Body Count"*

Clans

Gangrel — These animal-types are okay fighters. However, they care more about the Great Outdoors than fighting in the streets. When our interests match, then sometimes they'll help out. If we can get them on our side, well and good. If not, stuff 'em.

The other thing we have in common is that princes go after Gangrel a lot, particularly when anarchists aren't doing much. The princes always need scapegoats to make them-



selves look more important. They stupidly lump Gangrels into the category of "anarch" when they're looking for an excuse to make themselves look big. Then the Gangrel have to turn to us for aid.

Malkavian — Vampires call this clan "Kooks" for good reason. Some make fine anarchs, some make equally fine lackeys for the princes. If one has proven herself to you, you can probably trust her. They've always got some good insights into whatever's going on. Just never take your eyes off them.

Remember, Malkavians are always crazy, but that craziness varies. Some can handle things pretty well despite their mental illness. Besides, who are we to call them insane? Does a tendency towards frenzy make someone insane? If so, we're crazy as they are. In spirit, no other clan is as close to us as the Malkavians.

There are a few cities with Malkavian princes. These are the ones where we can function most freely. Usually, these Kook princes get to power because they have a lot of influence, or because of weird circumstances. They are too busy playing their own games to worry about Anarchs.

Nosferatu — This is the only clan we really get along with. Most of the princes are Ventrue or Toreador, and these two clans want nothing to do with the Sewer Rats. The Nosferatu have got their own plans, sure, who can blame

them for that? When they choose to get involved, though, it is almost always on the side of the anarchs instead of the princes.

Most Nosferatu will keep your secrets if you're an anarch. After all, they've got no love for the princes. We anarchs are much less easy to keep tabs on than the Ventrue in their ivory towers. The Nosferatu can't afford to antagonize us. They're not fighters like us, so they may someday have to turn to us for aid. A Nosferatu spy in your coterie can be a big help.

Toreador — These art snobs are almost as obnoxious as the Ventrue. That's enough of an excuse right there to take on the clan. They're almost as bad as the Ventrue when it comes to ruling cities. If they could throw a decent party, it might be a different story.

However, some of the newer clan members aren't bad. Those younger ones make good anarchs, because they're always fighting against the "old-style" art their Elders like so much. The clan usually Embraces more violin prodigies than heavy rock guitarists, though.

Tremere — These mage guys are the most untrustworthy of all the clans. They've always got plans within plans within plans to the nth degree. Half the time even they probably don't know what they've got planned. And who's going to trust them as anarchs?





If one of them wants to join your group, think real hard before you let him. Remember, they're often blood bound to their elders. They may seem loyal. They may even be loyal. But if the uppity-ups in the clan give them their marching orders, they'll almost always turn on you. It's the way their clan works. You'll never be free of Tremere planning.

The problem is that they're powerful. Sometimes to latch on to that kind of power, you're going to have to take the risk of trusting a Tremere. The Tremere are the ones that got the best handle on magic. You never know when some ritual might come in handy.

Ventrué — The Enemy!! They stand for everything we hate. Esteem, high society and organization are what they value most. Of course, that's why more princes are Ventrué than any other clan. The elders may go on about how the Ventrué ruined their "Dream of Carthage," but that's centuries of old news. They've got more than enough against us here and now to worry about why the whole thing started.

The Ventrué want everything to be nice and organized — with them calling the shots, of course. They scorn everything we stand for and the feeling's mutual. If a Ventrué ever wants to join you, don't trust what he says. He might claim he's against princes. More likely, he's using you as cannon fodder to overthrow the current prince and take the position himself. Even if he's sincere, his airs will probably make you want to kill him within weeks.

But you may have to put up with it. I'm not saying you got to trust the guy to work with him. The first rule is, never trust anyone. Usually he's got some pretty dirt on the prince. If you can use him and keep him from using you, then you're ahead in the game. Besides, a couple of them really do hate the princes. Just don't let one push you around.

Also, Ventrué against Ventrué feuds are beautiful to watch. Get a couple of them going at it, and settle back to enjoy the fireworks. Be ready to move as soon as the dust settles, however.

Caitiff — More Caitiff trace their lineage to the Brujah than any other clan. We just never admit them as clan members. We're responsible for most Caitiffs' creation because we're the ones that never worry much about princes' edicts. And, of course, the West Coasters have figured the best way to fight the princes is to unleash Caitiffs with nothing to lose in cities where Ventrué and Toreadors rule.

So take pity on the poor guys. They're the only ones that get more grief from the princes than we do. Treat them like real Brujah and you've probably got a friend for life. It's just like feeding some poor street mutt. He'll lick your hand no matter what you do to him. Just don't let your feelings get in the way when you've got to sacrifice him to overthrow the prince.

Assamite — These guys are okay. They don't care about princes, they don't care about anarchists. They've got a rep as the world's greatest assassins, and that's cool. They're schemers like the Tremere, but they don't have that blood bond to their elders. That makes them a little more trustworthy than the Warlocks. If you hire them to do a job, they'll do it. Their rep's on the line. Of course, the princes can hire them as well. But at least you know where you stand with the assassins. Usually, they're either trying to kill you or trying to kill somebody else for you.

Followers of Set — Believe it or not, these guys are even worse than the Ventrué and the Tremere. At least you know where you stand with those clans. The Sand-Snakes are the master manipulators. They might claim to be your friends. They might give you what you ask for from them. But there's always a price.

The Followers are like the devil in those old *Twilight Zone* episodes. You get what you want. However, there's always a little something "extra" to spoil the whole deal. The problem is, sometimes you've got to draw on what they've got to fight the Ventrué. When you make a deal with a Sand-Snake, keep it simple and keep it direct. Get too far into their web and you'll never get out.

Giovanni — They're obsessed with respectability and keeping up a smooth front. Of course, they're grave robbers and occultists when they're not making tons of money. Like, what good does money do you when you're a vampire? Their actions make them go head-to-head with the Ventrué more often than with us, so you probably don't have much to worry



about. They make lousy anarchs, unless they're trying to use you to overthrow a prince. Don't trust them unless you have to.

Ravnos — This clan is okay. Its members are outsiders just like the Brujah. Princes don't trust them. A lot of the time, princes will pick on Ravnos when anarch action is at a lull. Nobody cares jack about the Ravnos. They make good anarchs if you can convince them to settle down. And you've got to persuade them they've actually got a reason to overthrow a prince.

Usually the Ravnos are on the move so much that they don't really care who rules a particular city. If they don't like a particular prince, they just go on to the next city. However, if you can get a Gypsy on your side, their powers of illusion are useful. And if they're in trouble, other Ravnos will come to their aid. If you and the Ravnos got into the same trouble, this can help you as well.

Vampiric Traditions

The Camarilla — Like, this group is a total waste. Of course, it's a Ventrue idea. What do you expect from that clan! All they want to do is talk, talk, talk. The Camarilla never really does anything except when some Elders are manipulating it to get something done as part of some schemes.

However, if the Camarilla's stupid enough to invite practically anyone in, we might as well go if there's nothing better to do. If the enemy lets you into their camp and tells you what they're planning, more the better. Their own stupid rules means they'll put up with any frenzied speech or raving we want to give them. They actually tolerate our actions! If you can get away with it, go to a meeting and disrupt it every chance you get.

The Inner Circle — This is where the real power lies. The seven accepted clans get together and pick the Justicars that enforce the Camarilla's rulings. In their overblown opinion, the anarchs are the greatest threat to the Masquerade, so we get the short stick. There's only one Brujah in the Inner Circle, and he's always some elder Idealist with no patience for us "young ones." Usually, that thrice-damned group of Ventrue, Toreador and Tremere get together and run the show. None of the other clans are regular allies, so there's no one else we can count on.

Sabbat — These Licks are a lot like us. They hate authority, they hate organization and they hate the Ventrue/Toreador/Tremere triangle of power that wants to put us down. The problem is, the Sabbat don't care about the Masquerade. They're the one that will roar into some non-Sabbat city. They'll display their vampiric powers, and force the princes to scurry to cover up for the Sabbat's activities.

The problem is, the Sabbat can trick other Kindred into joining them. Once you go through their "dead and buried" ritual, your mind is fried and you're Sabbat through and through. And their "lifestyle" seems real appealing to some Brujah. They recruit more from the anarchists than the princes' faction. For now, the United States is split between the Sabbat on the East Coast, the anarchists on the West, and everyone else as a buffer in-between. If the Sabbat start moving further west, we may have to do something. For now, they're not a major threat.

Blood Bond — This has to be the ultimate sin for a vampire. Compared to blood bonding, diablerie is a minor sin at best. Being the mindless slave of another vampire for all eternity has to be hell on earth, or as close as you and me are ever going to know until true death. Blood bonding might be okay between two willing Kindred who do it to each other simultaneously. It's the only way for two lovers to make it through eternity without losing their minds.

Ghouls — If done with care, a small army of Ghouls can give you an edge on taking on a prince and his lackeys. Of course, you've got to watch out if they start getting ideas above their station. However, if you play your cards right, you can keep them going with promises of blood and immortality for quite a while. And they make good cannon fodder.



Diablerie — Hey, it's survival of the fittest. If the elder's tougher than you, he's fit to live. If you're tougher, then the old guy wasn't doing anything for the clan anyway. Better somebody else use his blood and power and do something important with it.

The other clans make this big show about how they're all against diablerie. And any prince who finds out about it will declare a Blood Hunt against the intruder. That's just another way for the Ventrue to keep us down. They know most of their supposed allies would target them if they condoned diablerie. Not that I'm preaching all-out diablerie, you understand. Just a little judicious "weeding" to get rid of the dead wood and put the power where it belongs — in our hands.

Masquerade — Despite the wild stuff we pull off, we Brujah don't want to see our true nature revealed to the humans any more than any other clan. If one of our number goes berserk in public and starts sprouting fangs and showing off his super strength, we cover for him.

Considering where most Brujah hang out, we can usually convince the mortals a berserk Brujah is a druggie on PCP, or a rock star stoned out of his mind on booze and uppers. We Brujah got to hang together. Grab the guy going berserk, get him calmed down and get him out of there. If a prince gets the word, he'll send his men to get rid of the "threat to our Masquerade." And hey, he'll have another excuse for calling down a Blood Hunt on us "damned anarchists."



We don't worry about the kine too much. Most of the people we hang out with are pretty freaky already. Some of them might even be weirder than we are!

Princes — Princes are scum. It's mostly Ventrue and Toreador that become princes, with the Tremere backing them. They've got to have a scapegoat to keep their power, and anarchs are always easy targets. Since most anarchs are Brujah, we get it in the neck. Nothing else quite represents the stifling oppression of Kindred organization like a prince. Pull him down and you've got anarchy. The elders may not like it, but there'll usually be at least one Brujah among their number. She'll support us, smooth the waters. After all, we Brujah stick together. The last thing a Brujah elder wants is the hatred of her own kind.

Anarchs — Let's face it. We're the anarchs. Some clans contribute a few members. Mostly, however, 75 percent of anarchs are Brujah, or Brujah-created Caitiffs. If it wasn't for us, most of the other clans would be content to let the Ventrue and Toreador scum rule over everybody, calling the shots and having everyone dance to their tune.

The other clans come to us for guidance. They don't have the guts to rebel themselves. When it comes to anarchy, it's the Brujah they look to. Some of them say it's our frenzied nature that makes us rebels, but it goes deeper than that. It's everybody that wants to put us down, grind us under their heel, dictate what we do and how we act.

Plus, you've got to look at who's calling the shots. We might tolerate Nosferatu, Gangrel or Malkavian princes. But it's always the Ventrue and the Toreador that get the positions of power. That's understandable. Who would want a Nosferatu ruling over them? But we've had long experience in how far you can trust those two hotshot clans. They don't want power because they're going to put it to good use. They want it so they can lord it over everybody else.

Inconnu — These guys are about as bad as the Camarilla, though at least with the Camarilla we know what the game is. With the Inconnu, everything's up in the air. They say they're out of things, that they've "withdrawn from society." However, they've supposedly got their agents, Monitors, running around keeping an eye on things for them. And, of course, if you hurt one of their number, they've got no trouble withdrawing to take vengeance on whoever put the hurt on one of their own. Figure that as long as you stay out of their way, they'll stay out of yours.

Golconda — If you buy into this Golconda garbage, you're wasting a lot of time barking up the wrong tree. Like anybody could control themselves enough to get through all the rituals and crap everyone says you got to go through. Golconda's just something the elders made up to keep us happy. It's like when the Southern Kindred were telling their slaves about heaven.

They say you got to get to Golconda to join the Inconnu. That's just another story. The Kindred running the Inconnu don't want anybody to know what it takes to join up with

their little social group. More likely than not, the Inconnu is running the entire show. They probably put you through all those rituals and garbage, and then kill you.

Regaining Mortality — This is the same garbage as Golconda. Something to keep us busy. But hey, maybe you were made a Kindred against your will. Maybe you don't dig the undead life. You're an idiot if you want to get back to human life, but if you do, here's a few rumors.

Some say if you die while doing a good deed, you'll become human at the moment of your death. Big deal. If you want to try that type of conversion, go for it. You'll only get one chance at it, though.

There's supposedly mystical rituals to become human. Among the Kindred, the Tremere know the most about magic, so if you want to lower yourself to dealing with them, good luck. The mages may help you out, but they've got their own price that you have to pay.

Then there's quests. Some say the last step of Golconda allows you to choose to become human. Others claim there are quests that you have to complete without going berserk. That's a strike against the Brujah right there.

All the World's Monsters

Lupines — The werewolves are our mortal enemies. Gangrel say they claim we're part of the "Wyrn," whatever the hell that is. They call us leeches, they call us ghouls. Sometimes they tolerate the Gangrels, but that's pretty rare. They'll kill any other Kindred on sight. Arm yourself with silver if you're going near Lupine territory. Your best bet is to travel by plane. The Lupines sometimes hunt vampires down by day. The werewolves intercept the vampires' cars on the highway and kill everyone, vampire and retainer alike.

A lupine at night is even less friendly. A werewolf is one of the few creatures on Earth that can go head to head with a vampire and win. And they almost never travel alone. Since we frenzy so much more easily than other vampires, we actually have a little bit of an edge when fighting Lupines. I wouldn't bet on it, though.

My advice is, never go up against a werewolf. Avoid them like the plague. We're vampires of the street, not country boys. With luck, your paths will never cross and you'll never have to worry about them. Still, if you can manipulate one into going after your enemies, so much the better.

Mages — Magicians are a secretive lot. Imagine the Tremere without vampiric powers, but free to do whatever they want (and often with even more power) and you have a good idea of what the mages are like. They've got the one





advantage that none of the other major powers have: they can pass for human, any time, any place. That's because they are human. They don't really control the cities (like the Kindred) or the country (like the Lupines). They can co-exist in both areas. Because of their humanity, they are very hard to detect as anything other than mere humans. That's their big strength.

As a clan, the Brujah have never had any major dealings with the mages. An individual clan member might strike a deal with one, but in general, we don't trust them any more than we trust the Tremere. Some vampires say mages only strike deals so they can kill vampires and use their blood in rituals.

Not only do they run their own Masquerade to protect themselves from the superstitious kine, but they're also keyed into today's technology. More than one mage keeps his spells on a laptop computer, and no few have used mainframes and workstations to help in their rituals. Finally, don't be surprised if the gun a mage pulls out of his coat is a bit better than yours, boosted with a little magic.

Faeries — These supernatural creatures are too alien for most Kindred to deal with. Occasionally, a single vampire will come to some kind of "arrangement." There are also whispered rumors that the UnSeelie and the Tremere have an agreement of sorts. However, the same rumors exist with the Malkavians, and nobody's ever proved anything.

In general, avoid the faerie folk whenever possible. They ain't human. Never have been, never will be. They're the most alien of the great powers, and never to be trusted.

Ghosts — These spirits are the restless dead. Like the Kindred, death has given them no peace. Fortunately, while ghosts have great powers, they are either linked to a single location and easily avoided, or someone has to summon them. There are stories of those which travel the world, however, acting in all sorts of weird ways.

Vampires in general, and our clan in particular, don't have much reason to summon a ghost. The ghosts are tied to magic, and we're the least magic-oriented of all the clans, so we have little to do with them.



Computer Hacker

Quote: Hey, I may not look like much out here. But inside the computers, in the system, I'm the king of all I survey. Vampire or human, I'm the best I am at what I do.

Prelude: You were the guy the jocks always laughed at in high school. When you graduated and went on to college, there was no question about your major. You immersed yourself in computer courses, but the degree was only a means to an end.

Your greatest delight came from running the computer systems. You were a stereotypical "hacker," cutting your way past computer systems and infiltrating corporation databases. You claimed to be interested in a degree, but knew you had sufficient knowledge to cut it. The only thing you needed college for was the computer resources. Your biggest thrill was in cutting down the big boys. Several famous computer viruses were your creation. It was always fun watching the corps scurry in fear when another of your viruses made headlines.

On the bulletin boards, you conversed with other hackers. One was insistent on contacting you in person, offering you "some hardware that will let you get in anywhere." The guy was so persistent you eventually took him up on his offer. The face-to-face meeting was rare. The guy's offer to turn you into one of the undead was even rarer.

Concept: Being a vampire hasn't really changed your priorities or your lifestyle. You were always a night person, so the change hasn't been that great. Blood makes a better stimulant than caffeine any day of the week. Your Attributes and Abilities reflect a life you've spent locked in a dingy room working over a computer. Your Contacts are friendly hackers, while your Fame comes from your reputation among those same hackers. You constantly shift funds between several computer bank accounts. However, your Resources would be much higher if you didn't keep constantly upgrading your equipment.

Roleplaying Tips: You never saw sunlight anyway, so being a Vampire hasn't made that big an impression in your life. You still take on the corporations, but now there's the additional thrill of taking on the rival clans backing those corporations. As a member of a coterie, you enjoy taking on field assignments, like those "netrunner" types in the Gibson novels. With your immortality, you'll be around to see and take full advantage of true virtual reality. Then you'll be a vampire in the Grid, making you truly a power to be reckoned with.

Equipment: State-of-the-art computer, with the most advanced current hardware and software.



BRUJAH™

VAMPIRE: The Masquerade™

Name:

Nature: *Competitor*

Size:

Player:

Demeanor: *Loner*

Generation: 13th

Chronicle:

Concept: *Hacker*

Haven:

Attributes

Physical

Strength ●●●○○○○○
 Dexterity ●●○○○○○○○
 Stamina ●●●○○○○○

Social

Charisma ●○○○○○○○
 Manipulation ●●●○○○○○
 Appearance ●○○○○○○○

Mental

Perception ●●●○○○○○
 Intelligence ●●●○○○○○
 Wits ●●●○○○○○

Abilities

Talents

Acting ○○○○○○○○
 Alertness ●○○○○○○○
 Athletics ○○○○○○○○
 Brawl ○○○○○○○○
 Dodge ●○○○○○○○
 Empathy ○○○○○○○○
 Intimidation ○○○○○○○○
 Leadership ○○○○○○○○
 Streetwise ●○○○○○○○
 Subterfuge ●●○○○○○○○

Skills

Animal Ken ○○○○○○○○
 Drive ●○○○○○○○
 Etiquette ○○○○○○○○
 Firearms ●○○○○○○○
 Melee ●○○○○○○○
 Music ○○○○○○○○
 Repair ●●●○○○○○
 Security ●●●○○○○○
 Stealth ●○○○○○○○
 Survival ○○○○○○○○

Knowledge

Bureaucracy ○○○○○○○○
 Computer ●●●●○○○○○
 Finance ○○○○○○○○
 Investigation ●●●○○○○○
 Law ○○○○○○○○
 Linguistics ○○○○○○○○
 Medicine ○○○○○○○○
 Occult ○○○○○○○○
 Politics ○○○○○○○○
 Science ●●●○○○○○

Advantages

Disciplines

Celerity ●●○○○○○○○
 Potence ●●○○○○○○○
 Presence ○○○○○○○○
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Backgrounds

Contacts ●●○○○○○○○
Fame ●○○○○○○○
Resources ●●○○○○○○○
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Virtues

Conscience ●●●○○○
 Self-Control ●●●●●
 Courage ●●○○○

Other Traits

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Humanity

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Willpower

● ● ● ● ● ● ● ○ ○ ○ ○ ○
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Blood Pool

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Weakness

+2 ON ALL DIFFICULTIES TO RESIST FRENZIES

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)

Streetwalker

Quote: You want to walk the highway, big boy, you got to pay the toll. Know what I mean?

Prelude: You grew up on the streets when your mother dumped you off. You were living in the gutter and eating out of the garbage. By the time you were 10 you were selling your body on a regular basis. You had no use for pimps, although that was an attitude that occasionally gave you trouble when someone decided you should join their stable.

By the time you were 16, you had worked your way up in the world. You got lucky one time, and a talkative john, a politician's clerk, gave you the information you needed to blackmail the politician. You managed to squeeze out a good living from the guy, enough that you were able to get off the street corners and start asking higher prices.

Unfortunately, the guy you were blackmailing had connections like you wouldn't believe. One night some ritzy looking businessman made an appointment. Turns out he wasn't interested in sex. He threw you on the bed, but his idea of rough stuff was a lot different from yours. When he bared his teeth, you knew this guy was kinky beyond belief. Then some young punk came flying through the window. Threw the guy off of you, tossed him back out the window before you could blink. Then he looked at you, smiled, and finished where the first guy had started.

Concept: You were Embraced by a young punk Brujah who came in only to fight the elder but who was attracted by your beauty. You know about the power games among the Kindred, and figure maybe you can attach yourself to someone powerful. The fact that your would-be customers are undead is just going to make your seductions that much harder. However, you figure you've got what it takes. Meanwhile, you can use your newfound abilities to get the dirt on more human higher-ups, and make yourself valuable to the Kindred.

Your background traits all come from your career as a prostitute. You've built up a connection here, a willing john there. You still keep the image of a street walker. It turns on a lot of the guys you target. Your abilities are mostly manipulative, and you prefer to avoid combat when possible. You have retained much of your Humanity, through stringent self-control, but you've got the conscience of a pit viper.

Roleplaying Tips: You're one step up from a common prostitute. You're street tough all the way, and won't take lip off of anyone. You've got enough seductive ability to impress the Kindred and the kine alike. Even before your Embrace, you were pretty much a user, and think of most people as johns or pimps. You haven't met a person yet that doesn't fit into one category or another.

Equipment: A small apartment near your chronicle city's equivalent of the Rack, stiletto, tight, tight clothes.



BRUJAH™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: *Bon Vivant*
Demeanor: *Conniver*
Concept: *Streetwalker*

Sire:
Generation: 13th
Haven:

Attributes

Physical

Strength ●●●●●●●●
Dexterity ●●●●●●●●
Stamina ●●●●●●●●

Social

Charisma ●●●●●●●●
Manipulation ●●●●●●●●
Appearance ●●●●●●●●

Mental

Perception ●●●●●●●●
Intelligence ●●●●●●●●
Wits ●●●●●●●●

Abilities

Talents

Acting ●●●●●●●●
Alertness ●●●●●●●●
Athletics ●●●●●●●●
Brawl ●●●●●●●●
Dodge ●●●●●●●●
Empathy ●●●●●●●●
Intimidation ●●●●●●●●
Leadership ●●●●●●●●
Streetwise ●●●●●●●●
Subterfuge ●●●●●●●●

Skills

Animal Ken ●●●●●●●●
Drive ●●●●●●●●
Etiquette ●●●●●●●●
Firearms ●●●●●●●●
Melee ●●●●●●●●
Music ●●●●●●●●
Repair ●●●●●●●●
Security ●●●●●●●●
Stealth ●●●●●●●●
Survival ●●●●●●●●

Knowledge

Bureaucracy ●●●●●●●●
Computer ●●●●●●●●
Finance ●●●●●●●●
Investigation ●●●●●●●●
Law ●●●●●●●●
Linguistics ●●●●●●●●
Medicine ●●●●●●●●
Occult ●●●●●●●●
Politics ●●●●●●●●
Science ●●●●●●●●

Advantages

Disciplines

Celerity ●●●●●●●●
Potence ●●●●●●●●
Presence ●●●●●●●●
●●●●●●●●
●●●●●●●●
●●●●●●●●
●●●●●●●●
●●●●●●●●

Backgrounds

Allies ●●●●●●●●
Contact ●●●●●●●●
Herd ●●●●●●●●
Influence ●●●●●●●●
Resources ●●●●●●●●
●●●●●●●●
●●●●●●●●
●●●●●●●●

Virtues

Conscience ●●●●●
Self-Control ●●●●●
Courage ●●●●●

Other Traits

Haggling ●●●●●●●●
Masquerade ●●●●●●●●
Seduction ●●●●●●●●
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Humanity

● ● ● ● ● ● ● ● ● ●

Willpower

● ● ● ● ● ● ● ● ● ●
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Health

Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Weakness

+2 ON ALL DIFFICULTIES TO RESIST FRENZIES

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

Appendix: Who's Who Among Brujah

Robin Leeland

Robin Leeland's origins date back to the first millennia A.D. His early days are cloaked in mystery, though some believe he was active as early as the 1100s. Some have pointed out that his name and appearance bear a strong resemblance to drawings of the famous Robin Hood. When asked, Leeland merely smiles and refuses to answer. Nonetheless, he often tries to impress Neonates by speaking casually of King Richard, the Crusades and his days in "the forests of Sherwood."

Regardless of his origins, Leeland has fought against tyrants as long as anyone can remember. His grimy, dirt-covered features showed up at many peasant rebellions throughout the Middle Ages. During the French Revolution, he supported the common folk in their uprising against the aristos. Since then, he has been active in Europe. Unlike many of the wilder Brujah, he never traveled to America. Instead, he views the challenge of the Ventru/Toreador control of Europe, and the old-guard Brujah rulers, as the most pressing matter at hand.

Leeland is an experienced fighter and outdoorsman, with his Disciplines evenly split between the physical (Celerity, Fortitude, Potence) and the mental (Domination, Presence).





Marguerite Foccart

Marguerite Foccart is a Ninth-Generation Brujah. Before her Embrace, Foccart was an actress born 30 years prior to the French Revolution. Despite her noble birth and her association with the cream of Paris' upper social levels, her skill and compassionate nature made her popular with the commoners as well. In fact, she was so popular that she captured the attention of Robin Leeland, who Embraced her. The elder vampire saw in her a tool he could use when the French commoners inevitably rose up against the aristos.

Marguerite remained highly visible in Paris, concealing her vampiric nature with great skill. At her sire's request, she traveled to America to witness the early stages of the American Revolution. Both inspired and educated, she returned to France and supported the Grand Revolution to come. When the revolution began, Marguerite joined the cause. Her skills in oratory and "woman's wiles" gave her a great deal of influence with the Revolutionary Committee.

As a result of her actions for the Revolution, Marguerite was marked for death by the Ventrue who had backed the aristocrats, leading her to return to the United States. During the last two centuries she has moved back and forth between the U.S. and Canada. Her name is associated with French Separatist movements in Canada, and she has been influential in MacNeil's efforts to control the Anarch States.

Foccart currently makes her Haven in Sacramento. The night life of the city is particularly to her tastes. She finances theatrical shows and occasionally stars in one herself. Her specialty is Presence. However, her skill in Melee and levels in Celerity make her a surprisingly effective fighter as well. Despite her demure appearance, she is an expert knife fighter. More than one vampire has been surprised at her sudden ferocity and formidable combat abilities.

Crispus Attucks

The 10th-Generation Brujah Crispus Attucks was born a slave in the 1730s. His father was African, his mother Indian. His family was loyal to their owner. However, Crispus disliked being owned and sought freedom. With the freedom given his family, he managed to run away and became a sailor, taking the name Michael Johnson. However, it was on land he gained his fame. A popular man, he became a voice for America's freedom whenever he was in Boston.

During the enforcement of England's Stamp Act, Attucks led a mob against British soldiers, who shot him down in the encounter now known as the Boston Massacre. Marguerite Foccart, a witness to the event, knew Attucks lay dying. She felt it a shame such a charismatic speaker and advocate of individual freedom should die when the rebels needed his presence so badly. Foccart chose to Embrace Attucks.

Crispus adapted to his fate rather well. His face soon faded from the memory of those who had witnessed the Massacre, and he operated rather openly in several skirmishes against the Redcoats. His nighttime activities, particularly leading other freed-slaves-turned-militia, made him the most directly involved Brujah of the War.

Afterwards, Attucks, like so many other Brujah, chose to remain in America. He was part of the Underground Railroad delivering slaves to freedom. Like many anarchists, he fought the Ventrue and Toreadors ruling the southern plantations. After the Civil War, he fought for civil rights and against the Sabbat on the southern East Coast. When the anarch uprising began in the first half of the 20th century, both Attucks and Foccart traveled westward to help. With their aid, MacNeil became de facto Prince of Los Angeles.

Attucks is primarily a fighter, not a deep thinker. His major Disciplines are physical, although he has a flair for inspiring a crowd. For now, Attucks is content to remain in the Anarch States, acting as "muscle" for MacNeil. From time to time, however, the wanderlust takes him. He often travels to the Midwest or even overseas.

Jeremy MacNeil

Born in the Scottish highlands in 1631, at a time when his clan had sided with Prince Charles I, Jeremy rapidly rose in prestige among his clansman as a shrewd fighter. During



one such skirmish, he caught the attention of a Seventh-Generation Brujah who felt the young Scot would be a worthy addition to the Kindred clan.

Clan MacNeil would not accept Jeremy, fearing him as the spawn of the devil. MacNeil still fought for their cause by night. He also came to fight for the Irish, who the English oppressed more than the Scots. He soon came to realize the English would not relinquish their "rights" to Ireland, and that the war for freedom would be a long and bloody one. Sickened by the bloodshed, he traveled to America, only to find conflict stirring in the Colonies. Taking a stand, he helped them in their fight for independence.

MacNeil, like many Brujah, was forced westward to Los Angeles by Ventrue expansion. When that city's Toreador Prince ordered his lackeys to attack the Scotsman, MacNeil soon became the focus of a great anarch outcry. After the dust had settled, MacNeil found himself the new leader of Los Angeles.

MacNeil is one of the most powerful Brujah active in the U.S., and the most powerful on the West Coast. In a clan where might makes right, MacNeil rules by force or the threat of force. He has a knack for subterfuge and intrigue curiously out of place among the Brujah.



Smiling Jack

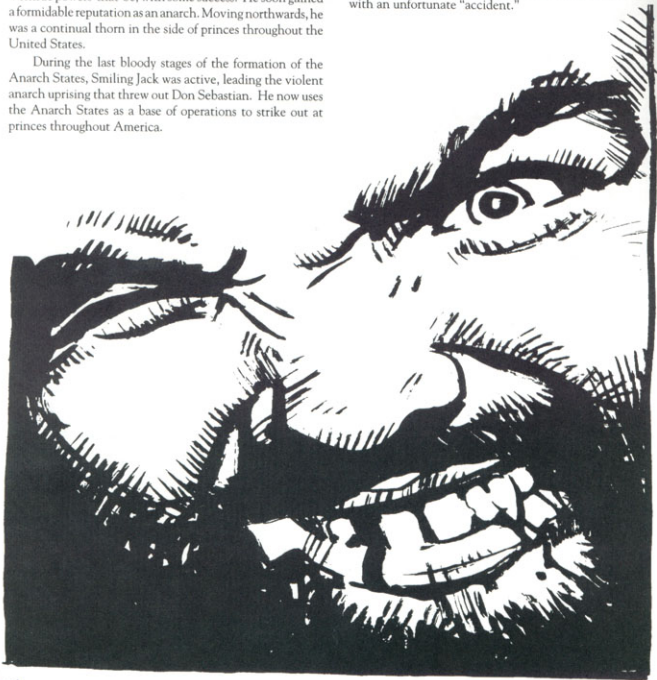
No one knows much of the 10th-Generation Brujah known as "Smiling Jack." Some believe he may have been a Caribbean pirate of the 17th century. No one knows the circumstances of his Embrace, or has stepped forward claiming to be his sire. Smiling Jack refuses to answer any questions about his origins.

Jack has been an active member of the Brujah since the 1680s, when he fought in a number of bloody skirmishes against the Spanish in the Caribbean. He also contested the Venture powers-that-be, with some success. He soon gained a formidable reputation as an anarch. Moving northwards, he was a continual thorn in the side of princes throughout the United States.

During the last bloody stages of the formation of the Anarch States, Smiling Jack was active, leading the violent anarch uprising that threw out Don Sebastian. He now uses the Anarch States as a base of operations to strike out at princes throughout America.

MacNeil dislikes Smiling Jack's presence, and fears he may bring down the wrath of princes against the Anarch States. Unfortunately, Smiling Jack has an even greater reputation among the anarchs than MacNeil, and MacNeil has been unable to press the matter due to his inability to give commands to the anarchs.

Despite his centuries of activity, Smiling Jack remains an Iconoclast. There is nothing he likes better than to create anarchy among vampires everywhere. His lust for blood and violence is such that even most of the Brujah distrust him. It is only his standing with the younger Brujah Iconoclasts, and a certain personal magnetism, that keeps him from meeting with an unfortunate "accident."



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BRUJAH



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WW 2051 \$10.00



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