

Archetypes

ARCHITECT

The Architect has a sense of purpose even greater than herself. She is truly happy only when creating something of lasting value for others. People will always need things, and the Architect strives to provide at least one necessity. You are the type of person who makes an effort to build something of value: to found a town, create a company or in some way leave a lasting legacy. Inventors, pioneers, town founders, entrepreneurs and the like are all Architect Archetypes.

- Regain a point of Willpower whenever you create or establish something of importance or lasting value.

AUTOCRAT

The Autocrat wants to be in charge. He seeks prominence for its own sake, not because he has an operation's best interest at heart or because he has the best ideas (though he may certainly think so). You must have complete control of the situation, complete control over those around you and as much control over fate as you possibly can. Control is the only thing you understand; it is what you worship. Authority is what you desire, and it is what you gain when you have control. The more authority you have, the more control you gain. One hand feeds the other. Others may consider you domineering, but they just aren't up for the job - you are the only one who can do it. He may genuinely believe others are incompetent, but ultimately he craves power and control. Dictators, gang leaders, bullies, corporate raiders and their ilk are Autocrat Archetypes.

- Regain one point of Willpower whenever you achieve complete control over a situation involving other individuals, group or organization.

AUTIST

You hide your secrets from others. Even more importantly, you hide your true self. Anyone who understands you can hurt you, so no one must ever see the real you, or even come close. Give away as little of yourself as possible - adopt a false personality if you like - but just make sure no one discovers the truth about you. Knowledge is power, and those who know you can do anything they like to you.

- Regain one Willpower point whenever another character confesses he is unable to understand you, or whenever someone makes a false assumption about you that gives you an advantage.

ASCETIC

These are interested in the beauty found in the serenity of their minds' surroundings. Often they are disenchanted with their own kind. Rather than make a futile attempt at reformation, such disappointed idealists retreat from the world to live in a cave, cell or some isolated locale. Such a course of action is not taken lightly, if for no other reason than the logistics of feeding. Assorted rumors claim that Ascetic Cainites train their bodies to accept only animal blood, or even to go without feeding for several days at a time. Many believe that the sort of rigorous training that Ascetics supposedly inflict on themselves is one of the first steps on the path to Golconda; Salubri often recommend it for those who live in a highly secular society. Ascetics do not often retreat entirely from the call of their blood, though; a number practice mysticism, taking instruction from Sufis and hermits and producing remarkable writings and poetry on the relations

of God and Man. This theological diversion is perhaps the most important reason the majority of Ascetics do not go insane from boredom in isolation.

AVANT GARDE

You must always be in the forefront - always the first with a piece of news, a dance or fashion trend, or a discovery in the arts. Nothing pains you more than hearing news secondhand, or someone else telling you about a hot new band. New discoveries are your life, and you devote a great deal of time and effort to keeping up with things. After all, if you're not in the forefront, you're nowhere.

- Regain one Willpower whenever you are first with a piece of news or some other significant discovery.

BARBARIAN

Civilization is for weaklings. Intrigue is for cowards. You know that the only things that matter are personal strength, honor and bravery, and you live your life by an unshakable code. No one earns your respect unless he's powerful enough to hold his own in a straightforward contest. The weak are fit only to serve the strong. Not to say that you only respect physical violence; you may be very intelligent, caring and merciful. You cannot, however, abide weaklings or craven bastards who die behind pretty words or others' bodies. A title means nothing unless it is earned through personal valor or wisdom, and an oath means nothing unless the one who makes it will die to uphold it. As for the trappings of civilization, you find them a waste of time. What was good enough for your forefathers is good enough for you. After all, the measure of a man (or a woman) is endurance to hardship and honor in the face of adversity.

- Regain Willpower whenever you or your code of honor clearly triumphs over some overtly 'civilized' opponent or situation.

BON VIVANT

The Bon Vivant knows that life - and unlife - is shallow and meaningless. As such, the Bon Vivant decides to enjoy her time on Earth. The Bon Vivant is not necessarily irresponsible. Rather, she is simply predisposed to having a good time along the way. Most Bon Vivants have low Self-Control scores, as they are so given to excess. Hedonists, sybarites, and dilettantes are all examples of the Bon Vivant Archetype.

- Regain a point of Willpower whenever you have you truly enjoy yourself and can fully express your exultation. At the Storyteller's option, a particularly fabulous revelry may yield multiple Willpower points.

BRAVO

The Bravo is a tough and a bully, and often takes perverse pleasure in tormenting the weak. To the Bravo's mind, might makes right; power is what matters, and only those with power should be respected. Naturally, physical power is the best kind, but any kind will do. The Bravo sees overt threats as a perfectly reasonable means of gaining cooperation. The Bravo is not incapable of pity or kindness, he just prefers to do things his way. Robbers, bigots, thugs and the insecure are all Bravo Archetypes.

- Regain a point of Willpower any time you achieve your agenda through brutishness or intimidation. This need not be physical, as many Bravos verbally or socially cow their victims.

CAVALIER

You are bold, intrepid, valiant and fearless as you need to be to complete your duty. You are the hero who tries to live up to glorious ideals and codes of justice. By protecting that which is good, you seek to preserve the society that made you what you are. If your Nature is Cavalier, and your Humanity ever falls below four, you have to choose a new Nature. You probably hate Deviants, though you may not always recognize them.

- Regain three Willpower points when you manage to accomplish a significant task that positively affects the group to which you belong.

CALIGULAN

Cainites dubbed Caligulans believe not only that vampires are monsters who out to revel in their monstrosity, but also that "the needs of the blood" must be satisfied without remorse or pity. They study forbidden arts of torture and experiment with living subjects, adjusting their works until the pitch of the victim's scream reaches a pleasing note. Such Cainites also bathe in blood (in Roman bath house when they can find them) in an effort to keep the bloom of mortality, and often flaunt their vampiric nature before any and all mortals they meet. They use the list of the Seven Deadly Sin as a checklist of an evening's entertainment, and are prone to murmuring, "Amusing...", "I had not thought of that..." or "Imitator..." during tales of cruelty.

CAMELEON

Independent and self-reliant, you manage to blend into any situation. You carefully study the behavior and mannerisms of everyone you come in contact with so you can pass yourself off as someone else later. You spend so much time altering your mannerisms and appearance that your own sire may not even recognize you. Spies, con artists, drag queens and impostors best represent the Chameleon.

- Regain a point of Willpower whenever you fool someone into thinking you're someone else for your own (or your pack's) benefit.

CAPITALIST

Why give it away for free when you can sell it? You are the ultimate mercenary, realizing that there is always a market to be developed - anything can be a commodity. You have a keen understanding of how to manipulate both kine and Cainites into thinking that they need specific goods or services. Appearance and influence are everything when it comes to the big sale, though you'll use anything to your advantage. Salesmen, soldiers of fortune and bootlickers all adhere to the Capitalist Archetype.

- Regain a point of Willpower whenever you make a successful "sale" or barter of any commodity. Commodities need not be physical items; they may be bits of information, favors or other such intangibles.

CAREGIVER

Everyone needs comfort, a shoulder to cry on. A Caregiver takes her comfort in consoling others, and people often come to her with their problems. Vampires with Caregiver Archetypes often attempt, as best they may, to protect the mortals on whom they feed. Nurses, doctors and psychiatrists are examples of potential Caregivers.

- Regain a point of Willpower whenever you successfully protect or nurture someone else.

CELEBRANT

The Celebrant takes joy in her cause. Whether the character's obsession is battle, religious fervor, foiling her rivals or reading fine literature, it gives the Celebrant the strength to withstand adversity. Given the chance, the Celebrant will indulge in her passion as deeply as possible. Unlike the Fanatic, the Celebrant pursues her passion not out of duty, but out of enthusiasm. Crusaders, hippies, political activists and art enthusiasts are Celebrant Archetypes.

- Regain a point of Willpower whenever you pursue your cause or convert another character to the same passion. Conversely, lose a point of temporary Willpower whenever you are denied your passion or it is badly lost to you.

CHILD

The Child is still immature in personality and temperament. He wants what he wants now, and often prefers someone to give it to him. Although he can typically care for himself, he would rather have a caretaker-type cater to his bratty desires. Some Child Archetypes are actually innocent rather than immature, ignorant of the cold ways of the real world. Children, spoiled individuals and some drug abusers are Child Archetypes.

- Regain a point of Willpower whenever you manage to convince someone to help you with no gain to herself, or to nurture you.

COMPETITOR

The Competitor takes great excitement in the pursuit of victory. To the Competitor, every task is a new challenge to meet and a new contest to win. Indeed, the Competitor sees all interactions as some sort of opportunity for her to be the best - the best leader, the most productive, the most valuable or whatever. Corporate raiders, professional athletes and impassioned researchers are all examples of Competitor Archetypes.

- Regain one point of Willpower whenever you succeed at a test or challenge. Especially difficult victories may, at the Storytellers discretion, allow you to regain multiple Willpower points.

CONFORMIST

The Conformist is a follower, taking another's lead and finding security in the decisions of others. She prefers not to take charge, instead seeking to throw in with the rest the group and lend her own unique aid. The Conformist is drawn to the most dynamic personality or the individual she perceives to be the "best." Being a Conformist is not necessarily a bad thing - every group needs followers to lend stability to their causes. Groupies, party voters and "the masses" are Conformist Archetypes.

- Regain a point of Willpower whenever the group achieves one of its goals due to your support.

CONFIDANT

You understand people and, more importantly, you like them. You are a facilitator who listens and advises. People confess to you and in return you give them advice, most of which is good (though sometimes your advice is more for your own benefits than for that of the recipient). You

are very interested in other people, and who and what they are. Personalities fascinate you, as do the sickness and beauty of human nature.

- You regain a point of Willpower whenever someone confides in you on a personal and intimate level.

CONNIVER

Why work for something when you can trick somebody else into getting it for you? The Conniver always tries to find the easy way, the fast track to success and wealth. Some people call him a thief, a swindler or less pleasant terms, but he knows that everybody in the world would do unto him if they could. He just does it first, and better. Criminals, con artists, salespeople, urchins and entrepreneurs might be Connivers.

- Regain a point of Willpower whenever you trick someone into doing something for you.

CREEP SHOW

You strive to shock and disgust those around you with gratuitous acts and ostentatiously "evil" mannerisms. You realize, of course, that it's all show and merely a way to intimidate and control others. Outsiders, on the other hand, think you are the Devil incarnate, and you revel in this image. Shock-rockers, rebellious teenagers and the attention-starved exemplify the Creep Show Archetype.

- Regain a point of Willpower whenever someone recoils from you in horror or otherwise reacts in fear.

CRITIC

Nothing in the world should be accepted without thorough scrutiny and examination. Nothing is ever perfect, and the blemishes must be pointed out in order for the good to be truly known. Your standards are high for everything, and you insist on their being met. You encourage the same ideals in others, because laxity and low standards reduce the quality of life of everyone. Others will thank you later, once they discover the purity of your perspective. You seek out and expose the imperfections in every person or thing you encounter. You are never satisfied with anything that is less than perfect, unless it is within yourself - after all, you're not a perfectionist.

- Regain one Willpower point whenever you are able to discover a significant imperfection that has escaped the attention of others.

CURMUDGEON

A Curmudgeon is bitter and cynical, finding flaws in everything and seeing little humor in life or unlife. He is often fatalistic or pessimistic, and has very little esteem for others. To the Curmudgeon, the glass is always half full, though it may be damn near empty when other people are involved. Many elder vampires and Generation Xers are Curmudgeons.

- Regain a point of Willpower whenever someone does something stupid, just like you said they would. You must predict this failure aloud (though you may simply whisper it to the Storyteller if you wish).

DABBLER

The Dabblers is interested in everything but focuses on nothing. He flits from idea to idea, passion to passion and project to project without actually finishing anything. Others may get swept up in

the Dabbler's enthusiasm, and be left high and dry as a result when he moves on to something else without warning. Most Dabblers have high Intelligence, Charisma and Manipulation ratings, but not much in the way of Wits or Stamina. Toreador are often Dabblers, particularly those afflicted with the derisive sobriquet "Poseurs."

- Regain Willpower whenever you find a new enthusiasm and drop your old one completely.

DEVIANT

The Deviant is a freak, ostracized from society by unique tastes that place her outside the mainstream. Deviants are not indolent rebels or shiftless "unrecognized geniuses"; rather, they are independent thinkers who don't quite fit in the status quo. Deviant Archetypes often feel that the world stands against them, and as such reject traditional morality. Some have bizarre tastes, preferences and ideologies. Extremists, eccentric celebrities and straight-out weirdoes are Deviant Archetypes.

- Regain a point of Willpower any time you are able to flout social mores without retribution.

DIRECTOR

To the Director, nothing is worse than chaos and disorder. The Director seeks to be in charge, adopting a "my way or the highway" attitude on matters of decision making. The Director is more concerned with bringing order out of strife, however, and need not be truly "in control" of a group to guide it. Coaches, teachers and many political figures exemplify the Director Archetype.

- Regain a point of Willpower when you influence a group in the completion of a difficult task.

DEFENDER

Not everyone can be a warrior. You can, however, and whatever your chosen field of combat may be - warfare, law, medicine, religion, whatever - you bend your efforts towards defending those who deserve a fighting chance. Perhaps you are (or once were) a guardian on the road to Damascus, a city watchman or a healer. Maybe you achieved whatever title you hold (or held) by protecting your vassals, not by favoring a lord; or turned your sword-arm to God's will. Whatever history you may have, your task in life is to defend some patron. Some protect the weak, others protect the throne.

- Regain Willpower whenever you successfully ward you protectorate or patron from some hostile threat.

ENIGMA

Your actions are bizarre, puzzling and inexplicable to everyone except yourself. Your strangeness may be residual effects from the Creation Rites, or the most effective way for you to carry out the work of the Sabbath - to see the movements of the Antediluvians and counter them. To the rest of the world, however, your erratic actions suggest that you're eccentric if not completely crazy. Conspiracy theorists, deep-cover agents and jihad fanatics all live up to the Enigma Archetype.

- Regain a point of Willpower whenever someone is completely perplexed or baffled by one of your actions that later turns out to be a fruitful endeavor.

EYE OF THE STORM

Despite your calm subtle appearance, chaos and havoc seems to follow you. From burning cities to emotional upheaval, death and destruction circle you like albatrosses. For you, unlife is a never-ending trial with uncertainty around every corner. Gang leaders, political figures and other influential individuals exemplify the Eye of the Storm Archetype.

- Regain a point of Willpower whenever a ruckus, riot or less violent phenomenon occurs around you.

FANATIC

The Fanatic has a purpose, and that purpose consumes his existence. The Fanatic pours himself into his cause; indeed, he may feel guilty for undertaking any objective that deviates from his higher goal. To the Fanatic, the end justifies the means - the cause is more important than those who serve it. Players who choose Fanatic Archetypes must select a cause for their character to further. Revolutionaries, zealots and sincere firebrands are all examples of Fanatic Archetypes.

- Regain a point of Willpower whenever you accomplish some task that directly relates to your cause.

EPICUREAN

The image of the Epicurean is what most readily comes to mind when one images a "typical" Toreador: the fops, the temperamental artisans, the snobbish padrones - they are all Epicureans to one extent or another. Some are actively snobbish, others take advantage of luxury after living so long without it, and the rest simply believe this sort of demeanor to be their due as vampires. It is rare to find Epicureans looking sloppy or untidy, acting without manners (that is, courtly manners - politeness is another thing), or drinking from slovenly vessels. Many begin as Epicureans and find other, less stereotypical niches as time passes.

GALLANT

Gallants are flamboyant souls, always seeking attention and the chance to be the brightest stars. Gallants seek the company of others, if only to earn their adoration. Attention drives the Gallant, and the chase is often as important as fulfilling that pursuit. Nothing excites a Gallant so much as a new audience to woo and win. Performers, only children and those with low self-esteem are often Gallant Archetypes.

- Regain a Willpower point whenever you successfully impress another person. Ultimately, the Storyteller is the arbiter of when you dazzle someone, even in the case of other player's characters.

GURU

Your enlightenment draws others to you. You may be a mentor of a particular Path of Enlightenment, a priest with the Church or merely an idealist in your pack. Whatever the case, your presence motivates and moves others to engage in spiritual or ideological pursuits. Your peers view you as calm, centered and "with it" even when you are preaching about violence as a means to an end. Cult leaders, Zen masters and pack priests are examples of Gurus.

- Regain a point of Willpower whenever someone seeks out your help in spiritual matters and your guidance moves that individual to an enlightened action that he normally would not

have taken. Also, regain a point of Willpower whenever you achieve an epiphany that relates to your personal philosophy.

HONEST-ABE

You have a moderate temperament, and refrain at all cost from telling lies and stealing from others. You were brought up to live honestly and openly, and to be good to others - you have lived your life (or unlife) by these simple truths ever since. You are not a dogmatist and do not insist that others live as you do, nor have you constructed a complicated set of rules for yourself. You are flexible in your behavior, but always carefully evaluate your actions against your beliefs.

- You regain five points of Willpower if your honesty harms you or your friends in some way, but later turn out to help you. In other words, your honesty turns out to have been the proper way to do things, even from a pragmatic point of view.

HUMANIST

Humanists believe in mortals - specifically, in their ability to commit great good or great evil, and in their creativity and their worth. These Cainites do not see humans as perfect (far from it), but they do not believe that mortals have gifts to give and Cainites are wrong simply to shove them aside. Humanists struggle to keep their connections to their own humanity alive, which grants them some empathy with mortal struggles and fears. The mortals Humanists choose to interact with often come away less "damaged" than they might in dealing with some other Cainites. Humanists frequently have their fingers well-placed on the pulse of the mortal community, and are some of the best-informed Cainites with regards to incipient changes among the living.

INNOVATOR

There are always better ways to achieve a goal; you will find those better ways. Inventors, traders, philosophers and strategists are examples of your kind. You are the path-blazer; the visionary; the critic who is never satisfied, even with seeming perfection. Tradition, to you, is a snare which binds imagination. Whatever you do, strive to improve upon what went before.

- Regain Willpower whenever your quest to create some new way of doing something succeeds. Dramatic breakthroughs are worth more confidence (and thus more Willpower) than simple improvements.

IDEALIST

The Idealist believes - truly, madly, deeply - in some higher goal or morality. The object of his idealism may be something as pragmatic as the Camarilla's eventual triumph or as amorphous as the ultimate good, but the belief is there. Idealists are frequently either very new to the Blood or very old, and many seek after Golconda as the final expression of their idealism. In the meantime, an Idealist tries to reconcile his beliefs with the demands of vampiric existence, often acting contrary to self-interest to do so.

- Regain a point of Willpower any time an action in pursuit of your ideals furthers your goals and brings your ideal closer to fruition.

JESTER

You are the fool, idiot, quipster, clown or comic, forever making fun of both yourself and others. You constantly seek the humor in any situation, and strive always to battle the tides of depression inside yourself. You hate sorrow and pain, and constantly try to take others' minds off the dark side of life. Sometimes you'll do nearly anything to forget pain exists. Your particular brand of humor might not always impress your friends, but it makes you feel better. Some Jesters manage to escape pain and are truly happy, but most never find release.

- Regain Willpower when you raise the spirits of those around you through the device of humor, especially when you are able to escape your own pain in the process

JOBSWORTH

You are dedicated to the unbroken routine of your existence, and refuse to do anything that compromises your routine and established practices. No matter how urgent or deserving an individual case may be, the preservation of established practices and routines is more important. Individual decisions and considerations are fallible, whereas routines and established procedures are the distilled wisdom of years or decades of decision-making. Routines are what separate order from chaos. Make an exception once, and it sets a dangerous precedent; make an exception twice, and the door to anarchy is opened.

- Regain a Willpower point each time you are able to preserve your routine, and each time you avoid reevaluating anything or making a decision about a situation based on its individual merits. At the Storyteller's option, more points may be awarded for truly impressive feats of generalization.

JUDGE

The judge perpetually seeks to improve the system. A judge takes pleasure in her rational nature and ability to draw the right conclusion when presented with facts. The judge respects justice, as it is the most efficient model for resolving issues. Judges, while they pursue the "streamlining" of problems, are rarely visionary, as they prefer proven models. Engineers, lawyers and doctors are often Judge Archetypes

- Regain a point of Willpower when deduce a mystery by assembling the clues, presented, or when one of your arguments unites dissenting parties.

LONER

Even in a crowd, the Loner sticks out, because he so obviously does not belong. Others view Loners as pariahs, remote and isolated, but in truth, the Loner prefers his company to that of others. For whatever reason, the Loner simply disdains others, and this feeling is often reciprocated. Criminals, radicals and free thinkers are at Loner Archetypes.

- Regain a point of Willpower when you accomplish something by yourself, yet which still benefits the coterie in some way. For truly impressive success, or achievement in spite of strong opposition, the Storyteller may choose to let you regain two Willpower points.

MANIPULATOR

You have always been fascinated by others. Why do people behave as they do? What thoughts and emotions affect their actions? The cognitive processes that influence the choices people make intrigue you. Sometimes just asking people questions about their actions can yield important information, but often people do not truly understand their own motivations and concerns. In these cases, it is far easier to set up situations - experiments, if you will - to see how

people behave. You attempt to manipulate these situations for your own personal advantage, in order to discover more information about your chosen subject. Some might call these experiments cruel, but to you it is mere scientific necessity.

- Regain Willpower whenever you manage to set up an incident or situation that allows you to gain new insight into your subject's psyche.

MARTYR

The Martyr suffers for his cause, enduring his trials out of the belief that his discomfort will ultimately improve others' lot. Some Martyrs simply want the attention or sympathy their ordeals engender, while others are sincere in their cause, greeting their opposition with unfaltering faith in their own beliefs. Many Inquisitors, staunch idealists and outcasts are Martyr Archetypes.

- Regain a point of Willpower when you sacrifice yourself or your comfort for your ideals or another's immediate gain.

MASOCHIST

The Masochist exists to test his limits, to see how much pain he can tolerate before he collapses. He gains satisfaction in humiliation, suffering, denial and even physical pain. The Masochist defines who he is by his capacity to feel discomfort - he rises each night only to greet a new pain. Certain extreme athletes, urban tribalists and the clinically depressed exemplify the Masochist Archetype.

- Regain two points of Willpower whenever you experience pain in a way you never have before.

MEDIATOR

The world is full of people who want things, sometimes people want the exact same thing. Some people have what other people want and would be willing to talk about working out a deal, but just don't know how to start. These people often have immense trouble finding and communicating with each other. That is where you come in. You are dedicated to mediating between people - fulfilling needs, smoothing over disputes, and generally helping people talk to one another. You are the diplomat, the middle child, the perpetual person in the middle.

- Regain one point of Willpower whenever you are able to act as a go-between between two individuals or groups, and regain another point if you bring things to a satisfactory conclusion. The Storyteller may award more points for particularly outstanding mediation.

MERCENARY

You are driven by your need to make the best possible deal, to acquire goods or services that add to your own personal wealth at the least possible cost to yourself. You avoid quick sales in order to experience the simple joy of bargaining. The contest itself is often more pleasurable than your inevitable victory. You enjoy the daily challenges of commerce and watch the fluctuations of your coffers with fascination. This mercantile attitude influences more than your finances. In fact, it carries over into every aspect of your unlife. You hunt for victims with the same eye for efficiency that you turn toward purchasing a new wagon. You avoid waste whenever possible, taking only what you need and nothing more, unless it can be stored safely or sold. Arguments and bargaining are, in your opinion, the only way for individuals to resolve their differences and still maintain respect for one another.

- Regain Willpower whenever you use your bargaining skills to acquire something for much less than it is worth, or whenever a clever investment turns a substantial profit.

MONSTER

The Monster knows she is a creature of darkness and acts like it. Evil and suffering are the Monster's tools, and she uses them wherever she goes; no hurt goes uninflicted and no lie remains untold. The Monster does not commit evil for its own sake, but rather as a means to understand what she has become. Kindred elders and unstable individuals and display characteristics of the Monster Archetype.

- Malignant deeds reinforce the Monster's sense of purpose. Monster characters should pick a specific atrocity, regaining Willpower whenever they indulge that urge. For example, a tempter regains Willpower for luring someone into wickedness, while an apostate earns back Willpower for causing another to doubt her faith. Pick a destiny and fulfill it.

OPTIMIST

"Everything always turns out for the best." That is the motto of your life, and you know if you can just stay cheerful and stop worrying, your problems will never be with you forever. Some call you a fool, but even they have to admit you're happier than they are. Certainly you'll encounter difficulties from time to time, but there's no sense in worrying yourself to death in advance. Don't worry, be happy and have a nice day.

- Regain a Willpower point whenever things turn out for the best, just like you said they would. You must predict such an outcome, either out loud to the other characters or to yourself (tell the Storyteller).

PATRON

Patrons enjoy creating people, shaping them and helping them to become their very best - so that in doing so, they become a credit to their patrons. For these self-appointed patricians, their art is the shaping of a new personality from old clay. They take their charges completely under their wings, see to their education, outfit them, and otherwise transform them. How a patron sports her diamond in the rough varies, but she will put forth her best efforts to ensure a fine finished product, and the subject had better put forth the same. Training methods also vary, and some call upon startling cruelty to make certain the charge learns her lessons. Patrons often call bills due at some later point in time, expecting recompense from their former "projects" for services rendered. Wise beneficiaries comply; fools resist and suffer the slings and arrows of an outraged Cainite's wrath. A Patron who feels she has been taken for granted or wronged is a frightening sight, for she will not stop until she has taken back her pound of flesh, preferably from her ungrateful protégé's heart.

PEDAGOGUE

The Pedagogue knows it all, and desperately wants to inform others. Whether thorough a sense of purpose or a genuine desire to others, the Pedagogue makes sure his message is heard - at length, if necessary. Pedagogue Archetypes may range from well-meaning mentors to verbose blowhards who love to hear themselves talk. Instructors, the overeducated and "veterans of their field" are Pedagogue Archetypes.

- Regain one point of Willpower whenever you see or learn of someone who has benefited from the wisdom you shared with them.

PENITENT

The Penitent exists to atone for the grave sin she commits simply by being who she is. Penitents have either low self-esteem or legitimate, traumatic past experiences, and feel compelled to "make up" for inflicting themselves upon the world. Penitent Archetypes are not always religious in outlook; some truly want to scourge the world of the grief they bring to it. Repentant sinners, persons with low self-esteem and remorseful criminals are examples of the Penitent Archetype.

- Regain a point of Willpower whenever you feel that you have achieved absolution for a given grievance. This redemption should be of the same magnitude as the transgression- the greater the crime, the greater the penance. The Storyteller is the ultimate arbiter of what constitutes a reasonable act of reparation.

PERFECTIONIST

Perfectionist Archetypes simply demand the best. A half hearted job gives the Perfectionist no satisfaction, and she expects the same degree of commitment and attention to detail from others that she demands from herself. Although the Perfectionist may be strict and exacting, the achievement of the end goal drives her - and often for whom she is responsible. Prima donnas, artist and conceptual designers exemplify the Perfectionist Archetype.

- Regain a point of Willpower whenever you accomplish your goal without any demonstrable flaw or impediment.

PLOTTER

Everything you do is planned. Very little springs from you spontaneously. Your plans are often long and involved, sometimes extending beyond the lives of the mortals involved in them. Details must be exact, for you believe any deviation could bring ruin. You try to plan everything in your life; each thing you do must accomplish something in the greater scheme. Deviation from routine, however, is bothersome, not traumatic. You are organized, not deranged. You tend to be neat and precise in everything you do.

- You regain three points of Willpower when one of your plots comes to fruition in the exact manner you planned.

POLTROON

Meeting trouble (or anything else) head-on is the tactic of fools and optimists. The sensible way to deal with trouble is to deny it a target. While some people might accuse you of sticking your head in the sand, they do have to admit that it has remained on your shoulders for quite some time, and looks like it will continue to do so indefinitely. You never confront what you can evade, and never face anything unless there is no other option. Courage is not high on your list of virtues, but then the line between courage and folly is virtually nonexistent to your eyes.

- Regain one point of Willpower whenever you are able to avoid a problem or situation without dealing with it.

PRAISE-SEEKER

Your self-worth is based entirely on the opinions of others. You crave approval and praise, and will go to extreme lengths to get such - even risking yourself and things you love. Unlike the Sycophant, you do not think of protection, and you have no thought of using others' good

opinions to your own advantage - you simply crave praise and approval for their own sake, so you can feel good about yourself.

- Regain one Willpower point whenever another character offers unprompted praise, admiration or appreciation. If the appreciation is truly great, and/or the other character is powerful or particularly admired, the Storyteller may award extra points.

REBEL

The Rebel is a malcontent, never satisfied with the status quo or the system as it is. He hates authority and does everything in his power to challenge and undermine it. Perhaps the Rebel truly believes in his ideals, but it is just as likely that he bears authority figures some ill will over a misunderstanding or "wrong" done to him in the past. Teenagers, insurrectionists and nonconformists all exemplify the Rebel Archetype.

- Regain a point of Willpower whenever your actions adversely affect your chosen opposition. Rebels may oppose the government, the Church, a vampire prince, whatever. The player should choose whom or what his character rebels against when he adopts this Archetype.

ROGUE

Only one thing matters to the Rogue: herself. To each his own, and if others cannot protect their claims, they have no right to them. The Rogue is not necessarily a thug or bully, however. She simply refuses to succumb to the whims of others. Rogues almost universally possess a sense of self sufficiency. They have their own best interests in mind at all times. Prostitutes, capitalists and criminals all embody the Rogue Archetype.

- Regain a point of Willpower when your self-centered disposition leads you to profit, materially or otherwise. At the Storyteller's discretion, accumulating gain without exposing your own weaknesses may let you regain two points of Willpower.

SADIST

You exist to inflict pain and suffering upon others. Killing is too easy - torture is the best way to truly harm a person, and you seek the slowest, most painful means to push others to the ultimate limits. Pain - others' pain - gives you immense pleasure. Drill sergeants, jilted ex-lovers and some of the terminally deranged may all display Sadist Archetypes at one time or another; sadism is rare enough to appear only in aberrant cases, rather than reliably in one type of person or another.

- Regain a point of Willpower whenever you inflict pain upon someone for no reason other than your own pleasure.

SCIENTIST

To a Scientist, existence is a puzzle which she can help to reassemble. A Scientist logically and methodically examines her every situation and maneuver, looking for logical outcomes and patterns. This is not to say that the Scientist is always looking for a scientific or rational explanation, but rather, that she examines her surroundings rigorously and with a critical eye. The system a Scientist attempts to impose on the world may be completely ludicrous, but it is a system, and she sticks by it. Scientists have high Mental Attributes, and often hold low-ranking positions in Camarilla city governments.

- Regain Willpower any time a logical, systematic approach to a problem helps you solve it, or information gathered logically is of use in another, similar situation.

SOCIOPATH

All inferior beings both living and undead should be exterminated in order to bring about a harmonious existence. You likely feel no remorse when you kill (depending upon your Humanity or path). On the contrary, you are doing a glorious deed for society. Some Sabbat are critical of your violent nature, but you sometimes manage to sway them with arguments like, "Darwin would agree that I'm only helping nature along!" and, "Only the Sabbat shall survive!"

- Regain Willpower whenever you are the greatest contributor to a body count after everything has settled down. This count includes times when you are the only killer, and it needs not result from a massive combat - like killing every member of a movie audience or gunning down defenseless patrons in a bank robbery.

SOLDIER

The Soldier is not a blindly loyal follower. While she exists for orders, she does not adhere to them unquestioningly. More independent than a Conformist but too tied into the idea of command to be a Loner, the Soldier applies her own techniques to others' goals. While she may seek command herself someday, her ambitions lie within the established hierarchy and structure. The Soldier has no compunctions about using whatever means necessary to do what needs to be done, so long as the orders to do so came from the right place.

- Regain a point of Willpower when you achieve your order's objectives. The more difficult the orders are to fulfill, the better it feels to accomplish them. At Storyteller discretion, pulling off a spectacular success or fulfilling a lengthy mission may well be worth additional Willpower points.

SURVIVOR

No matter what happens, no matter the odds or opposition, the Survivor always manages to pull through. Whether alone or with a group, the Survivor's utter refusal to accept defeat often makes the difference between success and failure. Survivors are frustrated by others' acceptance of "what fate has in store" or willingness to withstand less than what they can achieve. Out-casts, street folk and idealists may well be Survivor Archetypes.

- Regain one point of Willpower whenever you survive a threatening situation through tenacity, or when another persists in spite of opposition due to your counsel.

SYCOPHANT

In the grand scheme of things, you are small and weak and unfit for survival. Your best hope is to find someone who is more powerful than you are and persuade her to take care of you. In return you will serve, admire and follow her. You will do anything she says, unless it puts you in great risk. In any type of uncertain situation, you will attach yourself to the strongest-seeming person, siding with her, performing various barely necessary services and generally trying to ingratiate yourself. Thereby you hope to earn some kind of protection. There is no limit to the depths to which you will lower yourself in order to be accepted, and you have no pride.

- Regain one Willpower point whenever a stronger character to whom you have attached yourself acts in your defense, be it siding with you in an argument or protecting you from physical harm.

THRILL-SEEKER

The Thrill-Seeker lives for the rush brought on by danger. Unlike those of arguably saner disposition, the Thrill-Seeker actively pursues hazardous and possibly deadly situations. The Thrill-Seeker is not consciously suicidal or self-destructive - he simply seeks the stimulation of imminent disaster. Gangbangers, petty thieves and exhibitionist are all examples of the Thrill-Seeker Archetype.

- Regain a point of Willpower any time you succeed at a dangerous task that you have deliberately undertaken. Thrill- Seekers are not stupid, however, and the Storyteller may choose - not to reward a player who heedlessly sends her character into danger for the sole intent of harvesting Willpower.

TRADITIONALIST

The orthodox ways satisfy the Traditionalist, who prefers to accomplish her goals with time tested methods. Why vary your course when what has worked in the past is good enough? The Traditionalist finds the status quo acceptable, even preferable, to a change that might yield unpredictable results. Conservatives, judges and authority figures are all examples of traditionalist Archetypes.

- Regain a point of Willpower any time the proven ways turn out to be the best. Also, regain a point of Willpower any time you successfully resist change for its own sake.

TRICKSTER

The Trickster finds the absurd in everything. No matter how grim life (or unlife) may become, the Trickster always uncovers a kernel of humor within it. Tricksters cannot abide sorrow or pain, and so they strive to lighten the spirits of those around them. Some Tricksters have even higher ideals, challenging static dogma by exposing its failures in humorous ways. Comedians, satirists and social critics are examples of Trickster Archetypes.

- Regain a point of Willpower any time you manage to lift others' spirits, especially if you are able to deny your own pain in the process.

TYRANT

No one can do anything right except you. Whenever you leave something in someone else's care, that person fouls it up. Therefore, you must watch over those you care for, and take matters into your own hands whenever possible. You may have been an innkeeper before your embrace, or a knight whose squires simply couldn't achieve the chivalric ideals. Perhaps you oversee your ghouls the way you once commanded your household servants. Whatever you do, make sure that no one make a mess of it. People may not like you for it, but at least things will be done right, this time.

- Your leadership refreshes your Willpower whenever you succeed through stubbornness, forcefulness and attention to detail.

VISIONARY

The Visionary is strong enough to look beyond the mundane and perceive the truly wondrous. Visionaries test accepted societal limits, and seek what few others have the courage to imagine. The Visionary rarely takes satisfaction in what society has to offer; she prefers to encourage society to offer what it could instead of what it does. Typically, society responds poorly to Visionaries, though it is they who are responsible for bringing about progress and change. Philosophers, inventors and the most inspired artists often have Visionary Archetypes.

- Regain a point of Willpower each time you are able to convince others to have faith in your dreams and follow the course of action dictated by your vision.