

PROMETHEAN™

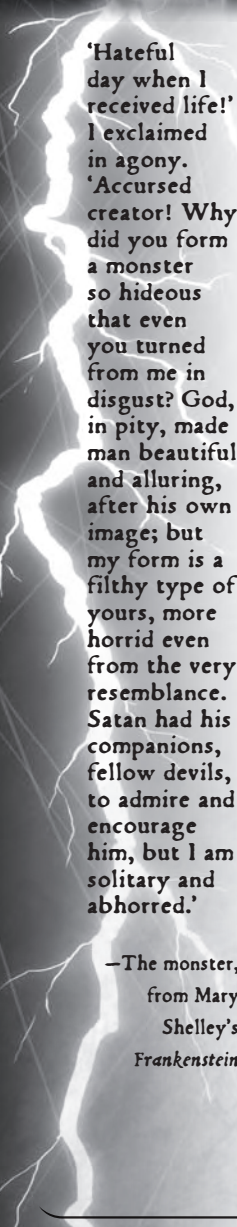
THE CREATED

Free Introductory Scenario



A STORYTELLING GAME OF STOLEN LIVES

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'Hateful day when I received life! I exclaimed in agony. 'Accursed creator! Why did you form a monster so hideous that even you turned from me in disgust? God, in pity, made man beautiful and alluring, after his own image; but my form is a filthy type of yours, more horrid even from the very resemblance. Satan had his companions, fellow devils, to admire and encourage him, but I am solitary and abhorred.'

**—The monster,
from Mary
Shelley's
*Frankenstein***

Your Pilgrimage Begins Here

Like most people, you've probably had the sense — at least once — that things were not right with the world and that not everything was as it seemed. You've felt that sinister truths hid behind a façade of normality, veiled partially by the rational, orderly "natural laws" we call science. And when night falls, when the shadows grow long and the wind whistles through the trees, you shudder and remember the truths of your ancestors, who were right to fear the dark.

You've just entered the World of Darkness, a world very much like our own, save that the shadows hide very real monsters (though most people fool themselves into believing it isn't so).

In **Promethean**, the fourth Storytelling game set in the World of Darkness, you and your friends tell the story of some of these monsters, monsters created from the corpses of dead humans, reanimated thru various means, be it mad science or even shamanistic rituals. They can shrug off terrible injuries, they age extremely slowly, and they have a variety of inhuman abilities. Nevertheless, the Prometheans fear many things, from the burning touch of fire, to the ostracism caused by their condition. They also fear the failure of their one true goal: to become mortal and gain a soul.

There is no one story for the origin of Prometheans. There are several widely held theories, though. Frankenstein's Monster, Pygmalion's statue come to life, The Golem of Prague, the legend of Osiris, these are four of the legends that hold some truth to the origins of Prometheans. Regardless of how they first came to be, they exist in a society that unknowingly shuns them for their unnatural existence.

The Game

Promethean is a Storytelling (or roleplaying) game. In it, a group of players cooperates to tell a story. Each player takes on the role of a single Promethean, except for the Storyteller. This player essentially takes on every other role, describing the world to the other players, acting out the parts of other characters and determining what challenges the players' characters face. Players roll dice to determine if their characters can overcome the challenges before them. In a typical exchange, the Storyteller describes the scene in which the players' characters find themselves. ("You rise from a night's rest in the small shack on the outskirts of town you use as a haven. A scratching at the door tells you someone is trying to get in. What do you do?") The players then describe their characters' actions, usually in the first person. ("I sneak up to the door and look through the peep hole.") The Storyteller then describes the results of the action, going back and forth until the scene is resolved. Dice are rolled when players have their characters try things that aren't guaranteed success. Jumping out of a moving car without getting hurt would require a dice roll; leaving a stationary one wouldn't.

This booklet contains everything you and four of your friends will need to play your first game of **Promethean**, except for some pencils and paper (for notes) and several 10-sided dice (these specialty dice are available in most hobby shops and are sometimes called "d10"). Those of you who are going to be players should read over the character backgrounds in the center of this booklet and choose the one you want to play. The Storyteller should read the rest of the booklet in preparation before playing.

The Rules

Promethean uses a set of rules called the Storytelling System. Many of the rules are introduced in the scenario proper or on the character sheets (special powers and so on), but there are a few basics to go over first.

- **Rolling Dice:** When rolling dice in the Storytelling System, you do not add the numbers together. Instead any single die that comes up 8 or better is considered a success. You usually only need one success to accomplish a task, but more is always better (causing more damage in combat, for example). Any die that comes up a "0" (considered a 10) counts as a

success and can be rolled again (and potentially get another success). If you roll no successes at all, your character has failed that action.

- **Dice Pools:** The number of dice you roll to attempt something is called your dice pool. It is usually made up of the total of two traits on your character sheet (one Attribute and one Skill) and modifiers imposed by any special equipment your character uses or adverse conditions.

- **Modifiers:** The Storyteller determines what modifiers apply to any dice pool. These either add to, or subtract from, the dice pool (the number of dice rolled). These modifiers usually come from tools used (a bonus is listed with the tool), Merits that the character has (described in the character description), or general circumstances. The Storyteller should grant or impose a bonus or penalty (usually ranging from +2 to -2) if the circumstances are especially favorable or deleterious. For example, an attempt to climb a wall that is slick with rain and slime would suffer a -2 penalty, whereas doing so on one with plentiful handholds and ledges would gain a +2.

- **Chance Die:** If modifiers reduce your dice pool to zero dice (or even less), you should roll a single die (called a *chance die*). A 10 rolled on a chance die generates a single success, while any other result is a failure. Rolling a 1 on a chance die indicates a *dramatic failure*, and the Storyteller should describe especially troublesome results (a gun jamming, a blowout during a car chase, etc.).

- **Actions:** Almost anything a character does is considered a *simple action*. You determine the dice pool, roll the dice, and see if you succeed or fail. In combat you can perform one simple action per turn. Sometimes, you'll be asked to take an *extended action*, which represents doing something over a period of time, like researching something in a library or searching a room. In this case, every time you roll the dice represents a fixed amount of time (usually 10 minutes, but it varies for some more involved actions). You accumulate successes from roll to roll until you get a certain number (described in the text), at which point something happens, or you run out of time. Some actions can also be *contested*, which means that two people are working against each other, such as in an arm-wrestling match, or when a character tries to sneak past a watchful guard. In a contested action, each player (or the player and the Storyteller) rolls the dice pool for their character and the person with the most successes wins. Finally, some actions are *reflexive*,

which means that they happen automatically and don't take up any time — you can perform them and still perform a simple action in that turn.

- **Turns and Scenes:** A *turn* is a 3-second period and is used in combat. A *scene* is a longer period (usually as long as it takes for everyone to do what they want in a particular place). Some Promethean powers function for a single turn, while others last the whole scene.

The Character Sheet

This booklet contains character sheets for the six characters that players will use in “Virtue and Power.” These sheets contain all the game numbers that define a character's capabilities, divided into a variety of types of traits. Most traits are rated from one dot (•) to five dots (•••••), much like a star rating system for movies. Different traits represent different things:

- **Attributes** represent inherent capabilities, such as Strength, Intelligence or Presence.

- **Skills** represent learned abilities, like Firearms or Medicine. A word or phrase in parentheses next to a Skill indicates a Specialty, an area of the overall Skill in which the character is particularly talented. If you are asked to roll a dice pool in which your character doesn't have the right Skill, you suffer a penalty of either -1 (for a missing Physical or Social Skill) or -3 (for a missing Mental Skill). If, on the other hand, you have a relevant specialty in the Skill in your dice pool, you get a +1 modifier.

- **Health** determines how wounded your character is, and it has both dots and points. Your character's dots are filled in on your character sheet, and they represent the total number available to him when he is uninjured. His Health points are recorded in the corresponding boxes, denoting his current state of health. (See “Health and Damage” for how to mark off Health points and the effects of wound penalties.)

- **Willpower** represents your character's reserves. You can spend one point (and one point only) of Willpower on any roll, and you get three additional dice in your dice pool. Alternatively, you can spend a point to raise your Defense trait by two against a single attack. Willpower is valuable, and you regain it only for acting in accordance with your character's **Virtue** or **Vice** (see individual character descriptions). Willpower is ranked from 1 to 10, unlike most of other traits.

- **Azoth** represents the inherent power of the character's supernatural nature. It's a representation of how hot the fire of creation burns within them.

- **Pyros:** This is the amount of supernatural energy currently in a Promethean's system. You spend Pyros on various things from activating powers to healing to boosting one's attributes.

- **Transmutations** are special Promethean powers, which are explained in the character's description.

- **Merits** are special edges a character has, such as Contacts or Resources or Stunning Looks. The effects of each are explained in the character's description.

- **Defense** and **Initiative Modifier** are traits used in combat and are explained in that section.

- **Speed** is the number of yards a character can move in one combat turn and still perform an action. A character can run up to twice his Speed rating yards in a turn if he sacrifices his action. Speed will most likely come into play in a chase.

- **Humanity** is a measure of your character's morality, of how far he has succumbed to his personal Torment. Your character can lose Humanity over the course of play. Humanity is ranked from 1 to 10, unlike most of other traits.

Combat

Violence is inevitable in the life of the Promethean. When a fight breaks out, it can be important to keep track of who is doing what, and how badly they are hurting each other. When that happens, follow these steps:

First tell the players that their characters are entering combat. Until the combat ends, everyone acts turn-by-turn, with each character everyone getting one chance to act each turn.

Next, have everyone roll Initiative, which is the result of the roll of a single die + the character's Initiative modifier as listed on the character sheet. (This is a rare case where you add the number that comes up on a die to the value of your trait, instead of rolling a dice pool and looking for a success.)

Starting with the character with the highest Initiative result and continuing on to the lowest, each character gets to take a single action

(usually an attack). The player can choose to yield her character's action until later in the Initiative queue, or until the next turn if she wishes. Resolve each character's action before asking the next player what his character does.

If a character attacks another character, the attacker rolls the appropriate dice pool:

- **Unarmed close combat:** Strength + Brawl, minus target's Defense and armor (if any)
- **Armed close combat:** Strength + Weaponry, minus target's Defense and armor (if any)
- **Touching an opponent (some Transmutations):** Dexterity + Brawl, minus target's Defense
- **Ranged combat (guns and bows):** Dexterity + Firearms, minus target's armor (if any)
- **Ranged combat (thrown weapons):** Dexterity + Athletics, minus target's Defense and armor (if any)

Add bonus dice based on what weapon is being used or what effect is being performed, then subtract penalties for circumstance conditions. The player rolls the remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack. The Storyteller describes the attack and wound in narrative terms.

Once everyone has acted, a new turn starts and the player with the highest Initiative gets to act again. Players *do not* make new Initiative rolls every turn.

Complications

- **Avoiding Damage in Close Combat:** Your character's Defense trait represents his instinctive ability to duck and weave and make close-combat attacks harder, and so serves as a penalty to incoming attacks. If your character hasn't yet acted this turn and is willing to forgo that action, he can dodge, which doubles his Defense for the rest of the turn. If your character is attacked multiple times in the same turn, however, it becomes harder for him to avoid being hurt. For every attack targeted at him past the first, reduce the character's Defense by 1 (to a minimum of zero). If your character is dodging, the doubled Defense reduces by 1 for each additional attack.

• **Avoiding Damage in Ranged Combat:** Unless a ranged attacker is close enough that he could just as easily attack in close combat (a few feet), or is throwing a weapon, Defense doesn't apply. To avoid damage in a firefight you can either find cover (hide behind something solid) or fall prone (drop flat to the ground). Falling prone constitutes a character's action for the turn but levies a -2 penalty on ranged attacks. Anyone within close-combat striking distance (a few feet) gets a +2 bonus to hit a prone character, though.

• **Concealment and Cover:** If your character is partially concealed behind an object, she is harder to hit with ranged attacks. The penalty goes from -1 (crouching behind an office chair) to -3 (poking up out of a foxhole). If you are *completely* concealed, the attacker suffers no dice pool penalty but has to score enough successes to shoot through the intervening object (called the cover). Piercing an object reduces the number of success rolled by a number based on the durability of the cover: from 1 (for wood or thick glass) to 3 (for steel). If this penalty reduces the number of successes to 0, the attack fails to penetrate the cover and you take no damage.

• **Range:** Every ranged weapon has three ranges listed in yards in the format short/medium/long. An attacker suffers no penalty when her target is within the short range. If the target is at medium range, she suffers a -2 penalty. At long range, this penalty goes to -4.

Health and Damage

• **Damage Types:** There are three types of damage, each more serious than the last: bashing, lethal and aggravated. *Bashing damage* generally results from blunt or stunning attacks. *Lethal damage* generally results from cuts, gunshots and other more serious attacks. *Aggravated damage* generally results from especially vile supernatural attacks or fire.

• **Marking Damage:** When a character suffers damage, the player marks off that number of Health points, starting with the box under the leftmost dot of his Health trait and proceeding left to right. The symbol used depends on the type of damage.

Bashing damage is marked with a slash in the first available empty box. So imagining that Louis (one of the characters in this scenario, who has seven Health dots) had just taken one point of bashing damage, his Health boxes would look like this:



Lethal damage is marked with an X, and it pushes any existing bashing damage right on the track (so that it always appears to the left of bashing damage). If Louis next took a point of lethal damage, his track would be:



Aggravated damage is marked with a large asterisk (*) by adding a vertical bar to an X. It also pushes any existing lethal and bashing damage right on the track (so that it always appears to the left of lethal or bashing damage). If Louis next suffered a point of aggravated damage, his track would be:



- **No More Health:** Marking off a character's last Health box usually means that the character has become incapacitated. If that rightmost wound is bashing (and the character is mortal) she falls unconscious. If that rightmost wound is lethal or aggravated, a mortal character quickly bleeds to death. Note that this would mean the character has no bashing damage at all, since it will always be the rightmost. Prometheans react differently to these conditions, as detailed below.

- **Additional Damage:** An unconscious mortal or a severely battered Promethean can still be damaged by further attacks. Without further Health boxes to mark off, you represent this damage by upgrading existing wounds. Any new bashing wound upgrades an existing bashing wound to lethal (make the leftmost / into an X), while new lethal damage can upgrade older wounds to aggravated (make the leftmost X into an asterisk). Additional aggravated damage also converts a point of bashing or lethal damage to aggravated (make the leftmost / or X into an asterisk).

- **Healing:** Mortals recover from damage thanks to rest and medical attention. Prometheans heal through electrocution.

Effects of being a Promethean

Part of the scenario in this booklet deals explicitly with the characters discovering that they are Promethean, but it can be useful to have some of the basic game effects of that transformation all in one place.

- **Pyros:** Prometheans have a trait called Pyros. It is the spark of the Divine Fire burning within all Prometheans. It is also the game term used for the fluid form of the energy within a Promethean's body that can be moved at will, used to fuel alchemical processes like the Transmutations.

For the purposes of this scenario, Pyros can be regained in one of three ways:

- A Promethen's Azoth automatically generates one Pyros point upon the dawning of a new day, in a sort of alchemical sympathy with the golden light of the sun (even if the sun is not visible).

- A Promethean gains one Pyros simply by being in the midst of a thunderstorm. He does not have to get hit by lightning, but he must be under the storm and exposed to it (on a rooftop, in a field, etc.). He gains this point at the first crack of thunder he hears once the storm is upon him. He can gain Pyros this way only once per day, regardless of how many storms he experiences that day.

- After a Promethean has spent at least one hour in the presence of one or more mortals, he gains one Pyros. He can reap this yield only once per 24 hours, no matter how long he spends with the same mortal or with other mortals later that day. His presence might cause Disquiet and the mortal might spend this time haranguing or attacking him, but the Promethean still gets the point for dating to risk mortal company.

- **Superlative Stamina:** Prometheans do not require as much sleep as humans, nor do they tire as humans understand the sensation. Lactic acids simply don't build up in their muscles as they exert themselves physically. As such, Prometheans can go for 48 hours before they must contend with possible fatigue. Related to this capacity is the Prometheans' prodigious physical durability. If a Promethean is attacked and damage is inflicted, the wounds in no way slow the Promethean down or hinder his activities, the Promethean ignores wound penalties, regardless of how much damage he has suffered.

Thanks to the insensate nature of their dead flesh, Prometheans are also very hard to put down with any finality, shrugging off gruesome injuries that would kill even the hardiest mortal. If they suffer more bashing damage than they have Health dots, they do not fall unconscious. Even when lethal damage fills up a Promethean's Health boxes, he still does not fall.

He just...keeps...going. Only when a Promethean's Health boxes are completely full of aggravated damage is the Promethean finally dead.

But even death cannot stop a Promethean for long. The first time a Promethean dies as a result of having her Health boxes completely filled up with aggravated damage, her Azoth flares dramatically and reanimates her once again. In bringing the character back to life, this flare consumes all but one dot of her Azoth and restores all of her lost Health levels, but otherwise leaves her traits untouched. All the characters presented in this booklet are assumed to have awakened from just such an Azothic flare.

- **Healing:** Electricity is intimately tied to the Pyros that animates Prometheans. Electricity is not Pyros itself, but it *conducts* this force, just as Prometheans of the Frankenstein Lineage understand electricity to be representative of the classical element of fire. Electricity channels the Divine Fire, and Promethean flesh uses this Divine Fire to repair damage and animate inert flesh. Therefore, a Promethean who exposes himself to electricity heals damage he has suffered rather than suffering more damage. It takes one point of bashing “damage” from electricity to heal one point of bashing damage the Promethean has suffered. Two points of electrical bashing “damage” heal a single point of actual lethal damage, and three points of electrical bashing “damage” heal one point of actual aggravated damage. As usual, the least severe wounds heal first.

- **Transhuman Potential:** Every Promethean can stoke the intensity of his Azoth to boost an Attribute for one turn. To gain this boost, the Promethean's player reflexively spends one Pyros per +1 Attribute dot boost. Any Attribute can be boosted in a turn, within the bounds of reason. A Promethean can boost his Intelligence thus, for instance, but doing so won't put facts in his head that he's never learned. It would help him remember something or figure something out from the evidence at hand, though. The effects last for only one turn, but any Attributes can be boosted in any combination and even beyond trait maximums. The only limit is that a Promethean can spend only as many Pyros in one turn to achieve his transhuman potential as he has dots of Azoth.

- **Fire:** Fire is ruinous to a Promethean's flesh. Mundane fire supercharges the Divine Fire within a Promethean just as electricity does, but where electricity heals a Promethean, fire inflicts aggravated damage. Whether

this extreme damage comes as a result of some not-yet-understood alchemical principle or is simply a divine punishment for the original sin of accepting the stolen Divine Fire from Prometheus in mythic times is unknown. It doesn't especially matter to a Promethean who's experiencing the phenomenon anyway.

- **Disfigurements:** A more unsettling physical drawback to being a Promethean is the inheritance of certain grotesque disfigurements. All Promethean bodies are the results of alchemical manipulations of dead flesh, and evidence of this fact can be grotesque and terrifying to behold. Frankenstein's monster, for instance, was literally stitched together from mismatched corpses, and the Prometheans of the monster's Lineage are all likewise constructed. Normally, a Promethean's Azoth alters his flesh in such a way as to disguise these disfigurements. For all intents and purposes, the Promethean appears to be perfectly normal to casual inspection (or at least much more normal than he should look). When a Promethean channels his Pyros to perform superhuman feats, however — such as by spending it to achieve his transhuman potential, or when he activates a Transmutation — the alteration runs like melting candle wax, and the disturbing truth is momentarily revealed. This revelation is reflexive, even if the power in question is not, barely long enough to register in a witness's mind. The disfigurements are revealed as if by a flash of lightning, and when that flash is over, the Promethean looks entirely normal again. The only time these disfigurements remain revealed for any longer is when a Promethean dies, which can completely baffle a police investigator or a medical examiner, or when he uses exposure to electricity to repair his wounds.

- **Disquiet:** Essentially, every Promethean was once human. It is a human body that died to provide the raw material from which the Promethean was created — sometimes more than one. It is the innate humanity of every inspired demiurge that channels the Divine Fire in the first place, imprinting a humanlike conception of the world on each Progenitor creation. Only the innate physical and alchemical properties of the human form can contain the transformative power of the Azoth. Only a human being's special electrochemical matrix can safely conduct Pyros, whence that Azoth is refined. Nonetheless, no creation that a demiurge or Progenitor has wrought is truly human. The Azoth is not a soul, and the Promethean consciousness is not a human life or outlook.

It comes close, certainly close enough for a Promethean to be able to see the innate differences and recognize in himself the potential to overcome them, but never close enough. Despite any similarity or potential, the Promethean remains an outsider from humanity, and his mere presence inflicts a gnawing, incessant, inescapable unease on the human beings in the world around him. Though there are no mechanics presented here for the handling of Disquiet in this scenario, its presence is still very real to the characters. Unless otherwise noted, all normal humans who encounter the characters will slowly grow to hate, fear, or despise them. The longer the characters are in contact with a group or individual, the worse this adverse reaction to their presence becomes.

- **Torment:** As with Disquiet, Torment is a tragic fact of Promethean existence. Animated as he is by one of the five bodily humours, a Promethean often finds himself little more than a slave to the ruling passion (or lack thereof) of his primary humour. While there are game mechanics that regulate the degree to which an individual Promethean embraces his (dis)passionate nature, there is simply not enough room to reprint them here. For the sake of this scenario, the players should be encouraged to embrace these extremes when their characters are faced with stressful situations. The more stressful the situation, the less control a Promethean has over his emotional responses.

- **Losing Humanity:** As Prometheans are attempting to become Mortal again, they try to acclimate themselves to the mores of those they wish to become. However, every so often they slip from this path and commit sins against this morality. The more heinous sins they commit, the more elusive their goal becomes and the faster their Humanity trait falls. At Humanity 7 (where all characters start), theft or any worse misdeed can cause moral degeneration (a loss of Humanity). When the character commits such an act, the player rolls a number of dice based on the severity of the sin. The worse the sin is, the *fewer* dice are rolled. (Petty theft is four dice, manslaughter or massive property damage is three dice, murder is two dice.) If the roll fails, the character loses a point of Humanity. (Willpower can't be spent on this roll.)

Characters with reduced Humanity justify their sin to themselves instead of repenting, and they become that much more callous. It will now take a worse sin to cause another roll to degenerate. At Humanity 6,

only grand theft or worse can spark such a roll. At Humanity 5, it takes intentional mass property damage or worse. At Humanity 4, it takes an impassioned crime such as manslaughter.

Characters who do lose Humanity also risk becoming unhinged mentally. If a player fails a degeneration roll, he should immediately roll his character's reduced Humanity as a dice pool. If he fails that roll, the character gains a derangement. This can be any form of minor but pervasive mental disorder, such as depression or a phobia. The player should roleplay this new character quirk, but it has no mechanical effect.

Virtue and Power

This story takes the characters deep into the World of Darkness, and reveals some of the terrible secrets that exist just outside of human understanding. It is meant as an introduction to the strange lives of Promethean characters and as a launching point from which Storytellers can begin chronicles of their own devising. Though the characters start out in Phoenix, Arizona, their ultimate fate is in your hands.

This stand-alone scenario is meant for the Storyteller's eyes only. If you are planning to take on the role of one of the characters in "Virtue and Power," please stop reading now. Storytelling games are much more enjoyable if you experience the plot twists and surprises along with your characters, so don't spoil the fun for yourself.

Preparing for Play

First, read through the rules at the beginning of this document, just to get an idea of how the mechanics of the game work. Then, have a look at the character sheets in the middle of the booklet, and not the character's different capabilities and advantages. We don't expect you of the players to memorize everything right out of the gate, but if you give the characters a quick once-over in conjunction with the rules, the numbers will make more sense in game play.

Let the players read over their character' backgrounds, roleplaying hints and traits, and answer any questions they might have. Help them understand how the rules work with regard to the dots and numbers on the character sheets.

Also, read through “Virtue and Power” once before attempting to act as Storyteller. We’ve tried to make it as easy as possible on you, but you should have an idea of what’s coming up. Plus, players will always make decisions that you—and we—didn’t see coming. That’s great! That’s part of roleplaying. It does, however, require you to think on your feet. If you know how the plot progresses, you can take what the players do and allow those decisions to steer the game toward the conclusion, rather than having to say, “No, you can’t do that because it would take us too far off track.”

Characters and Background

“Virtue and Power” revolves around the actions of an already established throng of Prometheans. The group was formed by another throng of older Prometheans as a way to provide companionship and tutelage for their new progeny. Though they recognized the necessity of bestowing Prometheus’ Gift upon another in order to achieve their own New Dawn, they were loath to leave their new children to suffer through the Saturnine Night alone. Ignoring the threat of Disquiet that such a large group of Prometheans would eventually bring about, they founded a bizarre family of sorts, and set about teaching the younger members all they needed to know about the world while simultaneously attempting to shield them from it. Upon arriving in Phoenix, Arizona on a Spring night to follow up on rumors of a new Lineage, the elder Prometheans learned the eventual lesson of every overprotective parent: No matter how hard you try, the world eventually catches up with every child... and makes them suffer. The last thing the players remember was seeing a tanker truck jackknife in front of them on the highway, and then a wall of flame hurtling towards their van. Though they have not been “alive” for long, the players should be reminded that nearly the whole of their characters’ existence as Prometheans has been spent together. The players should be encouraged to spend time before the game establishing quirks and interactions between both their characters and the absent mentors. Have them ask questions about one another’s characters and respond as their character would. Ask them each to think of an anecdote involving another character, and incorporate them into their interactions. People who spend a great deal of time together get to know each other

very intimately, and the players should be encouraged to simulate this as best they can. The players should also be reminded that the characters' relationship with their mentors was idyllic. Though they were not left completely innocent or naïve, the characters were sheltered from the worst aspects of their existence. Really drive home the strength of the bond between the characters and their mentors.

A final note on character attitudes: Though the bodies they are composed of were once human, the characters know only an existence as a Promethean. Their understanding of humanity is incomplete, and colored by their personal theories about human nature. They know all the mundane details of day-to-day human existence, but can only guess as to the underlying motivation that drives this existence. When possible, you should color the description of scenes with the characters' individual outlooks. Descriptions of these attitudes can be found in the character descriptions on page 48.

Theme and Mood

The theme of "Virtue and Power" is a question: Do the ends justify the means? The title of the story is taken from a quote by Paracelsus, a famous Swiss alchemist of the 15th and 16th centuries. The full quote is "Many have said of Alchemy, that it is for the making of gold and silver. For me such is not the aim, but to consider only what virtue and power may lie in medicines." Over the course of the story, the characters are confronted by medical and alchemical experiments that are undertaken without consideration for morality. The ultimate goal of these experiments is to create a world that does not reject Prometheans, but the characters must ask themselves if such a world is worth the suffering that the experiments are causing. The mood of the story is loss and betrayal. Though the characters might appreciate the goals of the experiments, the fact that they and their mentors are the ones made to suffer will mitigate the hard decisions. At every turn, they are robbed of a little more of what is most precious to them, and confronted with the evils of the very humanity they seek to emulate. You can emphasize these feelings by comparing the evils of Mithos and his human partners, Dr. Alberts and Colonel Blackwell. The characters should be torn between hating Mithos for his callous attitude towards both humans and other Prometheans, and empathizing with him as they are shunned and feared by the very humans they seek to protect from him.

Act One: Up From the Ashes

In this act the characters awaken from their fatal accident to find themselves restrained upon operating tables in a featureless lab. They undergo the pain of prolonged captivity, take revenge upon their tormentors, and eventually learn why they and their mentors are being slowly tortured to death.

What's Going On

Unbeknownst to the characters, they are the captives of an unlikely partnership between a megalomaniacal Refuser (a Promethean who rejects the promise of Mortality as a lie) and a bitter Redeemed (a Promethean who has attained Mortality). The Refuser, Mithos, plans to use vitriol extracted from the characters and their mentors to aid in the creation of human clones immune to the effects of Disquiet. He plans to use these clones to create a society around himself and his throng—one that will accept Prometheans as the superior beings they are. Dr. Alberts, the Redeemed, was originally coerced into the project through threats against her children, but she has since become fascinated with the power the vitriol allows her to wield over her living specimens. Coupled with her hazy recollection of Prometheans as evil monsters, this single-minded fascination leads her to treat the characters as little more than lab rats.

Neither Mithos nor Dr. Alberts are immune to greed, so when they were approached by Colonel Craig Blackwell, an Army officer convinced that cloned soldiers are the future of warfare, they readily agreed to sell him a few of the clones for his trials in return for under-the-table government funding. Blackwell is ignorant of the source of Albert's "breakthrough" in human cloning, only caring that his dream of super soldiers is finally coming to fruition. Thanks to his skillful manipulation of funds, his superiors are entirely unaware of his illegal and unethical actions, though it is only a matter of time before they find out. Blackwell hopes to have definite results from his private trials before he is found out and court-martialed.

Storytelling Aids

This first act is full of details and attempts to cover nearly any path the characters might take. It presents you with a very controlled situation, and thus provides blocks of text to read aloud to the players for almost any eventuality. As the story progresses and the characters are allowed greater freedom, you will find fewer and fewer of these aids.

The second and third acts contain more suggestions and tips for how to keep the story on-track. We've tried to present a clear progression of scenes, but players are a notoriously unpredictable lot, and it is likely they will make choices that lead them to certain scenes outside of the presented order or simply not at all. It is your job, as the Storyteller, to respond to the players' choices and steer them towards the final resolution of the story.

Scene One: Second Chance

The characters awaken to find themselves held captive in a featureless laboratory. The lab is hidden in an abandoned warehouse on the outskirts of Phoenix, and only Mithos, Dr. Alberts, and her assistants know of its existence. All the vitriol they had stored up previous to their accident is now gone, stolen by Mithos, and they will notice its absence almost immediately.

Note: The equipment listed for each character is not available to them at this time. They will regain it later in the Act, however.

Read the following aloud to the players:

You awake to the feeling of a dull ache in your forehead, which quickly turns into a searing pain once you reach full consciousness. Your vision swims, and you reach up to rub your eyes—only to find that your arms are restrained at the wrists and elbows. As you stir, you find that the rest of your body is similarly restrained, bolted to a cold metal slab.

Your vision finally clears, and you're able to turn your head just enough to catch a glimpse of a woman in a lab coat as she moves on to another table and another body. Straining your neck, you're able to see there are five other tables in all, and

upon each one rests a member of your Throng, each dressed in a hospital gown. Some of them look to have regained consciousness not long before you, but others remain motionless and have an unknown metal apparatus that extends from their heads and into the ceiling.

The woman in the lab coat slowly makes her way towards your still-unconscious companions, and one by one, removes the unknown device from their heads, making notes on a clipboard as she does so. As the six inch spike is removed from each of their heads, their Azoth flares around them, crackling and hissing with renewed life. They each stir, and visibly undergo the same horrible process of realization that you yourself have just completed. You each come to the same terrifying conclusion: you're trapped.

Stop reading aloud.

Pep Talk

The players are free to speak to one another, and won't be interrupted by Dr. Alberts. She does not answer questions that are addressed to her. Give the players only a minute or so to orient themselves and ask questions before Mithos enters the room and addresses them.

Read the following aloud:

A short, stocky man enters the room through a door at the foot of your table, and quietly surveys you before walking past. Deathly pale, and covered in wicked lacerations which leak a viscous black ooze, he is clearly a Promethean of the Ulgan Lineage. He speaks quietly to the woman in the coat, and you have to strain to catch his words. Though she seems unnerved by his presence, the woman does not seem to notice his hideous appearance.

Stop reading aloud.

At this point, ask each player to roll his character's Wits + Composure to pick up on Mithos and Alberts' whispered conversation. This is an exception to the normal pairing of Attribute + Skill, but it is used to represent a character's attentiveness.

Read the following to any player who achieved at least one success:

The man calls the woman "Alberts," and asks about your condition. After adjusting the dials on a piece of equipment, she replies by reminding him that it is "Doctor Alberts," and that you resurrected without complications, just as she predicted.

Stop reading aloud.

Like Dr. Alberts, Mithos ignores anything said by the characters, and only speaks to them on his own terms. Should they shout, curse, or

otherwise threaten either of their captors, Mithos will simply wait until they are silent to address them.

Read the following aloud:

The man turns away from his conversation with Dr. Alberts [“the woman,” should no one have succeeded on the Wits + Composure roll] and calmly addresses you. “I know you are confused now, but there is no need to fear. True understanding of your purpose here will come in time. Until then, you should remain content in the knowledge that you are aiding in the betterment of all our kind.” He pauses for a moment, checks his watch, and then continues, “Now, if you’ll excuse me, your mentors are already further along in the process, and demand much more of my attention. You see, we are old friends, they and I, and I would hate for them to think that I was neglecting them. I’ll leave you in the capable hands of Dr. Alberts and her staff.” The man walks out of the room, leaving you alone with Dr. Alberts.

Stop reading aloud.

Gradual Understanding

Dr. Alberts once again ignores the characters and busies herself with her clipboard and equipment, leaving them free to talk amongst themselves. It is at this point they should notice two things: the absence of their vitriol, and the piteous moaning that seems to be coming from an adjacent room. Once again, ask the players to roll Wits + Composure to see if the characters notice the sound. Due to the sound dampening provided by the intervening wall, the roll is at a -1 penalty. No roll is necessary for the characters to feel the loss of their vitriol.

Read the following aloud to any player who succeeded on the Wits + Composure roll:

You think you hear something through the wall, but it is difficult to tell over the sounds of your Throng’s chatter and the hum of the lab equipment. You ask the others to be quiet for a moment, and are able to pick up the faint sound of someone whimpering and groaning.

Continue reading the following aloud to everyone:

As you slowly become acclimated to your body, you notice an emptiness inside, a place that feels unusually hollow. In a flash of understanding, you realize why you have been captured: that man, that other Promethean, has stolen your vitriol!

Though you had not accumulated nearly as much as your mentor, it was proof that you had begun to grasp what was required to reach your own New Dawn. You cannot help but become infuriated at this theft, and your anger mounts as you imagine the thief using your hard-won vitriol as a reagent in his own attainment of humanity.

Stop reading aloud.

It is at this point that Dr. Alberts finishes up her work and leaves; however, before she goes, she covers Linda with a sheet. If the characters have nothing more to discuss, point out that the moaning they heard has not abated, and move on to “Daily Grind.”

Scene Two: Daily Grind

The characters remain restrained in the lab for what can only be several days, though they have no way of being sure of the exact time in the windowless room. Unknown to them, Dr. Alberts and Mithos are walking a fine line while they wait for the characters to regain their Azoth. On the one hand, they need the characters strong enough to withstand the brutal procedure that will harvest the Divine Fire within them, but they cannot risk the characters becoming too strong.

Read the following aloud:

You cannot be sure of the exact time, but you have been in the lab for at least a day before anyone returns. The time passes slowly, and you find yourself fading in and out of sleep due to the sheer boredom.

When Dr. Alberts finally returns, the man who spoke to you before again accompanies her. He once again delivers a brief monologue about the fate that awaits you and your mentors, but he does not seem quite as composed as he was previously.

Stop reading aloud.

Mithos' Impatience

Mithos has not been pleased lately by what he perceives to be Dr. Alberts' lack of progress, and this shows in his attitude when dealing with the characters. If he is suitably goaded by the characters (which shouldn't be hard considering the towering rage they all must be approaching at this point), he will reveal some of the following:

PROMETHEAN: THE CREATED DEMO

* He will declare that he, Mithos of the Morning Stars, is leading the way into a glorious new society, free of the prejudice of the current one.

* His “City on the Hill” will be populated by clones created from the Azoth of the characters and their mentors.

* The characters were deliberately chosen, due to a past insult he believes their mentors paid him.

* The characters’ mentors are currently undergoing the torturous process of being rendered down to make raw cloning material, and will remain in their hellish state for months.

Mithos won’t reveal all of the above details right away, but as he visits the lab every day he will let slip a little more of his “brilliant” plan. The details can be imparted to the characters in any order, but by the end of the fifth day Mithos should have told the characters all of the above (provided they continued to press his buttons, of course).

Once Mithos leaves the lab on the second day, Dr. Alberts is joined by two assistants, Emily and Elliot. They are both young, and represent the physical nature of that to which the characters aspire; however, their similarities are only skin deep.

Elliot and Emily

Read the following aloud:

Two people you have not seen before, a young man and woman, enter the room and busy themselves with equipment at the edges of your vision. Unlike Dr. Alberts and Mithos (“the man” if he hasn’t identified himself yet), these two chatter to one another, though the man does the majority of the talking.

It is clear from his speech that he thinks very highly of himself, and he seems to be continually attempting to coerce the woman into having sex with him. Her responses are always meek and noncommittal, and she always seem to keep some distance between them, usually by interposing you between them.

Through their conversation, you learn that their names are Elliot and Emily.

Stop reading aloud.

Elliot and Emily are Dr. Alberts' assistants. It is their duty to monitor the characters' condition, and maintain their health through force-feedings and electric shocks. This is designed to keep the characters healthy enough to remain useful to the project, while not yet strong enough to be dangerous.

Elliot is a cruel man, and is convinced that his participation in this experiment will bring him fame and fortune, not to mention the women who are attracted to those things. He is willing to do nearly anything to reach his goal, so he thinks nothing of tormenting the characters in any way he can. After all, they're only monsters.

Emily, on the other hand, is very withdrawn and performs small acts of kindness for the characters. Though she also views the characters as little more than lab rats, she has doubts about what Dr. Alberts has told her about them. For instance, whenever Dr. Alberts is not present to stop her, she will uncover Linda. Alberts always recovers her when she returns.

Emily is very susceptible to the idea that the characters are simply misunderstood, and she will be particularly willing to help them once she witnesses their treatment at the hands of Elliot. She has to continually fight off his none too subtle advances, so she will feel strongly sympathetic to the tormented characters.

Elliot's Cruelty

Though he behaves himself in the presence of Dr. Alberts and Mithos, when Emily and Elliot are alone with the characters Elliot's mean streak surfaces. He speaks to them in a snide and condescending manner, and only addresses them as "freak" and "monster." Should the characters ever beg for their lives or threaten him, Elliot won't hesitate to punish them in as brutal a way as he can. Here are three examples:

- * Elliot places a wad of gauze on the character's mouth and smashes it with a hammer, driving the gauze and several of their teeth back into their throat. He then activates the electrodes on the character's slab, causing them to heal the damage, but still have a wad of gauze partially imbedded in either the inside of their cheek or the back of their throat.

- When the characters are fed, he will replace his target's allotment of broth with a quart of spoiled milk that he has been saving for exactly this purpose. The character can safely digest such disgusting fare, but it still tastes horrible.

- If a character brings up the moaning in his presence, he will bring his face uncomfortably close to one of theirs [choose a player who seems likely to roleplay holding a grudge well] and carefully explain that the noise is coming from their mentor. He explains that the older Promethean had all of his/her limbs removed and is now floating in a tank of liquid, waiting to be rendered down to make more clones.



Passing Time

With very little variation, the daily routine of the lab is as follows:

- Dr. Alberts and Mithos check in on the characters. Mithos makes a point of addressing the characters, thereby revealing more and more of his designs for them.
- Once Mithos and Dr. Alberts leave, Elliot and Emily check on the characters' conditions by drawing their "blood."
- The characters are forcefed chicken broth through a funnel.
- A mild current of electricity is run through the characters via electrodes on the surface of the slabs. This heals them of any damage they may have received from their captors.
- More "blood" is drawn for further tests.

Mithos only grows more and more agitated the more he sees the characters, and it becomes progressively easier to glean information from him (see the "Mithos' Impatience" sidebar for the details he will let slip. Dr. Alberts also seems to harbor anger towards the characters, but she controls herself much better than Mithos; however, she will speak to them as the days progress, reminding them that they are abominations, fit for nothing more than the vivisection she has planned for them.

Be sure to remind the players that the moaning they heard on the first day has not ceased for more than a few minutes at a time. It is a constant presence in the lab, though only they and Emily seem to notice

it. Also be sure to remind them to regain two points of Pyros for every day spent in the lab.

This continues for as many days as it takes for the characters to convince Emily to help them escape. They can win her over by either convincing her of their humanity (or at least their desire to *be* human), or by standing up for her against Elliot.

As an alternative to befriending Emily, Kelley's player may choose to use her Dissolve Transmutation to eat through her restraints. It takes nearly two minutes to eat through each restraint, but if she covers her whole body with acid this can be done simultaneously. Assuming she attempts to avoid burning the other characters when she dissolves their restraints, each of them will take twenty minutes to free. This method of escape is perfectly viable, but if she attempts to free herself in the presence of Mithos, Alberts, or the two assistants, they will immediately neutralize her acid and keep a constant vigil on the characters. If the characters free themselves using this method, move on to "Free at Last."

Once the characters manage to befriend Emily, read the following aloud:

Like always, Elliot and Emily leave the room after your latest round of testing, but Emily hurries back in only minutes later. She rushes over to you [point to whomever showed her any kindness or begged with her] and unlocks the cuffs on your right arm. She grabs your hand and presses a small key into it. "Hurry up and get out of here," she whispers. "I'll try to distract Elliot."

As she hurries from the room, you hear a slight clatter of metal on metal. Looking at the edge of your slab, you notice that Emily dropped a scalpel next to you.

Stop reading aloud.

Scene 3: Free at Last

This scene can unfold in a number of ways, but there are some main points that must be addressed before the characters can find justice for themselves and their mentors. They will encounter Elliot forcing himself on Emily, find their mentors barely alive, suspended in a mysterious liquid, and contend with a Pandoran intent on consuming their Pyros.

The characters are free to arm themselves with whatever they can find in the lab. Scalpels and scissors inflict lethal damage, while instrument trays and microscopes inflict bashing. They all add +1 to Weaponry rolls.

Give the players only two minutes to search the lab and arm themselves before the characters hear Emily scream. If they exit the lab to investigate, they find themselves in a small warehouse. Their home of the last few days is merely a walled-off section of the warehouse.

Read this aloud:

As you step out of the lab, you find yourself in a warehouse even more devoid of life than your prison of the last few days. There is another room, larger, though similar to the one you just exited, on the opposite end of the warehouse. Hoses and wires run from the walls of the room to large machines that sit in the middle of the warehouse. This equipment seems to be the source of the hum you heard, but the ominous and ever-present moaning is clearly coming from the other room.

An oversized clothes hamper sits next to you, and a brief inspection reveals that it contains your clothes and belongings. Though charred, they appear to be mostly intact.

Several yards away, in a doorway leading out of the warehouse, Emily is fighting off Elliot. She appears to be losing the struggle.

Stop reading aloud.

If the characters do not intervene, Elliot will eventually overpower Emily and throw her to the ground. Before he can force himself on her, though, he notices the characters and they are forced to fight him any way.

Elliot

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 3, Dexterity 2, Stamina 3, Presence 2, Manipulation 2, Composure 3

Skills: Athletics 2, Brawl (Boxing) 3, Drive 1, Firearms 2, Larceny 1, Stealth 2, Streetwise 2, Weaponry 2

Willpower: 6

Initiative: 5

Defense: 2

Speed: 10

Health: 8

Fighting: Elliot is a trained boxer, and is capable of using his fists to devastating effect, rolling 7 dice to attack. If he scores more successes on an attack than his target's Size (5 for every character but Alex, who has 6), that character loses their next action as they reel and gasp for breath. Elliot can also choose to make two attacks on a single character in one turn, with the second attack suffering a -1 penalty. If Elliot does this, he loses his Defense until the next turn. He cannot use this ability to attack twice if he has already used his Defense against an attack previously in the current turn.

If the characters did not kill Elliot in the fight, merely knocking him unconscious, they are faced with a hard decision: Do they kill their tormentor, or show him the mercy he would never have shown them? Whether they killed Elliot in the fight or execute him afterwards, Emily will scream and run from the warehouse as fast as she can. If the characters give chase, it will only terrify her further.

If Elliot is killed, regardless of the circumstances, the characters should check for Humanity loss.

Note: Once they characters search the hamper, they once again have access to their listed possessions.

The Second Room

The characters should be longing to reunite with their mentors to such a degree that the ominous moaning is too much for them to pass up. Since the sound is obviously coming from the other room, there's only one way for them to find out if their mentors are the source.

Once the characters enter the second room, read the following aloud:

The moaning becomes louder as you approach the room, but upon entering you are confronted with a sight that shatters the last vestiges of hope for your mentors. The hoses and wiring extending from the machinery outside leads to a dozen large metal and plexiglass tanks stretched out across the floor. Inside each tank is a half-formed human, suspended in a cloudy liquid.

You recognize only half of the figures: they are your mentors. Their arms and legs have been severed from their bodies, though they appear to still be alive. One of their tanks is open, and its occupant is moaning loudly, as if trapped in a fever dream.

Stop reading aloud.

If you used the third option in the “Elliot’s Cruelty” sidebar, the mentor described above is indeed the mentor of the chosen character. However, if you did not use that option, you must now pick one of the characters who has shown a truly visceral reaction to this development.

Read the following aloud:

It is your mentor, [chosen character], and when you approach his tank, he seems to calm, and quietly asks you to slide back the lid to his tank. As you move to comply, he breathlessly explains what he has been through.

“It is all gone. Mithos has taken everything from me, from us. Our vitriol, our bodies, and even most of the Divine Fire that animates us. All stolen. All so he can make those abominations!”

“He tried for so long to make more of our kind, but they all turned out wrong. The others and I, we were forced to stop him, show him that he was only bringing more suffering into this world. We thought he heard us—understood us—but we were wrong. He only heard what he wanted. Since he can’t make himself fit in with humans, he has decided to make humans who can fit in with him.”

“Please, children, you have to stop Mithos and Alberts. Their clones can’t be allowed to spread. You must track them down and find out if they have made any more than those here. You must stop them, and the first step towards doing so is the destruction of this place, and everything in it.”

Stop reading aloud.

If the characters do not understand, the mentor makes himself very clear: he wishes to die. If the characters check the other tanks, they will find the other Prometheans similarly mutilated and dead. The other six tanks contain cloned humans, which are only partially complete.

Should the characters remain unsure of a course of action, the still-living mentor attempts to appeal to Alex’s hatred of slavery. He reasons that he is currently a slave to Mithos, and due to his crippling injuries, can no longer be anything else. He begs them to search for the gas Dr. Alberts kept for the generator outside, and use it to burn down the warehouse.

Call for a Wits + Investigation roll if any of the players choose to search the room. One success is enough to locate the gas can and the sparker from a Bunsen burner. A single success will also yield a bill left on a table, next to a computer. The bill is for industrial insulation, and is addressed to a Dr. Alberts at a company called Biosearch.

An exceptional success (five or more successes) on the Investigation roll will yield extensive research notes and an interesting email, both

found on the computer (see the “Computer Details” sidebar for these). Should one of the characters specifically state that they are searching the computer, only one success is needed to find these items.

Computer Details

Dr. Alberts notes are very thorough, and reveal much of Mithos’ plan. By stealing the characters’ vitriol and Azoth, and then using it as a catalyst, it is possible to create human clones. These clones are nearly mindless, and are unaffected by Azoth. Mithos hopes to use them to populate a whole city—a city which he and his throng will control. The notes state that only a handful of these clones have been created so far.

The body of the email is as follows:

The hotel is set for the Colonel and his aid-de-camp. If they don’t have the money, they’re seeing hide nor hair of these clones. Mithos, I think that I have got the process ironed out. It is averaging 2 clones to a freak. The last batch of freaks that you delivered should do it (specimens 1-8). We should be able to start a limited production by the end of the week with a gestation period of 3 weeks. I took the liberty of experimenting with a variable flow of electricity to the freaks. I have found that greater amperage, when delivered as part of a conditioned response regimen, seems to get the most out of the freaks. It may be possible to keep them going almost indefinitely. Also, with the new containment protocols, there should be no more mishaps. I still have some sore ribs.

If the characters do burn down the warehouse, they should check for Humanity degradation. Their noble intentions give them a +1 bonus on the roll, but they cannot escape the fact they just killed someone very close to them.

Regardless of how they resolve the moral quandary, once the characters are finished at the warehouse, they should look for Dr. Alberts at Biosearch. If they incapacitated or killed Elliot, his car is available for their use. If they allowed him to run away, they are forced to walk.

Act Two: Retribution

In this act, the characters must first contend with a hungry Pandoran before confronting Dr. Alberts in her Biosearch lab. They make a shocking discovery at the lab and are forced to decide the fate of three innocent people.

Scene One: Hunters

This scene can vary in length, depending on how the characters travel through Phoenix, but it is meant to be quite short. In it, the characters will encounter one of Mithos' pet Pandorans and will most likely have to contend with their effect on humans as they search for directions to Biosearch. There are many paths open to the characters, but once they reach Biosearch, you should move on to "Biosearch Labs."

As the characters make their way to the Biosearch labs, either on foot or using Elliot's car, they are stalked by a Pandoran that was ordered to guard the warehouse. The creature is fixated on the characters' Azothic radiance, so it stalks them through the outskirts of the city until they reach a suitably secluded area. Once the characters are out of sight of any humans, the Pandoran attacks.

Careful as the Pandoran is about being seen, its hunger for the characters Azoth sometimes overpowers its caution, and it spends too long outside of its cover. The characters should be given several opportunities to spot their pursuer before they are finally confronted. Whenever you deem appropriate, have them roll their Wits + Composure in a contested check against the Pandoran's Dexterity + Stealth (6 dice). If one of the characters gains more successes than the Pandoran, they spot a small figure moving across the rooftops behind them. Should they achieve an exceptional success, scoring five more successes than the Pandoran, they will recognize the creature for what it is.

Mithos' Child

This hideous creation is about the size of a small child, but resembles a bear more than a human. The Pandoran's maw is filled with razor sharp teeth, and two tusks jut upward to frame its porcine

snout. Its scaly back is hunched, and its clawed hands only barely clear the ground when it walks.

Attributes: Intelligence 0, Wits 1, Resolve 1, Strength 5, Dexterity 3, Stamina 4, Presence 1, Manipulation 0, Composure 2

Skills: Athletics 2, Brawl 4, Stealth (Stalking) 1, Survival 2

Willpower: 3

Initiative: 5

Defense: 3

Speed: 13

Fighting: *The Pandoran makes good use of its natural weapons (rolling 9 dice to attack with either claws or fangs), and will ferociously attack whichever character appears to be the weakest. Due to the nature of its creation, the Pandoran benefits from the same resistance to damage and pain the characters possess. It suffers from no wound penalties and will not die until all of its health boxes are full of aggravated damage.*

Asking for Directions

There are a myriad of ways in which the characters could get the help they need, but here are some of the more obvious routes they may take:

- They could walk/drive to a library or internet café and use an internet map service to locate Biosearch. This option would be very quick (only taking a few minutes in the case of the internet café), but it has the downside of exposing the characters to a large number of people. In the characters' agitated state, their Disquiet could spread through such a crowd like wildfire.
- They could ask for a local map from a travel service. Though it will take nearly thirty minutes for them to stumble upon a travel agency, a map will help them navigate the city, cutting down on future travel time. They would also be exposing fewer people to their Disquiet.

- They could rent a car (assuming they don't already have Elliot's) using Kelley's resources. The rental agency would give them a map upon request, providing the benefits listed in the previous option, and the use of a car would further reduce their transit time. A rental agency could be located in roughly thirty minutes.

- They could simply ask someone on the street for directions. Though this is the fastest method of obtaining directions, it is also the most dangerous and unreliable. Due to the characters' aura of Disquiet, nearly any person they interact with directly would have an adverse, and possibly violent, reaction towards them. Even if the person asked does not show any outward signs of hostility, they may intentionally mislead the characters, convinced that the group is headed to the lab for nefarious reasons. While the reactions of the person asked are up to you, it should not be a pleasant experience for the characters.

However the characters reach the lab, once they do so you should move on to the next scene.

Scene Two: Biosearch Labs

In this scene the characters find Dr. Alberts working late in the legitimate laboratory she runs. She is alone in the building and, provided the characters did not let Elliot escape, unaware of their impending visit. She is afraid that her colleges have stumbled upon the cloning notes she keeps on her computer there, and is frantically burning them to a disc and erasing them from the hard drive. Should she be made aware of the characters' escape, she will have a revolver with her.

When the characters arrive at Biosearch, read the following aloud:

You see a windowless brick building set back several yards from the street. The only way to distinguish it from the dozens of other identical buildings in the industrial park is the stylized DNA logo stenciled on the entrance. There is only one car in the parking lot, but through the glass door, you can see the lights in the building are still on.

Stop reading aloud.

The front door is locked, and can only be opened by a card reader; however, since Dr. Alberts has yet to leave for the night, the alarm system is not activated. Without specialized equipment and computer software, any Larceny roll is reduced to a chance die as the characters yank the card reader

out of the wall and attempt to hotwire the lock. A much more effective method is to simply break through the glass and open the door from the inside. This can be achieved through a Strength + Athletics roll at a two die penalty (the door is made of safety glass). A character who successfully breaks through the glass takes two levels of lethal damage.

Once inside, it is easy to locate Dr. Alberts at her computer terminal in the rear section of the lab. If the characters broke through the front door she will look ready to confront an intruder, but seem stunned to see that it is them. In her moment of hesitation, a successful Wits + Empathy roll will allow a character to notice her glance towards the emergency exit on the wall to the character's right. Any character who notices this may roll their Dexterity + Athletics in a contested roll against Dr. Alberts (4 dice). Those who score more successes than Alberts are able to catch her before she reaches the door and triggers the fire alarm. If Alberts has a gun, she will fire it at the characters as she flees (4 dice), and the race to reach the door can be resolved as part of combat.

Once the characters find Dr. Alberts, read the following aloud:

Dr. Alberts looks up from her computer in panic as you enter the lab. She begins to stutter what sounds like an apology before stopping and looking around nervously.

Read this to any character who succeeded on the Wits + Empathy roll:

You notice that Dr. Alberts is glancing at the emergency door to your right. It seems likely that she is contemplating escaping through it

Stop reading aloud.

Should Alberts manage to exit the building, the door triggers an alarm until shut. If the characters choose to run after her, the chase can be resolved by making extended Stamina + Athletics rolls. If any character accumulates Alberts' Speed rating in successes, they have caught up to her and can restrain her. If she manages to accumulate successes equal to a pursuing character's Speed rating, she has outrun that character.

Once Alberts is captured by the characters, either in the lab or after an extended chase, she will immediately assume that they are going to kill her.

Once Dr. Alberts is captured, read the following aloud:

Alberts struggles briefly, but gives up once she realizes she can't escape. She gives you a defiant stare and spits, "Just make it quick. I had every right to do what I did."

Stop reading aloud.

Alberts can be easily killed by the players, so if they choose to show mercy (even temporarily) and ply her with questions, she will be more cooperative. She is convinced that he actions were not unethical, and will reply to any questions in the same harsh tone as above; however, the more benevolent the characters seem to be, the more she will be willing to reveal.

Dr. Alberts is able to provide information about the extensive notes she has kept, as well as the three remaining clones that were sent out as field tests. For details about these clones see “Damage Control.” She does not know Mithos’ whereabouts, but if pressed, will tell the characters about his weekly meetings with Colonel Blackwell.

If the characters search Alberts’ computer, they will find not only her notes on the cloning process (including the location of the three remaining clones), but also several emails pertaining to their search.

Alberts' Emails

- The first email is a receipt for a room at a local hotel, the Phoenix Suites. It lists “C. Blackwell” as staying in room 228.

- The body of the second email is as follows:

Divine1...the name still makes me laugh. Tell me, do you still play with the monkeys? it really does not matter in the end; they will no longer count. How long have the talking monkeys rejected our kind? Well it matters not, for soon we will have a new race! One that will be grateful to bask in the glow of our Divine Fire. The Dr. assures me that the clones are stable and immune to the Disquiet that has plagued us for so long. It truly is a shame that she succumbed to the Lie and traded her glory in for the pettiness of a mere human. I will never understand why our kind continue to throw away such Divinity... More soon. I meet with Blackwell tonight. He is loathsome, but his greed funds us well.

I look forward to seeing you again in Dallas in a fortnight. Will you wear the red dress again? I do miss our time together. Soon mine eyes will feast upon you.

All my love,

Mithos

- The third email, a response to the second, is as follows:

My dearest, I have just reached 20! Oh, this is going so well. I long for the day that will see us worshipped as we should be. If the monkeys won't have us, then so be it! We will remake the world in our image. By the way, have you heard from any of the others? Bitter Wind sent me a text message claiming that she found a sleeper. Interesting, no? How does your garden grow? Do you monsters still obey? Do they still breed true?

Longing for you,
Divine!

Dr. Alberts' Past

As the second email above reveals, Dr. Alberts used to be a Promethean. She has only hazy recollections of her journey through the Saturnine Night, and these half-memories fill her with terror when she thinks of them. If she is confronted by the characters about her past, she will vehemently deny it, claiming that the characters are nothing but monsters and abortions of science.

This should leave the characters with a bitter taste in their mouths. After all, if this is humanity, do they really want to be a part of it?

Scene 3: Damage Control

In this scene the characters are confronted with an ethical dilemma: should they kill the remaining three clones, or simply allow the clones' own accelerated aging to do the job for them in a few years' time?

Much like in the first scene of this act, the open-ended nature of this task makes it difficult to anticipate the players' decisions regarding the direction of the story. The following sections are presented in broad strokes, allowing you to tailor them to your players' decisions.

It is worth noting, however, that the characters, as strong and numerous as they are, can easily overpower any of the people presented below. This scene is not meant to be an exercise in carnage, but rather a series of difficult ethical questions.

What the Notes Say

The following sections contain basic details of the characters' search for the clones, but do not separate the information provided by the notes from that only the Storyteller should know. For purposes of what the characters know, assume that the notes provide them with the names, descriptions, locations, and "occupations" of the clones. All other information is unknown to them until they do research on the clones' owners or arrive at the listed locations.

Veronica

The first clone on the list has the body of a mature woman, and is in the possession of Jeff Craft, a retired baseball player and investor. He has named the woman Veronica and claims to be married to her, but in truth, she is little more than his slave.

Though Craft's address and telephone number are not listed in any directory, Dr. Alberts' notes provide both. He lives in a small mansion outside the city, which can be reached by car in roughly forty minutes. The house is protected by a security system, and has motion sensors and flood lights located at each entrance. If any character attempts to disable the security system, they will need to enter into an extended action, with one roll representing one turn of work. The alarm requires 10 successes on a Dexterity + Larceny skill check to disarm. The characters have only 6 turns to achieve these successes before the alarm is tripped, alerting Jeff to their presence.

Jeff will fight to defend himself with a baseball bat (rolling 6 dice), but once he is injured sufficiently (four health levels of bashing or three of lethal) or convinced that his "wife" is the target, he will beg for his own life and allow the characters to do whatever they wish to Veronica. He will even volunteer to keep the police out of the matter, citing a fear of an investigation into his "marriage." Veronica will not struggle against the characters, and their combined might can easily overpower and kill her without a roll.

Teddy

The second clone on the list is a small boy and is the property of Charles Hauser, an elderly one-time industrialist. Teddy, as Charles has named the clone, is not meant to be a companion or surrogate child, but rather a heart donor for Hauser's sick grandson. Hauser is aware of the limited lifespan of the clone, but hopes that once its heart is in his grandson's body it will become a normal human organ. The surgery is scheduled for four days hence at a private clinic in Scottsdale, a suburb of Phoenix.

Hauser is a well-known philanthropist in Phoenix, so his penthouse would not be hard to find, even without Alberts' information on him. He is a man without enemies, and is perfectly willing to speak with a group of strangers who present themselves as representatives of a charity. If the characters force their way into his apartment, he will attempt to retrieve a shotgun from his study (he rolls 5 dice to attack with the shotgun, rerolling 9s); however, his age has left him weak, and he can be disarmed easily (surrendering after he receives only three Health levels of damage).

Once the characters locate Teddy in a makeshift bedroom in the back of the apartment, Hauser attempts to reason with them. He calls Teddy his grandson until he is convinced the characters know his secret. He then switches tactics and tells them the blunt truth of the matter. He explains that his real grandson will die without the transplant, and asks them to consider the good that might come of the terrible situation. If the characters insist on killing Teddy, the boy will not resist.

Lucas

The final clone on the list, named Lucas, works as a personal assistant for Taran Staal, a local software mogul. Dr. Alberts' notes only have the address for Staal's company, Black Dog Games, so the characters are forced to begin their search for Lucas there. The company has offices on the third floor of a building in downtown Phoenix, and strives to remain open to the public.

The characters will have to approach this with more tact than the previous two slayings, as the clone's presence in a crowded office will make brutally killing him difficult to get away with. The receptionist will

eagerly show the characters to Staal's office if they claim to be friends, or they could simply ask to take a tour of the company and request to see the President's office.

Once the characters make their violent intentions clear, Taran will try his best to attack them (rolling 4 dice for his Brawl skill) while he shouts for Lucas to get away. Staal is aware of Lucas' true nature, but he hopes to help the clone develop a true personality. In short, he seeks to help Lucas achieve the very humanity towards which the characters are striving. Both men are unarmed, and can be easily disposed of, though Taran will continue fighting until knocked out. Should anyone in the office witness this, however, they will call the police and try to evacuate the rest of the office.

Once the characters have dealt with the clones, in one manner or another, they should turn their attentions toward finding Mithos. And to do that, they need to first find Colonel Blackwell.

Act Three: The Would Be King

In this, the final act of “Virtue and Power,” the characters have the opportunity to complete their vengeance—or rise above the Torment that has been their driving impetus until now. In short order the characters locate Colonel Blackwell in his hotel room, interrogate him about Mithos’ location, and finally confront Mithos in Encanto Park. Once Mithos is dealt with, the characters have the opportunity to locate his base of operations and learn of the true depths of his megalomania.

Scene One: Room 228

This scene begins whenever the characters begin following the chain of people that leads to Mithos. Colonel Blackwell and his bodyguard, Sam, have weekly appointments scheduled with Mithos, so even if the characters take several days to deal with the three clones, Blackwell is still staying at the Phoenix Suites. Though the money Blackwell funnels to Mithos and Alberts is important to them, he is not. If the characters allowed Dr. Alberts to escape in the previous act, neither she nor Mithos would think to warn him about the characters’ presence in the city until they next met.

The Colonel’s Routine

Though he is anxious to see progress made on the project before he is discovered by his superiors, Blackwell has no way to hasten the work. He accepts this fact only reluctantly, and stays in Phoenix in the hope that his presence will encourage Mithos to produce results faster.

Aside from his weekly meetings with Mithos and his trips to Luke Air Force Base to keep up the appearance of a “fact finding mission,” the Colonel has little to do with his time and has resorted to sightseeing and trying out new restaurants as a way of passing the time. He and Sam spend most of each day exploring Phoenix and the surrounding area before returning to the hotel after dinner.

Given the sedate nature of their stay so far, Sam has become somewhat lax in his duties. He goes for a thirty minute swim in the indoor pool

every night after dinner, leaving the Colonel alone in the suite two floors above. If the characters simply knock on the door of their suite, Sam will open it without hesitation, assuming they are neighbors or room service. Once Sam or Blackwell see the characters for the first time, however, they will recognize their aura of Disquiet for what it is, and immediately defend themselves. They desire police intervention as little as the characters, and will silence their guns before using them. Both men will also take cover behind the beds, giving themselves enough cover to apply a one die penalty to all ranged attacks made against them.

Col. Craig Blackwell

Mental Attributes: *Intelligence 3, Wits 3, Resolve 4*

Physical Attributes: *Strength 2, Dexterity 2, Stamina 3*

Social Attributes: *Presence 3, Manipulation 2, Composure 3*

Mental Skills: *Academics 2 (Small Unit Tactics), Computer 1, Investigation 2, Medicine 2, Occult 1, Politics 3, Science 1*

Physical Skills: *Athletics 2, Drive 1, Firearms 3 (Pistols), Stealth 1, Survival 2*

Social Skills: *Animal Ken 1, Intimidation 3 (Barking Orders), Persuasion 2, Socialize 1, Streetwise 2, Subterfuge 1*

Merits: *Allies: Joint Military Special Operations*

Willpower: 7

Humanity: 5

Virtue: Fortitude

Vice: Wrath

Health: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Initiative: 5

Defense: 2

Speed: 9

Equipment: silenced 9mm pistol (+2 to firearms rolls)



Sgt. Sam Hudson

Mental Attributes: Intelligence 2, Wits 2, Resolve 3

Physical Attributes: Strength 3, Dexterity 3, Stamina 4

Social Attributes: Presence 3, Manipulation 2, Composure 2

Mental Skills: Academics 2, Computer 2, Investigation 2, Medicine 2, Politics 1, Science 2

Physical Skills: Athletics 3, Brawl 2, Firearms 3 (Assault Rifles), Stealth 2, Survival 2 (Jungle), Weaponry 2

Social Skills: Animal Ken 1, Intimidation 3, Persuasion 1, Socialize 1, Streetwise 2, Subterfuge (Concealing Weapons) 2

Merits: **Mentor:** Col. Blackwell

Willpower: 5

Humanity: 6

Virtue: Temperance

Vice: Greed

Health: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Initiative: 5

Defense: 2

Speed: 10

Equipment: silenced Colt .45 (+3 to firearms rolls)



Interrogation

Both Blackwell and Sam are ex-Special Forces, and will fight until it is apparent that they have no hope of escape. Once they give up, provided they are conscious, both men drop their guns and emerge from their cover.

Once both men are subdued, read the following aloud:

Colonel Blackwell stands defiantly, despite his injuries, and glares at you. "Craig Blackwell. Colonel. Three, nine, five, five, two, five, seven, five." His bodyguard stands protectively in front of him and says nothing.

Stop reading aloud.

Both men refuse to give into the characters' demands initially, and can only be persuaded to cooperate through drastic means. The characters' plight does not touch either man, and no amount of pleading with them will yield results. Tactics that *will* work include:

- lengthy torture
- threats to turn one or both men into Prometheans
- killing one man in front of the other

If the characters lose any Humanity as a result of deliberate torture or murder of the men, their checks to resist gaining derangements suffer a two die penalty. The gravity of their decision cannot be overstated.

Drastic Measures

Almost without fail, the characters will have to violate their scruples if they are to glean any information from Blackwell or Sam. This situation can lead to intense and heated discussion between players. While this is good, you should be careful to stop the group if a true argument erupts. If the players begin to take a disagreement between their characters too personally, you should call a break in the action and remind them that it is the characters who are at odds, not the players. Only once everyone has cooled down, and agrees to tone down the intensity of the action, should you restart play.

Once the characters convince the men to talk, read the following aloud:

Blackwell (or "Sam" if Blackwell is dead) begs for you to stop. "Okay, okay! M—Mithos told us to meet him at the tip of the northeastern arm of the lake in

Encanto Park. We—we were supposed to meet him there tomorrow at three. I've told you monsters what you wanted, now please, just go."

Stop reading aloud.

The characters can deal with Blackwell and Sam however they wish. If the men are allowed to live, they won't contact the authorities and will immediately leave town. Since Mithos gave Blackwell no way of contacting him, he will remain unaware of the characters' search for him (unless Dr. Alberts was also allowed to live).

Scene Two: Confronting Mithos

In this scene the character's search for Mithos finally comes to a dramatic close. They confront him in Encanto Park amidst a thunderstorm and witness the depths to which their own kind can sink.

Once the characters arrive at Encanto Park, read the following aloud:

Encanto Park is a failed experiment in public recreation. Though the signs at its entrance proclaim it to be a beautiful lake, surrounded by pristine lawns and gardens, the reality falls far short of this ideal. The grass and trees are clearly unhealthy, and large brown patches appear on both. The lake is poorly maintained, and thick mats of algae clog its surface.

As you enter the park, you find yourselves moving against the flow as the rumble of an approaching thunderstorm sends the afternoon joggers and napping bums scurrying for drier shelters. No rain has fallen yet, but the darkness of the clouds promises a heavy downpour.

Stop reading aloud.

If Dr. Alberts escaped from the characters, Mithos will be aware of their freedom, and will circle the meeting place until he is satisfied they are not lying in wait for him. If Alberts was killed, Mithos will suspect nothing and blithely take up his usual position on a bench while he waits for Blackwell.

Should Mithos have reason to be suspicious of the meeting, either through a warning from Dr. Alberts or through the characters' obvious presence, he will attempt to hide and use his Disquietism Transmutations to turn the few people left in the park against the characters. Should he be alerted to possible danger, but be unable to immediately spot the

characters, roll his Dexterity + Stealth, opposed by the characters Wits + Composure. If any character ties or exceeds Mithos' successes, they spot him moments before he spots them, otherwise, he will see them and utilize the above tactics.

Once the characters see Mithos, read the following aloud:

You spot Mithos, and he immediately turns to face you, almost as if he can feel your eyes on him. While you were unable to fully analyze the state of his Azoth before, you can now clearly see that his Torment-wracked resonance surrounds him like a miasma. You can't be sure if the park's decay is a reflection of Mithos' Torment, or if he chose the park because it suits his attitude, but the two complement each other.

As you slowly move towards one another, the storm suddenly breaks. Rain pours down in sheets as distant lightning arcs across the sky. You can feel the power of the storm flow into your body, leaving your extremities tingling from the sudden influx of the Divine Fire. [the characters gain one Pyros from the storm. Mithos' point gain is already reflected in his stats]

Stop reading aloud.

This is the dramatic conclusion of the characters' quest for revenge, and should be narrated with the gravity it deserves. Even young Prometheans are extremely difficult to kill, and Mithos has the advantage of a long Pilgrimage. While killing him is not exactly an epic feat, the players should feel that their characters have accomplished a major goal.

Once he is forced into a head-on fight, Mithos will use his Electrification Transmutations and knife to hold the characters off while he attempts to escape. If they draw too close to him, or he feels like he is unable to flee, Mithos will grab a frightened jogger and hold her hostage.

Any character attempting to shoot Mithos without hitting the hostage suffers a two die penalty, while callous characters who don't care about the girl suffer no penalty. Instead, half the damage from such a shot divides its damage between Mithos and his hostage, with the girl taking half of the total damage, rounded up.

If the characters manage to save the girl from Mithos, she will be as frightened of them as she is of her captor, and will try to escape from these new monsters as quickly as possible. Players hoping to play the noble hero will be sorely disappointed.

Mithos is no longer a rational creature, and will fight to the death. Once he is dead, remind the players that he will likely reawaken later

if they do not burn, dismember, or otherwise permanently incapacitate him. If they search his body, the characters will find a key and a ticket from a nearby parking garage.

Mithos

Lineage: *Lilgan*

Refinement: *Stannum*

Mental Attributes: *Intelligence 3, Wits 3, Resolve 3*

Physical Attributes: *Strength 2, Dexterity 3, Stamina 3*

Social Attributes: *Presence 2, Manipulation 2, Composure 3*

Mental Skills: *Academics 2, Computer 1, Investigation 2, Medicine 1, Occult (Prometheans) 2, Politics 1, Science (Biology) 2*

Physical Skills: *Athletics 1, Drive 1, Stealth 1, Survival 2, Weaponry (Knives) 2*

Social Skills: *Animal Ken 1, Intimidation 3, Persuasion 2, Socialize 1, Streetwise 2, Subterfuge 1*

Merits: *Allies: the Morning Star Throng*

Willpower: 6

Humanttg: 5

Virtue: *Hope*

Vice: *Pride*

Health: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Initiative: 6

Defense: 3

Speed: 10

Azoth: 3

Pgr̥os: 9 (Mithos can spend 3 Pgr̥os per turn)

Transmutations: *Disquietism* (Iago's Whisper), *Electrification* (Shock and Arc), *Corporeum* (Regeneration). Mithos' *Disquietism* Transmutation allows him to focus his Disquiet on a target of his choice, causing a nearby person to attack the target. He rolls 8 dice against the target's Resolve + Azoth. If Mithos scores more successes, a nearby human of his choice attacks the target to the best of their ability. His *Electrification* Transmutations function exactly like Alex's, except Arc allows him to project his electrical blasts out to 60 yards. His *Corporeum* Transmutation allows him to reflexively heal either two bashing or one lethal for one Pgr̥os, or one aggravated for two Pgr̥os.

Equipment: combat knife (adds +1 to his Weaponry rolls)

Aftermath

With Mithos dead, the characters find themselves without a purpose. Their mentors are dead, leaving them without guidance, and though they have dealt with the clones and achieved their revenge, they are now responsible for their own destinies.

If the characters track down the parking garage, they will find the area polluted by Mithos' Disquiet. He lived in the mechanical room in the basement, and the characters can find several things of interest down here:

- A laptop, used by Mithos to keep in touch with his throng. He piggybacked off the wireless network of a nearby coffeehouse and routinely utilized email and instant messenger services to update his throng as to his progress. The computer contains numerous chat logs revealing that Mithos' friends are undertaking similar projects in other cities across the country, using other Prometheans as the raw material for their clones.
- A lockbox, which can be opened by the key Mithos carried. It contains several thousand dollars in cash and three vials of vitriol. Each vial holds five points worth of vitriol, enough to make any Promethean who uses them a very powerful individual.
- A cage, containing three Pandorans, similar in appearance to the one that attacked the characters after they escaped from the lab. One is

clearly smarter than the other two, and identifies itself as Fifi. It asks after Mithos, and begs to be released. Should the characters be foolish enough to open the cage, they are immediately set upon by the Pandorans.

Now that you've taken a glimpse at the world of Promethean, explore its depths with scenarios and previews at www.worldofdarkness.com. And on August 10, look for **Promethean: The Created** (WW60000; ISBN 1-58846-606-X; 288-page hardcover; \$34.99).



Alex

Quote: *Get out of here! Can't you see I'm working?*

Background: From the moment he dug himself out of the earth two years ago, Alex has been told he is a slave. His mentor explained that although he was not owned by anyone, he was enslaved by his condition, shackled by the very Divine Fire that animated him. He spent his first year absorbing all his mentor could tell him about life as a Promethean, rarely daring to question or voice a dissident opinion.

All of that changed several months ago, when Alex left the family established by his mentor's Throng for several months to try to live as an auto mechanic in a small town in Massachusetts. He became fascinated by humanity's love for tools and technology, and began to formulate theories about a way to end his Pilgrimage using that love. His work came to nothing, however, when his Disquiet eventually poisoned his neighbors against him, and they drove him out of town. Now, consumed by rage and shame, he has returned to his mentor.

Description: Alex is an enormous man. He is well built, but also going to fat around the middle. His eyes are the color of sapphires and he keeps his head shaven.

When his Disfigurements are visible, his normally pale skin is covered in a reddish clay. Deep rents cut through the clay, and are clearly deep enough to draw blood, but none flows forth. To those who take the time to look at him in this state, the Hebrew word for "freedom" is clearly carved into his forehead.

Roleplaying Hints: You tried your best and failed, but it wasn't entirely your fault. You just understand things better than people. Now you're back with the family, though, and you hate it. Forced to crawl back like the prodigal son, forced to endure your mentor's reproving clucks—but you'll show them. You may have abandoned your old approach to the Pilgrimage, but now you've found something better: embracing Torment.

Equipment: tool kit (+1 to Crafts checks), electronics kit (+1 to Larceny (Security Systems) rolls), snub nose revolver (+2 to Firearms rolls. Each success on an attack with the gun causes one point of lethal damage, range is 20/40/80 yards)

Virtue/Vice: Alex's Virtue is *Temperance*. Once per session of play, he regains all spent Willpower when he resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. His Vice is *Gluttony*. He regains one spent Willpower point at the end of any scene in which he indulges in his addiction or appetites at some risk to himself or a loved one.

Transmutations and Promethean Powers

Pyros Expenditure: Alex can spend one Pyros per turn.

Transhuman Potential: Alex can reflexively spend one Pyros to boost any Attribute by one. This boost only lasts for one turn.

Jolt (Electrification •): This power allows Alex to power an electrical device with his own energy. Activating this Transmutation requires Alex to simply touch the device, which is powered for the remainder of the scene. To maintain the flow of electricity, he must either remain in contact with the device or spend one Pyros to allow it to run on its own. If Alex wishes to provide power to a generator (and thus all other devices connected to the generator), he must spend 2 Pyros.

Shock (Electrification ••): Alex can use this Transmutation to release a powerful electrical shock to anyone he touches. Because this electricity is powered by his Torment, it even damages other Prometheans. He must touch an opponent before reflexively spending a point of Pyros and rolling his Azoth + Stamina (three dice). Each success on the roll deals one level of bashing damage to the target.

Bestowment (Unholy Stamina): Alex benefits from the 9-again rule on any Stamina-based rolls. In addition, if he fails a roll, he can spend one Pyros to re-roll. These re-rolled dice do not gain the 9-again benefit, although 10s may be re-rolled as usual. He also doubles his Stamina whenever it would serve as a Resistance Attribute against supernatural attacks.

Merits

Giant: Alex is an enormous man, and has a Size of 6 to reflect his bulk. This increase in Size has already been factored into his Health.

Language (German): Because of his desire to read the manuals for German automobiles, Alex has taught himself basic German.

Unpalatable Aura: Alex's Azothic aura is disturbing to Pandorans. If given a choice, such as if there are more Prometheans present than Alex, they will most likely attack the other Prometheans first. If driven to attack Alex, Pandorans subtracts two dice from their Initiative rolls when first determining initiative rank against him.

Kelley

Quote: *It's just about that land buy in Buffalo. I'll call them back later.*

Background: In the five years that Kelley has been one of the Created, she has amassed an impressive reputation (and fortune) as a real estate agent. Her mentor recovered her body from a fatal accident, and taught her to replace the woman of whose body she was now in possession. Through a liberal use of conference calls and the digital office, Kelley not only maintained the standing and income with which she started, but managed to increase it.

As the only member of the family with any standing in human society, Kelley has been the sole source of their income and connections. Lately, though, she has begun to secretly put her affairs in order so that she can leave the family in order to follow her own Pilgrimage. She meant to tell the others right after the trip to Phoenix.

Description: Kelley dresses in sharp suits and fashionable, but practical, heels. Every bit the librarian at heart, her hair is pulled back into a tight bun and she always wears small, horn-rimmed glasses. She carries herself in a way that speaks of self-assurance and power, but it is merely her way of attempting to overcome the effect her Disquiet has on those around her. She is missing the ring finger on her left hand.

When her Disfigurements become visible, everything about her becomes tighter. Her bones strain against her leathery skin, and her hair looks to be pulled back so tight that it is pulling the skin on her face back with it. Those close to her can smell faint traces of mold and rose petals.

Roleplaying Hints: You honestly don't mind helping out the others, but enough is enough. You've been their workhorse for too long, and you want to do something for yourself for a change. It's time for everyone to find their own way to the New Dawn—you just haven't come up with a good way to tell them yet.

Equipment: top of the line PDA with cellular and internet capability, credit cards, driver's license

Virtue/Vice: Kelley's Virtue is *Faith*. She regains all spent Willpower points whenever she forges meaning from chaos and tragedy. Her Vice is *Greed*. She regains one Willpower point whenever she gains something, both as someone else's expense and at some risk to herself.

Transmutations and Promethean Powers

Pyros Expenditure: Kelley can spend one Pyros per turn.

Transhuman Potential: Kelley can reflexively spend one Pyros to boost any Attribute by one. This boosts only lasts for one turn.

Dissolve (Alchemicus •••): Kelley can spend one Pyros to exude a supernatural dissolving agent from her pores. She can control which pores are affected, exempting her clothes from harm. For the rest of the scene, anyone or anything she touches (or that touches her) suffers one point of lethal damage per turn of exposure. Due to the acid's strong odor and visibility it cannot be used unobtrusively.

Bestowment (Revivification): This Bestowment modifies Kelley's ability to come back to life after being killed. Instead of losing all her Azoth dots to return from death, she loses none—but she does lose this power. She can rise from death even if her Azoth is only one dot.

Merits

Allies (Real Estate): Kelley is a well-known real estate agent along the East Coast, and has access to a large number of favors within the business, both personal and professional. She can call on the aid of her colleagues to help her with any real estate-based problems she might have, from finding the address of a specific person or business, to obtaining the floor plans of a building. Depending on the nature of the favor asked, an answer may not be forthcoming immediately, but it will arrive eventually.

Resources: Kelley has easy access to \$5000 through her debit and credit cards. She carries nearly \$200 on her at all times in case she can't access her bank account or use her credit cards.

PROMETHEAN

THE CREATED

Name: *Kelly*
 Player:
 Chronicle:

Concept: *Real Estate Mogul*
 Virtue: *Faith*
 Vice: *Greed*

Lineage: *Osiris*
 Refinement: *Mercurius*
 Throng:

ATTRIBUTES

| | | | | | | |
|------------|--------------|-------|-----------|-------|--------------|-------|
| POWER | Intelligence | ●●●○○ | Strength | ●●○○○ | Presence | ●●○○○ |
| FINESSE | Wits | ●●○○○ | Dexterity | ●●○○○ | Manipulation | ●●●○○ |
| RESISTANCE | Resolve | ●●○○○ | Stamina | ●●○○○ | Composure | ●●○○○ |

SKILLS

MENTAL

(-3 unskilled)

| | | |
|---------------|--------------|-------|
| Academics | Architecture | ●●●○○ |
| Computer | | ●●○○○ |
| Crafts | | ●●○○○ |
| Investigation | Structures | ●●○○○ |
| Medicine | | ●●○○○ |
| Occult | | ●●○○○ |
| Politics | | ●●○○○ |
| Science | | ○○○○○ |

PHYSICAL

(-1 unskilled)

| | | |
|-----------|--|-------|
| Athletics | | ○○○○○ |
| Brav | | ●●○○○ |
| Drive | | ●●○○○ |
| Firearms | | ○○○○○ |
| Larceny | | ○○○○○ |
| Stealth | | ●●○○○ |
| Survival | | ○○○○○ |
| Weaponry | | ○○○○○ |

SOCIAL

(-1 unskilled)

| | | |
|--------------|-------|-------|
| Animal Ken | | ○○○○○ |
| Empathy | | ●●○○○ |
| Expression | | ●●○○○ |
| Intimidation | | ○○○○○ |
| Persuasion | Sales | ●●○○○ |
| Socialize | | ●●○○○ |
| Streetwise | | ○○○○○ |
| Subterfuge | | ●●○○○ |

Attributes 5/4/2 • Skills 11/7/4 (+3 Specialized) • Lineage (second lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 1) All must be different effects • Merits 7 • Strong the B&B dot in Attributes, Skills, or Merits cost two points • Health • Stamina • Size • Willpower • Endurance • Composure • Size • 5 for each human-sized Powerhouse • Defense • Lowest of Dexterity or Wits • Initiative Mod • Dexterity • Composure • Speed • Strength • Dexterity • 5 • Starting Humanity • 7 • Pyris • Humanity

OTHER TRAITS

MERITS

| | |
|----------------------------|-------|
| Allies: <i>Real Estate</i> | ●●●○○ |
| Resources | ●●●○○ |
| | ○○○○○ |
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HEALTH

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WILLPOWER

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PYROS

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AZOTH

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| ●○○○○○○○○○○ |
|-------------|

HUMANITY

| | | |
|----|-------|---|
| 10 | | ○ |
| 9 | | ○ |
| 8 | | ○ |
| 7 | | ● |
| 6 | | ○ |
| 5 | | ○ |
| 4 | | ○ |
| 3 | | ○ |
| 2 | | ○ |
| 1 | | ○ |

BESTOWMENT

Revivification

EQUIPMENT

| | |
|----------------|---|
| Armor | |
| Defense | 2 |
| Initiative Mod | 4 |
| Size | 5 |
| Speed | 7 |
| Experience | |

TRANSMUTATIONS

| | | |
|-------------------|-----------|------|
| <i>Alchemicus</i> | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| <i>Dissolve</i> | Dice Pool | Page |

Linda

Quote: *That's very sweet of you. Especially after what she said about you.*

Background: Unlike many Muses, Linda was not created to be her mentor's lover, and they have never once had sex. Instead, Linda was to play an important role in the elder Promethean's Pilgrimage. Her trained her in the various modes of human interaction, and sent her out again and again into clubs and social groups in the towns they visited. Her mentor watched how they accepted or rejected her, and strove to learn the intricacies of human interaction, both positive and negative.

Linda aspires to help her mentor reach his New Dawn, and hopes her own will follow shortly thereafter, but she cannot help but enjoy the attention she receives. Though she would never admit it to the others (especially Kelley), she is less interested in her mentor's findings and more interested in her next emotional conquest.

Description: Tall, blonde, and athletic, Linda is drop dead gorgeous. She takes care to dress in the most alluring manner possible for whatever situation she is in, but is always careful to remain approachable. After all, what good is being radiant if everyone is afraid to come up and compliment you?

To those who can see her Disfigurements, Linda looks like a mannequin. Her bronzed skin takes on a plastic sheen, and her hair appears to be a bad wig. She is surrounded by the Divine Breath, and it shrouds her in an unnatural fog.

Roleplaying Hints: You are a huntress. Instead of a bow and arrow you wield a pout and wink, but with no less skill or deadliness. You like for the rest of the family to think of you as detached from the humans you surround yourself with, but you can't help but enjoy the attention you receive.

Equipment: purse full of cosmetics, revealing clothing, cell phone

Virtue/Vice: Linda's Virtue is *Hope*. Once per session of play, she regains all spent Willpower when she refuses to let others give in to despair, even though doing so risks harming her own goals or well-being. Her Vice is *Envy*. She regains one Willpower point at the end of any scene in which she gained something from a rival or had a hand in harming that rival's well-being.

Transmutations and Promethean Powers

Pyros Expenditure: Linda can spend one Pyros per turn.

Transhuman Potential: Linda can reflexively spend one Pyros to boost any Attribute by one. This boosts only lasts for one turn.

Color of Man (Deception •): With a successful Manipulation + Subterfuge roll (five dice), Linda can change the color of her skin, hair and eyes to her choice of any shade found within the human species. This Transmutation does not alter any feature except for pigment. These changes will be largely determined by roleplaying, but if contested rolls are appropriate, they might subtract two dice from efforts to identify her. These changes last for one scene, whether she wants them to or not, but she can always use the power again if she wants to change her pigment again.

Leave No Trace (Deception ••): This Transmutation allows Linda to prevent leaving any physical evidence of her presence in an area. By spending one Pyros and succeeding at an Azoth + Stealth roll (three dice), she keeps herself from leaving behind any incriminating evidence such as footprints, fingerprints, hair and the like. Attempts to track her by physical signs alone automatically fail, but tracking her by scent (such as by dogs) may succeed—albeit at a penalty of two dice. If she moves faster than her Speed, the effects of this Transmutation end immediately.

Bestowment (Mesmerizing Appearance): Linda gains the 9-again rule on any Social roll that might be affected by her profound beauty (seduction, socializing, gossiping, convincing someone to like her, etc.). In addition, if she fails a roll, she can spend one Pyros to re-roll. These re-rolled dice do not gain the 9-again benefit, although 10s may still be re-rolled as usual.

Merits

Fast Reflexes: Linda reacts quickly to danger, gaining a +1 bonus to her Initiative. This bonus has already been factored into her stats.

Mentor: Linda's relationship with her mentor is very deep. She respects his research and enjoys being a part of it. In return for all of her work, he pampers her, and is willing to give in to almost any request she makes of him.

Resources: Because of her expert manipulation of those around her, Linda has amassed a small cache of money that she can access. For the duration of the story, she has access to roughly \$1000.

Striking Looks: Linda is exceptionally attractive, and receives a +1 modifier to all her Presence and Manipulation rolls to reflect this. This bonus is only applicable when she attempts to use her looks to entertain, persuade, distract, or deceive others.

THE CREATED

Throng:

Composur

Dice Pool.....Page.....

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Mickey

Quote: *What'd you say to me, punk?*

Background: Mickey was stitched together in a barn outside Mobile and named for the hurricane that zapped him to life. His mentor abandoned him after only a week, leaving Mickey to find his own approach to the problem of humanity. His search for an answer to why humans hated and feared him led him to hook up with the Klan and various neo-Nazi groups. Though he didn't buy into their rhetoric, he found their irrational hatred fascinating.

After six months of moving from hate group to hate group, Mickey was contacted by his mentor. The older Frankenstein apologized for leaving him, and asked Mickey to join him in creating a family of the Created. Convinced that he could learn no more from the humans he associated with, Mickey agreed.

Description: Mickey is squat and bulky, but has very little fat on his mismatched frame. He dresses in biker leathers, even in hot weather, in the hopes of covering up his Disfigurement.

Once his Disfigurements become visible, no amount of clothing can hide the crude stitches and leather straps that hold his body together. His left arm is clearly longer than his right, and ironically, many of his body parts do not share the same skin tone.

Roleplaying Hints: You've lived a strange life up until this point. Made of both black and white parts, you don't agree with the people you normally associate with, but they are invaluable to your Pilgrimage. Particularly fascinating to you is the idea of the ubermensch. Though tainted by humans' hatred, the "perfect man" seems like the ideal way for you to transcend your current state.

Equipment: biker leathers, finger tape, racial propaganda leaflets

Virtue/Vice: Mickey's Virtue is *Fortitude*. Once per session of play, he regains all spent Willpower when he withstands overwhelming or tempting pressure to alter his goals. This does not include temporary distractions from his course of action, only pressure that might cause him to abandon or change his goals altogether. His Vice is *Wrath*. He regains one spent Willpower point whenever he unleashes his anger in a situation where doing so is dangerous. If a fight has already begun, no Willpower points are regained. It must take place in a situation where anger is unwarranted and inappropriate.

Transmutations and Promethean Powers

Pyros Expenditure: Mickey can spend one Pyros per turn.

Transhuman Potential: Mickey can reflexively spend one Pyros to boost any Attribute by one. This boost only lasts for one turn.

Might (Vitality •): As an instant action, Mickey can boost his Strength by +1 for a cost of one Pyros. Alternately, he can activate this Transmutation as a reflexive action by sacrificing his Defense for the round in which he activates it. This Strength boost applies to *all* Strength-based rolls, even close combat.

Bludgeon (Vitality ••): When making a Brawl or Weaponry attack against a living and/or moving target, Mickey can spend one Pyros to stun the victim for a single attack. Unlike his Boxing Merit, his attack successes do not need to exceed the target's Size. If he scores even one success, the target is stunned. He loses his Defense in any round in which he activates this Transmutation.

Bestowment (Unholy Strength): Mickey benefits from the 9-again rule on any Strength-based rolls. In addition, if he fails a roll, he can spend one Pyros to re-roll. These re-rolled dice do not gain the 9-again benefit, although 10s may be re-rolled as usual. Note that this does not add to combat rolls, only feats of raw brute Strength.

Merits

Boxing: This Merit actually comprises several different Merits that aid Mickey's Brawl rolls.

Body Blow: Mickey can deliver powerful blows that leave opponents reeling and gasping for air. If successes inflicted in a single Brawl attack equal or exceed a target's Size, the victim loses his next action.

Duck and Weave: Mickey is trained to instinctively duck and evade an opponent's blows. Use the *higher* of his Dexterity and Wits to determine his defense against Brawl-based attacks.

Combination Blows: Mickey's training and experience allows him to devastate opponents with a flurry of rapid blows. He can make two Brawl attacks against the same target in a single action. The second attack suffers a -1 penalty. If he chooses to use this Merit, he sacrifices his Defense for the round in which he uses it.

Fast Reflexes: Mickey adds two to his Initiative (this is already factored into his stats).

Residual Memory: Mickey has flashes of residual memories from his body's former life. He has a pool of four "memory dice" that he can apply to Boxing and Subterfuge-based rolls at any time in the story. He can use these memory dice all in one dice roll, or split them up between different rolls. Either way, once they've been used, they're gone.

THE CREATED

Lineage: *Frankenstein*
Refinement: *Ferrum*
Throng:

Composition

Night
Budgeon

Naomi

Quote: *Hold still! This will only hurt for a second.*

Background: Naomi awoke on the shores of the Amazon nearly six years ago, created from the corpse of her mentor's unrequited love. The elder Nepri quickly indoctrinated her into the life of a relief work doctor, and the two of them became very close, even becoming lovers for a time. Their happiness was not to last, however.

Assuming their nomadic lifestyle kept them free of the uglier aspects of their Disquiet, the two did not count on their fellow doctors succumbing to it. Their colleagues began to suspect the two Prometheans of being saboteurs, and blamed any setback on them. Eventually, Naomi and her creator were forced to flee back to the United States, where they connected with a group of his friends and convinced them to create progeny of their own.

Description: Naomi is a plain looking woman of indeterminate South American ancestry. She dresses in simple yet functional styles, and wears her dark hair down, so as to cover her missing right ear.

When her Disfigurements become visible, she takes on the appearance of a desiccated corpse. Her lips pull back to reveal long, yellow teeth, and her body fat melts away, allowing her bones to be noticeable through her paper-thin skin.

Roleplaying Hints: You care a great deal about the human race, and see yourself as an informed outsider. Death and disease do not interest you, but you find humanity's preoccupation with their prevention fascinating. Due to your age, you see yourself as somewhat of a big sister to the rest of the characters.

Equipment: well-stocked first-aid kit (+1 to Medicine rolls), scalpel, micro cassette recorder half full of patient notes

Virtue/Vice: Naomi's Virtue is *Charity*. She regains all spent Willpower when she gives something of herself to help another. This does not include giving something of which she has an abundance, only those things which will cause her hardship through their absence. Her Vice is *Pride*. She regains one Willpower point at the end of any scene in which she exerts her own wants (not needs) over others at some risk to herself.

Transmutations and Promethean Powers

Pyros Expenditure: Naomi can spend one Pyros per turn.

Transhuman Potential: Naomi can reflexively spend one Pyros to boost any Attribute by one. This boost only lasts for one turn.

Fixed Stare (Mesmerism •): This power allows Naomi to immobilize an

individual simply by meeting and holding their gaze. The target will remain motionless and unaware of their surroundings until Naomi chooses to release them. To activate this power, Naomi must meet the gaze of the intended target and then roll her Presence + Resolve + Intimidation (five dice) in a contested roll against the target's Resolve + Azoth. No Pyros is spent to activate this Transmutation. If the target is not another Promethean, they simply roll their Resolve. **Note:** Should Naomi do perform any action other than speaking, or if the paralyzed target is attacked or threatened in any way, the effects of this Transmutation end immediately.

Firebringer (Mesmerism ••): By invoking a sense of the original awe that humans felt for the Divine Fire, Naomi can improve her relations with the normal people around her. Roll her Azoth + Persuasion (three dice) in a contested roll against the Intelligence of every human in her presence. For every success by which she exceeds an individual's Intelligence roll, she gains a +1 dice bonus to her Persuasion and Socialize rolls until the end of the scene. This Transmutation costs no Pyros to activate.

Bestowment (Revivification): This Bestowment modifies Naomi's ability to come back to life after being killed. Instead of losing all her Azoth dots to return from death, she loses none—but she does lose this power. She can rise from death even if her Azoth is only one dot.

Merits

Eidetic Memory: Naomi doesn't forget anything she sees or hears (meaning her player should take notes). She normally doesn't need to make a roll to remember anything she knows, but if she is under stress, she adds two dice to any such roll.

Holistic Awareness: For each day in which she treats a patient, Naomi can attempt to halve their healing time. Roll her Intelligence + Medicine (seven dice). If she scores even one success, the patient's healing time for that day is cut in half. A new check must be made every day in order for Naomi to continue the speedy recovery.

Language (Spanish): Naomi is literate and conversationally fluent in Spanish. She speaks the language with a Central American accent.

PROMETHEAN

THE CREATED

Name: *Naomi*

Player:

Chronicle:

Concept: *Volunteer Doctor*

Virtue: *Charity*

Vice: *Pride*

Lineage: *Osiris*

Refinement: *Aurum*

Throng:

ATTRIBUTES

| | | | | | | |
|------------|--------------|-------|-----------|-------|--------------|-------|
| POWER | Intelligence | ●●●○○ | Strength | ●●○○○ | Presence | ●●○○○ |
| FINESSE | Wits | ●●●○○ | Dexterity | ●●○○○ | Manipulation | ●●○○○ |
| RESISTANCE | Resolve | ●●○○○ | Stamina | ●●○○○ | Composure | ●●○○○ |

SKILLS

MENTAL (-3 unskilled)

| | |
|-----------------------------|-------|
| Academics | ●●○○○ |
| Computer | ●○○○○ |
| Crafts | ○○○○○ |
| Investigation | ●○○○○ |
| Medicine <i>Triage</i> | ●●●○○ |
| Occult | ○○○○○ |
| Politics | ○○○○○ |
| Science <i>Pharmacology</i> | ●●○○○ |

PHYSICAL (-1 unskilled)

| | |
|--------------------------|-------|
| Athletics <i>Running</i> | ●○○○○ |
| Brav | ○○○○○ |
| Drive | ●○○○○ |
| Firearms | ○○○○○ |
| Larceny | ○○○○○ |
| Stealth | ○○○○○ |
| Survival | ●○○○○ |
| Weaponry | ○○○○○ |

SOCIAL (-1 unskilled)

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|--------------|-------|
| Animal Ken | ○○○○○ |
| Empathy | ●○○○○ |
| Expression | ○○○○○ |
| Intimidation | ●○○○○ |
| Persuasion | ●○○○○ |
| Socialize | ●○○○○ |
| Streetwise | ○○○○○ |
| Subterfuge | ●○○○○ |

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialized) • Lineage (second Lineage Bestowment) • Refinement • Aspects (may be increased with Merit points) • Transmutations (1) • Set must be balanced (ability • Merits 7 • Strongest the 10s dot in Attributes, Skills, or Merits cost two points) • Health • Stamina • Size • Willpower • Endurance • Composure • Size • 5 for adult human-sized Powerhouse • Defense • Lowest of Dexterity or Wits • Initiative Mod • Dexterity • Composure • Speed • Strength • Dexterity • 5 • Starting Humanity • 7 • Pyria • Humanity

OTHER TRAITS

MERITS

| | |
|---------------------------|-------|
| <i>eidetic Memory</i> | ●●○○○ |
| <i>Holistic Awareness</i> | ●●○○○ |
| <i>Language: Spanish</i> | ●●○○○ |
| | ○○○○○ |
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BESTOWMENT

Revivification

EQUIPMENT

| | |
|----------------|----|
| Armor | |
| Defense | 5 |
| Initiative Mod | 3 |
| Size | 5 |
| Speed | 10 |
| Experience | |

HEALTH

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WILLPOWER

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PYROS

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□□□□□□□□

AZOTH

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HUMANITY

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| 6 | | O |
| 5 | | O |
| 4 | | O |
| 3 | | O |
| 2 | | O |
| 1 | | O |

TRANSMUTATIONS

Mesmerism

Fixed Stare
Firebringer

| | | |
|--|-----------|------|
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |
| | Dice Pool | Page |

Peter

Quote: *I'm telling you, there's a lot more out there than either you or I know about.*

Background: Peter was ushered into the Saturnine Night in the remains of a prison in Youngstown, Ohio. He spent his first weeks being educated about his new existence not only by his mentor, but also by the ghosts of three inmates who were brutally slain in a riot. He was taught the secret ways of the world, and then told to go out and discover more on his own.

After almost a year on his own, Peter returned to his mentor a suspicious and paranoid man. His ability to see into the spirit world colored his views of humanity, and he was convinced that the whole of humanity was controlled by global conspiracies. Though he desired to retreat utterly from the world, Peter agreed to join his mentor's family, but on the condition that they would not involve him in the affairs of humanity too much.

Description: Peter looks every bit the part of the crazed conspiracy theorist. His dark clothing hangs from his thin frame, and his black hair is long and greasy. If left on his own, he will often go days without bathing.

To those who can perceive his Disfigurements, Peter's whole body takes on the appearance of his hair: dark and slick. His eyes lose their normal features and take on the appearance of star fields.

Roleplaying Hints: You know there's something out there. It not only controls the humans, but it also manipulates the Created. The ghosts and spirits you see all seem to know what's going on, but they just won't tell you, no matter how much you plead or threaten. You've removed yourself from the world in the hopes of freeing yourself from this unseen power, but something just keeps drawing you back in.

Equipment: a laptop with wireless connectability, a dog-eared copy of *Tobin's Spirit Guide*, pre-paid cellphone

Virtue/Vice: Peter's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Pride*. He regains one Willpower point at the end of any scene in which he exerts his own wants (not needs) over others at some potential risk to himself.

Transmutations and Promethean Powers

Pyros Expenditure: Peter can spend one Pyros per turn.

Transhuman Potential: Peter can reflexively spend one Pyros to boost any Attribute by one. This boosts only lasts for one turn.

Swift Feet (Corporeum •): By spending a point of Pyros and taking an instant action, Peter is able to move at up to twice his Speed (20).

Uncanny Dexterity (Corporeum ••): This Transmutation gives Peter the 9-again rule on any Dexterity-based rolls. In addition, if he fails a roll, he can spend one Pyros to re-roll failed dice. These re-rolled dice do not gain the 9-again benefit, although 10s may be re-rolled as usual. Note that this benefit does not apply to combat rolls.

Bestowment (Ephemeral Flesh): This Bestowment allows Peter to perceive ghosts and spirits for a scene for the cost of one Pyros. He is capable of speaking and interacting with the immaterial beings, and even damaging them if he so desires; however, he can only attack them with his own body, as other objects pass right through them.

Merits

Danger Sense: Peter's paranoia has made him wary of almost any situation, and he is constantly on the lookout for attacks. He receives a +2 bonus on any Wits + Composure rolls to detect an impending ambush.

Elpis: Peter has a strong connection to Elpis, the aspect of the Divine Fire that draws the Created towards Humanity. Once during the story, he can spend an hour in a meditative state in order to tap into the Divine Fire in search of direction in his Pilgrimage. The Storyteller should roll Peter's Wits + Composure (five dice) in secret. Regardless of the result of the dice roll, Peter will experience a series of shifting and confusing images; however, if he scores any successes, these images will provide subtle clues about the next step in his Pilgrimage. Though these clues are helpful, they are always vague.

Encyclopedic Knowledge: Peter is a font of information on nearly any topic imaginable. When presented with a situation outside his normal experience, he can make an Intelligence + Wits roll (six dice) to remember a tidbit of information he may have learned.

PROMETHEAN

THE CREATED

Name: *Peter*

Player:

Chronicle:

Concept: *Conspiracy Theorist*

Virtue: *Prudence*

Vice: *Pride*

Lineage: *Ulgan*

Refinement: *Cuprum*

Throng:

ATTRIBUTES

POWER

FINEST

RESOLVE

Intelligence

●●●○○

Wits

●●●○○

Resolve

●●○○○

Strength

●●○○○

Dexterity

●●○○○

Stamina

●●○○○

Presence

●●○○○

Manipulation

●●○○○

Composure

●●○○○

SKILLS

MENTAL

(+3 unskilled)

Academics ●○○○○
Computer *Hacking* ●○○○○
Crafts ●○○○○
Investigation ●○○○○
Medicine ●○○○○
Occult *Spiritualism* ●○○○○
Politics ●○○○○
Science ●○○○○

PHYSICAL

(-1 unskilled)

Athletics ●○○○○
Brav ●○○○○
Drive ●○○○○
Firearms ●○○○○
Larceny ●○○○○
Stealth ●○○○○
Survival *Urban* ●○○○○
Weaponry ●○○○○

SOCIAL

(-1 unskilled)

Animal Ken ●○○○○
Empathy ●○○○○
Expression ●○○○○
Intimidation ●○○○○
Persuasion ●○○○○
Socialize ●○○○○
Streetwise ●○○○○
Subterfuge ●○○○○

OTHER TRAITS

MERITS

encyclopedic knowledge ●●●●○
danger sense ●●●●○
elips ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

HEALTH

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

PYROS

□□□□□□□□
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AZOTH

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HUMANITY

10 ●○○○○○○○○○
9 ●○○○○○○○○○
8 ●○○○○○○○○○
7 ●○○○○○○○○○
6 ●○○○○○○○○○
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4 ●○○○○○○○○○
3 ●○○○○○○○○○
2 ●○○○○○○○○○
1 ●○○○○○○○○○

BESTOWMENT

Epithemeral Flesh

EQUIPMENT

Armor: _____
Defense: *3*
Initiative Mod: *5*
Size: *5*
Speed: *10*
Experience: _____

TRANSMUTATIONS

Corporeum 3 Dice Pool _____ Page _____
Swift Feet 1 Dice Pool _____ Page *122*
Uncanny Dex 2 Dice Pool _____ Page *125*
Dice Pool _____ Page _____
Dice Pool _____ Page _____
Dice Pool _____ Page _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialized) • Uniqueness (second Uniqueness Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 1) Azoth must be bestowed on a character • Merits 7 • Strongest the Bestowment • Attributes, Skills, or Merits cost two points • Health • Stamina • Size • Willpower • Endurance • Composure • Size • 5 for adult human-sized Prometheans • Defense • Lowest of Dexterity or Wits • Initiative Mod • Dexterity • Composure • Speed • Strength • Dexterity • 5 • Starting Humanity • 7 • Pyris • Humanity

PROMETHEAN: THE CREATED DEMO

Promethean: The Created
Developed by Bill Bridges.

Demo Written by: Shamus
Glass, Dave Martin, Dan Brug-
man and Zack Walters.

Layout by John Goldsack.

Demo Premiered at KublaCon
2006 by the Wrecking Crew.



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