

CHARACTERS

Within this section are details on characters already created for your use, should you wish to forego the exercise of conceiving such yourself.

ASTRID COLOMBE

High Concept: NOLA'S DEN MOTHER

Her parents claimed she wanted to be a jazz singer from infancy, as she listened in utero to her parents performing as street musicians outside Lafit e's Blacksmith Shop. For her birthdays, she begged to visit Preservation Hall, even in those years when both parents were regular performers there. Music remained Astrid's great love throughout her formative years and young adulthood. She graduated from Loyola University New Orleans with a degree in music and proceeded to perform as a jazz vocalist in small French Quarter venues while working as a music therapist at Children's Hospital.

Her day job eventually won her heart, but her avocation garnered the attention of Louis Sauvageot, who sought to employ her at his club for sundry purposes, not all savory. Said attention was noted and thwarted by another of the supernatural community: Tera West, staying with friends in the area.

Taking the younger woman under her wing and ostensibly her protection, West advised Astrid in the strongest possible language to flee New Orleans and its looming threat to her. Astrid refused but instead accepted tutelage in self-preservation via shapeshifting. Sauvageot and evidence of his handiwork may have firmed her resolve to remain and fight; equally if not more likely were police reports of increased crime against women in her neighborhood.

Astrid's spirit is a protective and nigh-fearless one. Regardless of the inspiration, West's appearance in Astrid's life altered it irrevocably. Like the Chicago Alphas, she learned how to transform herself into lupine form. And also like the Chicago Alphas, she determined that vigilantism was preferable to watching others suffer. Rumors of increasingly keener detail have circulated of a huge, shaggy dog with golden fur chasing off would-be rap-

ists, muggers, and thieves; a few of the quirkier residents of the French Quarter have even begun leaving out kibble and treats for the assumed stray. Her first outing was a year ago, and she has allied herself with others pitted against the city's predators. Her work at the Children's Hospital continues unabated with no one the wiser. Yet.

ASTRID COLOMBE

MANTLES

Astrid bears the mantle of Wererecreation (p.154). As per that mantle's description, she is also allowed a Pure Mortal mantle with it, and has chosen Monster Hunter (p.130), befitting her status as the French Quarter's vigilante defender.

ASPECTS

High Concept: NOLA'S DEN MOTHER
Trouble: BAD BLOOD WITH SAUVAGEOT
Other Aspects: GIFTED JAZZ VOCALIST; DAY JOB AT CHILDREN'S HOSPITAL; TUTORING BY TERA WEST

APPROACHES

Good (+3): Flair
Fair (+2): Focus, Force
Average (+1): Guile, Intellect
Mediocre (+0): Haste

STRESS & CONDITIONS

Stress:
In Peril (sticky): p.117.
Doomed (lasting): p.117.
Indebted (sticky): p.117.
In Pursuit (sticky): p.130.
Wounded (lasting): p.130.

Physical Transformation (sticky): p.154. Astrid takes the aspect FORM OF THE WOLF when transformed. She swaps the rating of Flair with Haste and swaps Focus with Guile.

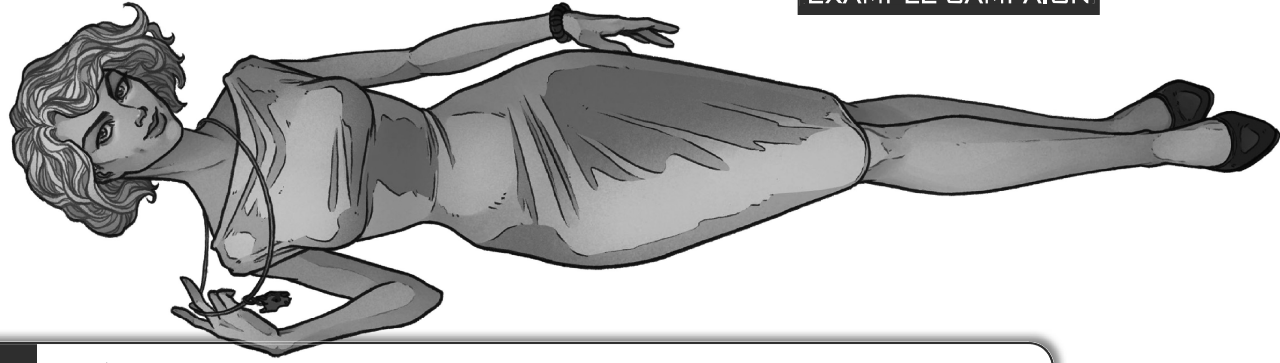
MONSTER HUNTER STUNTS

Countermasures: p.130.
Hunters Network: p.130.

WERECREATURE STUNTS

Beast Whisperer: p.155.
The Human Touch: p.155.
Healing Transformation: p.155.
Fleeting Transformation: p.155.

REFRESH: 2



MARIE ST. PIERRE

High Concept: NAGA CHANGELING

Natives of New Orleans hear many a strange thing growing up, talk of voodoo and human sacrifice and the existence of the paranormal within their city. As with other mortals in this world, most dismiss the notion of preternatural creatures and events as farce and fantasy passed down from generation to generation to inspire terror in the gullible.

From childhood, Marie knew the truth of most of these legends. Such things happen when one is the daughter of a voodoo priestess and a naga. Had she any doubts, puberty and the onset of distinctly serpentine qualities would have erased any misgivings.

Naga blood was only part of her supernatural inheritance. You may have heard that magical gifts are most commonly (but not always) bequeathed through maternal genetics, and Marie developed a modest talent that allowed her to control her appearance. In essence, she has a similar control over her form as the Alphas possess over theirs. Fortuitously, the form she takes is not that of a naga but of a boa constrictor, a common pet amongst voodoo practitioners in New Orleans.

Regardless of her adeptness at shapeshifting and the chosen profession of her late mother (also named Marie), Miss St. Pierre has not embraced voodoo. Her occupation is both less exotic and more in keeping with her secondary form: she is employed as a herpetologist at the Audubon Zoo.

Paradoxically, she is also a practicing vegetarian.

Like all changelings, Marie must choose which side to follow, but for now, she reaches for a mundane existence and avoidance of that duality. For the last 31 weeks (as of this writing) she has been romantically involved with Sean McAvoy, who is also assisting her in refining her skills and accompanying her with the Routers.

Because what else would a voodoo priestess want in her bed?

MARIE ST. PIERRE

MANTLES

Marie is a Changeling (p.143) with a mortal mantle of Clued-in Mortal (p.120) because of her frequent dealings with supernatural situations.

ASPECTS

High Concept: NAGA CHANGELING

Trouble: THE ST. PIERRE LEGACY

Other Aspects: ANIMAL LOVER;

WELL VERSED IN LOCAL LORE;

MCAVOY'S RESCUER

APPROACHES

Good (+3): Intellect

Fair (+2): Focus, Haste

Average (+1): Flair, Force

Mediocre (+0): Guile

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Called (sticky): p.143.

Knowledge (sticky): p.120.

In Too Deep (lasting): p.120.

CLUED-IN MORTAL STUNTS

Chasing Rumors: p.120.

Preparations: p.120.

CHANGELING STUNTS

Echoes of the Beast: p.159. Marie's affinity is, of course, with snakes.

Cloak of Shadows: p.159.

UNIQUE STUNTS

Boa Form: Once per session, Marie may mark a box of **Called** to transform herself into a boa until the end of the scene. Doing so gives her the temporary aspect **FORM OF THE BOA**. Although unique, this stunt is still tied to Marie's Fae heritage; should she Choose mortal life, she loses this stunt as well.

REFRESH: 2



SEAN MCAVOY

High Concept: RETIRED BUREAUMANCER

The supernatural excitement of the last decade may imply that a wizard's life is replete with action, but for most of the White Council, the reverse is actually truth. As with the rest of humanity, most wizards simply have neither the skills nor the inclination to do battle. They have jobs not terribly unlike those of average mortals, with routine and no danger beyond the risk of laboratory mishaps.

Despite his broad build, Sean McAvoy (formerly of British Columbia) is one such wizard. His magical aptitude lies in potions and more delicate magic, such as enchantments. Furthermore, his mortal skills focus on organization; McAvoy has a mind for creating sense of chaos, no doubt inspiring his mentorship within the White Council as Samuel Peabody's apprentice for three weeks shy of five years.

Once Peabody was revealed as a traitor within the White Council and subsequently killed by Warden Donald Morgan, examination and investigation cleared McAvoy of suspicion and disclosed evidence that, as with so many other young wizards, he had been suborned by his master. Senior Council member Listens to Wind testified that few had been as deeply indoctrinated as McAvoy, an unwilling pawn in Peabody's treachery.

In his journals, McAvoy documented his distrust of the White Council and, once the Red Court fell at Chichen Itza, resigned from his post, vowing to start anew.

He is now in his final year at Tulane, studying accounting and economics, and is dating herpetologist and naga changeling Marie St. Pierre (page 236).

SEAN MCAVOY

MANTLES

Unsurprisingly, as a wizard of the White Council, Sean McAvoy has the mantle of a Magical Practitioner (p.138).

ASPECTS

High Concept: RETIRED BUREAUMANCER

Trouble: FORMER APPRENTICE OF A WHITE

COUNCIL TRAITOR

Other Aspects: I MAKE NUMBERS DANCE;

A DELICATE TOUCH WITH MAGIC;

NEAT, TIDY, AND SPOTLESS

APPROACHES

Good (+3): Intellect

Fair (+2): Focus, Guile

Average (+1): Force, Haste

Mediocre (+0): Flair

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117

Doomed (lasting): p.117

Indebted (sticky):

Exhausted (sticky): p.139

Burned Out (lasting): p.139

The Third Eye (sticky): p.139

MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Soulgaze: p.140.

White Council Membership: p.140.

Though he no longer works in Edinburgh, Sean remains a member of the Council, with the rights and responsibilities that implies.

Loremaster: p.141.

Ritual Specialist: p.141. Sean's specialty is brewing potions, for which he has many recipes in a carefully organized card catalogue.

REFRESH: 1



EXAMPLE CAMPAIGN

EXAMPLE CAMPAIGN

GENEVIEVE BA

High Concept: VAMPIRIC HEALER

Few White Court vampires exist outside the major houses of Raith, Malvora, and Skavis, as the houses afford protection against the Court's pervasive political machinations. Genevieve Ba is one of those vampires.

Her hunger identifies her as House Malvora—she feeds on fear—yet she has nothing to do with that house or, indeed, any particular part of the Court, not for many years, not since what she calls her “moment of enlightenment.”

Genevieve was born in Senegal to an unwed Alaouite princess who had fled Morocco in fear of her family's anger and of the vampire who had seduced her. Within weeks of Genevieve's birth, however, her mother perished under “mysterious circumstances.” Public opinion was that Moroccan radicals had exacted punishment for the royal family, but in actuality the baby's father came for his child and her mother refused to reveal where to find her.

Whether by fortune or providence, Genevieve was adopted by a Senegalese physician and her husband, raised in Saint-Louis, and fundamentally ignorant of her hunger until college. Again, whether by fortune or providence, she won a scholarship to Columbia University and came to the United States. Six weeks after her arrival in New York, the Twin Towers fell.

For weeks, Genevieve was in the epicenter of fear, and her newly awakened demon both terrified and thrilled her with her recently discovered but misunderstood hunger. Had the events surrounding September 11 not brought an influx of predators, she may well have lost her sanity.

One such predator, a Malvoran vampire, explained her heritage and offered an introduction to House Malvora and, perhaps, her father. She declined vehemently. Rather than accept this newfound curse, Genevieve promised herself to learn to live within the confines of her hunger without causing harm to another being. As she had long wished, she followed her adoptive mother's footsteps to medical school, struggling to avoid letting her hunger take control.

She found ways to keep the demon at bay by feeding it tidbits of terror: watching horror movies in theaters, lingering near thrill rides at amusement parks. It was not until she began clinical work as a medical student, however, that she realized her chosen career afforded her the opportunity to help people while helping herself control her demon.

Oh, that's kind of clever. Bit twisted, but clever.

Now a trauma surgeon at Tulane Medical Center, Genevieve has an ample supply of the fear she needs to subdue her hunger without compromising her integrity. She is keenly aware, however, of the knife's edge of her existence, and another catastrophe will empower her demon beyond her control. As a doctor, as someone who fights her vampiric nature, Genevieve fears that day, knowing its inevitability.

GENEVIEVE BA

MANTLES

Despite the urgings of her demon, Genevieve has not killed anyone during a feeding, so she remains a White Court Virgin (p.156). In addition, she also bears the mantle of the Medic (p.128).

ASPECTS

High Concept: VAMPIRIC HEALER
Trouble: AT MY CORE, I AM A MONSTER
Other Aspects: IVY LEAGUE EDUCATION; RAISED BY A DOCTOR; ON ALERT FOR THE NEXT CATASTROPHE

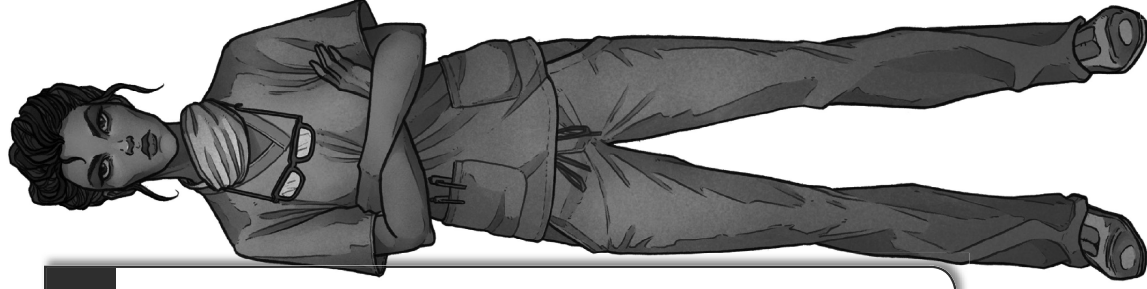
APPROACHES

Good (+3): Focus
Fair (+2): Haste, Intellect
Average (+1): Flair, Guile
Mediocre (+0): Force

STRESS & CONDITIONS

Stress:
In Peril (sticky): p.117.
Doomed (lasting): p.117.
Indebted (sticky): p.156.
Hungry (sticky): p.156.
Vampire Heritage (special): p.156.
Medical License (special): p.128.
WHITE COURT VIRGIN STUNTS
Emotional Vampire: p.167.
Vampiric Physique: p.165.
MEDIC STUNTS
First Aid: p.129.
Medical Care: p.129.
Psych Rotation: p.129.

A focus on psychology is an unusual choice for a surgeon. But very apropos for a phobophage.



GABRIEL BEAUMONT

High Concept: RETIRED KNIGHT OF THE CROSS

Your comprehension of the Knights of the Cross may be limited to those you have encountered, primarily Michael Carpenter and Sanya Ivanovich (page 46), those who have taken up a holy sword and wielded it for many years. Wizard Dresden has voiced his misapprehension that bearing one of the swords constituted a commitment unto death. Historically, 61.24018% of Knights have borne one of the three blades for one or two days only. Some of these short-lived episodes unquestionably culminated in the Knight's demise, particularly as wielding a sword does not immediately grant one skill with it. Conversely, many have—like Karrin Murphy—carried a Sword of the Cross for a single event, with a single purpose.

Gabriel Beaumont is one such individual.

Hailing from Iberia Parish in southern Louisiana's Bayou Teche, Gabriel is a gentle, plain-spoken older man with a penchant for fishing, boat repair, and philosophical discourse. His attitudes are not those of any one thinker or faith, instead collecting tendrils of many beliefs to create his own. No records exist of him attending school after grade 8, yet he is renowned within his community for his wisdom and compassion, and tales of faith healing have followed him in his 61 years of existence. His nickname is "Codot," an Anglicized version of *coeur d'or* or "heart of gold."

His episode as a Knight of the Cross predates Mr. Carpenter's possession of Amoracchius by a mere 40 days, when Gabriel discovered two Denarians (page 50) on their way to New Orleans. Purportedly their stop in Bayou Teche was for recruitment, as they had an unclaimed coin in their possession, yet Gabriel somehow inspired a quick departure and hounded them to Orleans Parish. Once in New Orleans, Gabriel encountered Knight of the Cross Shiro Yoshimo, who offered the Louisiana man Amoracchius. Together they met the Denarians—Akariel and Tarsiel—and defeated them in a pitched battle near St. Louis Cathedral, foiling their plot to steal relics temporarily housed within the basilica, including a sliver of the True Cross. All coins were recovered.

Gabriel never drew Amoracchius from its sheath.

After the battle, Gabriel returned Amoracchius to Shiro, remarking that his was another calling and someone more suitable was awaiting the sword. Whether Gabriel was prophetic or not, Shiro's path next carried him to Chicago, and Gabriel remained in the Big Easy, working at the cathedral as groundskeeper and handyman.

That pattern has remained, with Gabriel taking odd jobs around the city whilst doling out advice to any who ask, including a tour guide unnerved by the LaLaurie Mansion (page 233). He elected to intervene with the

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unsettled spirits there, encountered Astrid, Genevieve, and Sean McAvoy, and aided them in combat against the Fomor and Sauvageot's Pack, with faith and reason as his sole armaments.

He is something of a force to be reckoned with.

GABRIEL BEAUMONT

MANTLES

Due to his deep roots in Louisiana and long history of forging relationships with those around him, Gabriel Beaumont is a natural Leader of the People (p.126). Though he does not retain the mantle of a Knight of the Cross, he has a unique stunt that reflects a lingering benefit of his time bearing the sword.

ASPECTS

High Concept: RETIRED KNIGHT OF THE CROSS
Trouble: THESE TIRED OLD BONES
Other Aspects: LOVE FOR ALL LIVING THINGS; WORKED ALL OVER THIS CITY; CAN STARE DOWN A DENARIAN

APPROACHES

Good (+3): Focus
Fair (+2): Force, Guile
Average (+1): Flair, Intellect
Mediocre (+0): Haste

STRESS & CONDITIONS

Stress: ██████████
In Peril (sticky): █ p.117.
Doomed (lasting): ██████ p.117.
Indebted (sticky): ██████ p.117.
Followers (sticky): ██████ In Gabriel's case, these followers specifically represent people he has aided in the past, primarily parishioners at the St. Louis Cathedral.
Disfavored (sticky): █ p.126.

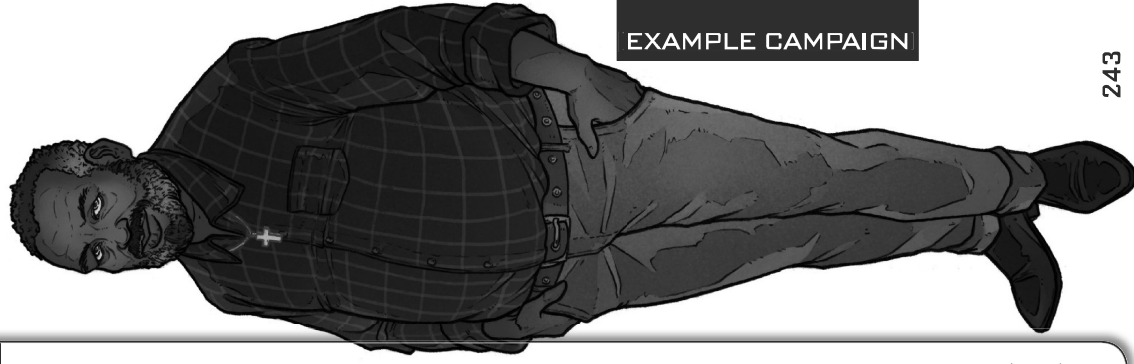
LEADER OF THE PEOPLE STUNTS

Ready and Willing: p.127.
Patronage: p.127.
Specialist: p.127.
Safehouse: p.127.

UNIQUE STUNTS

Miraculous Chance: Once per session, Gabriel may declare that a physical attack which he failed to defend against somehow misses him anyway, and deals no damage. Whether this is due to divine intervention or simple good fortune is up for discussion.

REFRESH: 1



EXAMPLE CAMPAIGN

So this guy chased off two Denarians. Unarmed. And kept chasing them. Bally. I like him.

EXAMPLE CAMPAIGN

BALLY

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