

- Seen before by the NPC
- ● Contact (Indirect Access)
- ● ● Contact (Direct Access)
- ● ● ● Ally
- ● ● ● ● Friend

Cost of supernaturals – 4 points per dot for your own race i.e. Vampire, Were, Mage... 5 points per dot outside your race... New characters or existing characters must use XP to buy these contacts, or special Contact Bonus Points given at Character creation.

The ST will give you points in contacts for these NPCs should you meet them in game, depending on the impression they have of you from in-game contact with your XP at the end of the game.

The Vampires of Las Vegas



Elliot Sanbourne – Prince of Las Vegas

Clan: Ventrue

Covenant: Carthian

Sanbourne has been in Vegas since the late 50s, and has watched the city in the desert spread from the Glitter Gulch of Fremont St to the dazzling jeweled spectacle that it is today. An architect by trade, Sanbourne's influence can be seen in many of the city's new mega-casino resorts like Mandalay Bay and the Luxor. He has been Prince for the past 20 years.

He has declared the Venetian as his Elysium and personal hunting ground where he can walk beneath the twilight skies of Venice. He has no tolerance for any who would break the

Traditions, and has strict rules on population control of the Kindred. A quick trip the Death Valley is his favorite punishment to those who break his rules.



Tony Sanbourne – Seneschal

Clan: Ventrue

Covenant: Ordo Dracul

Younger brother of the Prince, Elliot embraced him on his 25th birthday after the death of their parents to preserve the family. More power hungry and manipulative than his older brother, Tony mingles with the rest of the Kindred on a more regular basis to build his Prince's powerbase and his own.

His views differ from his brothers though, while Elliot seeks to improve the world around him for humans and Kindred alike, Tony seeks to improve his own unlife. For now, he seems happy to be his brother's right hand man, but there are always whispers that he's planning to take his place.



Darius Owens – Sheriff
Clan: Gangrel, Brujah Bloodline
Covenant: Carthian

Darius' parents were a gambler and a drug addict, neither survived past his fifth birthday. He grew up in various foster homes in Vegas, joining gangs, and spent numerous years in and out of juvie, and the Spring Mountain Youth Camp. At the camp, surrounded by nature, Darius found the spirituality of the wilderness, and decided to quit the gangs he was involved in. He decided to go to the police academy, and stop his brothers from making the same mistakes he had. He rose through the ranks of the police making detective in record time, then ran afoul of a gang run by a Brujah who embraced him.



Lady Heather – Harpy
Clan: Mekhet
Covenant: Circle of the Crone

Keeper of secrets, collector of passions, Lady Heather runs one of the most successful Dungeons in Las Vegas. A converted private school campus holds something for everyone, from basic medieval torture chambers to mock catholic school classrooms with ruler brandishing beauties in nun's habits. Catering to any man or woman's desires, Lady Heather and her employees are privy to the most carefully kept secrets and lies. Lady Heather is a keen judge of human nature, holding several degrees in psychology, and being almost empathic when reading what a person's true desires are. Her employees are from various clans and include a few werecreatures.



Simone – Harpy
Clan: Daeva
Covenant: Circle of the Crone

A former ballerina, Simone made a name for herself in the Paris Ballet before a car accident destroyed her career. After losing her scholarship to the university, she returned to New York. A fan of her work in Europe invited her to his penthouse one night, where he gave her his eternal gift.

She now works as a choreographer for several of the best shows in Las Vegas after working her way through the showgirl ranks. She was also a former employee of Lady Heather, and the two are great friends.



Jared Taylor – Herald

Clan: Ventrue

Covenant: Carthian

Las Vegas native, Jared's father owned interest in several of the original casinos on Fremont Street. When his father vanished, Jared took over the family business increasing the family holdings to include New York New York and the Mirage.

Embraced by the former Prince of the city, Jared was a bit let down by Elliot's rise to the top, but politically he agrees with the new Prince's views of the city. He is Lady Heather's current lover, and he enjoys playing games at her side with unsuspecting humans.



The King

Clan: Elvii aka Ventrue, bloodline Malkavian

Covenant: Invictus

One of a plethora of Elvis worshippers, the King gave his all to become exactly like his god. A traveling judge of a National Elvis look-alike contest, who was of the Malkavian bloodline, awarded The King with his kiss. Now, the King runs the Las Vegas Hilton, surrounding himself with babes, booze and minions who follow in his faith. Elvis is his God, and his followers are the Elvii. They dine on unsuspecting gamblers in the brightly lit warrens of the one armed bandits. The King believes that he outranks the Prince, as he is a King, but keeps pretty much to his own hunting ground at the Hilton. He's always got his eye open for another Clan member for the Elvii.



Red Wilkes

Clan: Gangrel

Covenant: Unaligned

Red Wilkes was a gambler who made his way across the Wild West playing poker. He settled in Las Vegas decades after becoming a vampire. He's the oldest Kindred in the City, and takes no shit from anyone. As quick with his claws as he is with a gun, he's not someone to mess with. He is the leader, if you can call him that, of the unaligned Kindred in the area.

The Werewolves of Las Vegas



Jack Butler

Tribe: Iron Masters

Auspice: Elodoth Half Moon

Lodge of Lightning

Runs the Body English the upscale nightclub at the Hard Rock Casino. Jack uses his prime location to scout out new potential pack members, and soon to change members of other packs. He passes the knowledge on to Elizabeth and Deacon, so that one of them can sniff out the new comers to decide which tribe they belong to.

Jack's a lady's man, and is never far from the middle of a group of adoring females.



Elizabeth Snow – Pack Leader

Tribe: Iron Masters

Auspice: Cahalith Gibbous Moon

Lodge of Scrolls

Tenured professor at UNLV in the Anthropology department, Dr. Snow is fascinated by Native American tribes and the cultural oddity that the 24/7 lifestyle of Las Vegas is creating in modern man.

The alpha female and pack leader of the Iron Masters, Dr. Snow keeps a tight reign on her pack adhering strictly to the rules of the Forsaken while doing as much research into the history of Father Wolf as she can.



Paul Jackson

Tribe: Bone Shadows

Auspice: Irraka New Moon

Lodge of Death

Creator and star of the newest magical act on the Strip, Paul Jackson has taken over where Siegfried and Roy left off at the Mirage. With an uncanny talent for making animals do anything he wants, this up and comer will go far with his incredible good looks.

New to Las Vegas, Paul joined the few Bone Shadows in the city during a howl at Lake Mead. He has risen through the ranks to become the Pack Leader. He is a good friend of Elizabeth Snow and Jack Butler.



Daniel Vicars
Tribe: Ghost Wolf
Auspice: Cahalith Gibbous Moon
Lodge of Death

Trouble should be Daniel's middle name if not his first. He's always looking to make his next big score, and hopes to make it big someday. Frequently down on his luck, the young werewolf has taken to various unsavory and criminal activities to keep his sinking ship afloat.

Now if he could just stop using the drugs that he plans on selling...



Deacon McAllister – Pack Leader
Tribe: Blood Talon
Auspice: Rahu Full Moon
Lodge of the Sword

Deacon is a lieutenant in the LVPD, a buy the book kind of guy who's always looking to protect the people. People like him and his easy going nature.

Don't let his friendliness fool you, Deacon has no tolerance for those who break the laws of man or wolf. Cross him at your own peril.



Raven St. Cloud
Tribe: Blood Talon
Auspice: Elodoth Half Moon
Lodge of the Sword

One of the youngest members of the Pack, Raven takes her duty as a protector of the innocent very seriously. Rubbing her fur the wrong way is a good way to lose a finger or your whole arm. But once you are her friend, you are her friend for life.

The Mages of Las Vegas



Isabella Colby
Tradition: TBD

One of the granddames of Las Vegas, Isabella only travels in the best of circles, turning her eyes away from her husband's little adventures at Lady Heather's, she's at all the best parties with the old money families.



Richard Donatello
Tradition: TBD

Son of the owner of the Bellagio, Richard is one of the most powerful men in Las Vegas. He oversees the daily operations of the resort.



Carlos Vincente
Tradition: TBD

A mean son of a bitch, Carlos is the son of the Mafia's most powerful dons.