



LSCS

LEGACY SECURITY &
COURIER SERVICES

A group of ready-made player characters
for the World of Darkness

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LEGACY SECURITY & COURIER SERVICES

Legacy Security has been in business since 1971. Initially created as a local messenger service, it swiftly expanded to include medical delivery, legal delivery and commercial transport services worldwide. By the early 90s, the management realized that adding a computer security division along with a personal protection service would dovetail nicely with the company's established business areas, and LSCS could eventually dominate the market for those services.

A radical change in company operations occurred four years ago. Robert Lennox assumed the mantle of CEO and President, and then fired all but one of the department heads and another thirty lower-level employees in his first month at the office. Now he handpicks every new hire, spreading them out across the four office locations all over the world.

Kevin has been with LSCS for almost a decade, and few employees since the purge outrank him in seniority. He is also one of the youngest members of the Legacy staff, and can be found working at all hours – he even has a pullout couch in his office, and has been known to sleep there for days at time while obsessed with a specific project. While Kevin tolerates Robert's presence in his lab, only Lesley gets invitations to wander in at will. Kevin always appears to be tinkering with new "toys" for her to use while on assignment; some work better than others. There is a student-teacher relationship developing between Kevin and Peter Sweeny—the ex-cop has been known to introduce Kevin to parts of the city he's never seen or even realized existed.

The first hiring decision Robert made as CEO was to bring on Morgan Welles, an acquaintance of his in the city's elevated social circles. Her effectiveness in landing business deals means everyone gets work and has a steady paycheck. But her position in the company often requires her to work nights, with rare daytime appearances at the office. Morgan works closely with Lesley, uncovering information critical to the personal protection department. While she has fewer interactions with Kevin and Peter, she has bonded with the former cop over their mutual love of dogs. Because of their odd schedules, Kevin and Morgan have a history of talking to each other late at night, when she calls him after leaving a party to report any important overhead tidbits.

Although she regards Robert's safety as her first priority, Lesley likes to keep tabs every company employee. As the company has accepted increasingly high-profile jobs (such as transporting priceless jewels and artifacts), employees are beginning to be recognized and targeted by thieves, private investigators working for other "interested parties" and the like. Lately she's been giving Morgan and Kevin lessons in self-defense, mostly so they can delay any attackers long enough for help to arrive. Peter is a great sparring partner, and they regularly make bets over contests at the shooting range, helping to keep each other's skills honed and sharp.

On the team less than a year, Peter is still trying to figure out how he best fits in at the

company. Personally, he is most at ease with Lesley. They both have had to kill while in the line of duty, which has given them a bond – comrades in arms, now acting to protect a group instead of a greater ideal. On some level, Kevin is like the younger brother Peter never had, or perhaps a symbol of the kind of man Peter might have been if not for the rough circumstances of his childhood. In Robert Lennox, Peter has found a drinking buddy, someone who appreciates good bourbon or scotch and the willingness to share it. Not quite a professional relationship, but a Legacy Security is not a standard corporation.

Robert Lennox is the heart of the Legacy Security, though he may not recognize that fact himself. Since taking over as CEO, the company has expanded in staff and operations at a cautious rate, but its reputation has grown exponentially by word of mouth from satisfied clients. Robert has a good sense for assessing people and their skills, and for finding the right individuals to come to work for him.

Although they are all connected as coworkers, there is an element of closeness and trust that exists between these five people outside the office environment. That's something that will surely be tested in the months and years to come.





Robert Lennox

Quotes: *"I'm not saying I see dead people, I'm just telling you I know they're there."*

"Listen, you look like you could use some help. Why not let me try?"

"No, I don't remember meeting you before. Perhaps you've mixed me up with someone else?"

Virtue: Charity. Influenced by the memory of his parent's philanthropic endeavors, Robert has made a point of supporting organizations and individuals in need of a helping hand, and always seems to have a bundle of ones in his coat pocket for panhandlers he encounters.

Vice: Sloth. Robert has always been surrounded by servants and employees. On some level he regards the company as an extension of his will: his eyes, hands and ears. They are expected to do the work while he reaps the benefit.

Background: Robert was part of a perfect, happy (and wealthy) nuclear family, the eldest of two sons. Not the first or the last to be picked for a team in sports, he was an above average student who needed prodding to focus on his grades. There were times Robert defied curfews and broke promises, but no more so than any normal kid. He never wanted for anything important, but never had to work hard to get anything he wanted either.

According to the police report, it was shortly before 11 PM when the accident happened. Someone ran the Lennox's family car off the road on the way to Rice University, where Robert would be starting his freshman year. The impact killed Robert's brother and father, and his mother died on the operating table. Robert had been at the wheel.

Although he was cleared of any responsibility, Robert blamed himself. While recovering in the ICU, he started to sense things that couldn't possibly be there, hearing voices and seeing intangible apparitions. Robert's fevered insistence that his mother was still alive, that she had visited his hospital room at night, soon placed him under the care of a psychiatrist. From there it was a short trip to Bishopsgate, the mental institution he called home for several years. While trapped there, Robert's condition became worse. There were more ghosts in the rehabilitated mansion than he'd encountered in those two months at the hospital. Sensing the unrelenting presence of these entities, like an angry hive of bees, drove Robert nearly insane.

Over time, Robert successfully convinced his doctors that he was “cured” because of his therapy combined with a regime of prescription medications. But his strange sensitivity to ghosts remains as strong as ever, when he’s not drugged into a stupor. Robert simply learned to say what the medical staff wanted to hear and when to keep silent about the rest. He continues to be cautious, almost to the point of paranoia, about keeping up the appearance of fitting in and being well-adjusted. Robert is currently under court-ordered supervision of the Lennox family’s law firm until he turns 30 – something that he takes pains to keep secret, since his personal wealth is far less than others would believe.

Looking over the family holdings four years ago, he became interested in Legacy Security. After appointing himself the new President and CEO, Robert has used staff and company resources to transport items and books purchased from around the world back to the company offices, in order to facilitate his beginning research of supernatural myths and legends.

Description: Robert carefully cultivates an image of understated fashion in his tailored navy blue suits. His sandy-blond hair is cut short, and a pair of wire-framed glasses draws attention to his ice-blue eyes. Perhaps it’s an unconscious habit, but he rarely looks anyone directly in the eyes unless they engage him in conversation first. To the casual observer he seems more malleable because of this behavior, but Robert is rarely swayed from his own point of view.

Roleplaying hints: When possible, you cultivate the manners of a gentleman, trying to be polite even when dealing with unpleasant people or situations. But you remain awkward in high profile situations, because your social development was stunted by the time spent in the mental institution. Although you’d never admit this to the rest of the group, this company has come to replace the family you lost. The happiness and safety of your employees is important to you.



the World of Darkness

Name: *Robert Lennox*

Age:

Player:

Concept: *Eccentric CEO*

Virtue: *Charity*

Vice: *Fortitude*

Chronicle:

Faction:

Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics *Research* ●●●●●
 Computer ●●●●●
 Crafts ●●●●●
 Investigation *Body Language* ●●●●●
 Medicine ●●●●●
 Occult *Ghosts* ●●●●●
 Politics ●●●●●
 Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
 Brawl ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 Weaponry ●●●●●

Social

(-1 unskilled)

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

OTHER TRAITS

Merits

Resources ●●●●●
 Retainers ●●●●●
 Unseen Sense ●●●●●

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ ●
 6 _____ ●
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Flaws

Size *5*
 Speed *9*
 Initiative Mod *4*
 Defense *2*
 Armor _____

Experience _____

Weapons

Dice Mod. _____

Equipment

Dice Mod. _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

the World of Darkness

Seasoned Character

Name: *Robert Lennox*

Concept: *Eccentric CEO*

Chronicle:

Age:

Virtue: *Charity*

Faction:

Player:

Vice: *Fortitude*

Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics *Research* ●●●●●
 Computer ●●●●●
 Crafts ●●●●●
 Investigation *Body Language* ●●●●●
 Medicine *Psychiatry* ●●●●●
 Occult *Ghosts* ●●●●●
 Politics ●●●●●
 Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
 Brawl ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 Weaponry ●●●●●

Social

(-1 unskilled)

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

OTHER TRAITS

Merits

Resources ●●●●●
 Retainers ●●●●●
 Unseen Sense ●●●●●

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 0
 9 0
 8 0
 7 ●
 6 ●
 5 ●
 4 ●
 3 ●
 2 ●
 1 ●

Flaws

Size *5*
 Speed *9*
 Initiative Mod *4*
 Defense *2*
 Armor

Experience

Weapons

Dice Mod.

Equipment

Dice Mod.

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

Peter Sweeney

Quotes: *"I went to the school of hard knocks, and graduated at the top of my class."*

"When your instincts are telling you not to go down a dark alley at three in the morning, listen to them!"

"Some people are meant to be cops, and some people are meant to call the cops."

Virtue: Justice. Peter believes in upholding the law, because there has to be a way to impose order and protect the innocent from the world he grew up in.

Vice: Envy. Peter's always been a bit jealous of other people in the police department who had a more privileged childhood. He's measured himself against them, and feels a burning need to outdo the people he once worked with side-by-side.

Background: Peter was the only child of a drug addict who was jailed after her third arrest. He grew up in a succession of homes, a victim of older kids who bullied him daily and foster parents who cared more for the monthly support check than the children in their care. He learned to fight back, and then to initiate fights. It appeared Peter was destined for a life on the wrong side of the law when his case was brought to the attention of a local Catholic priest, Father Gregory, who befriended the troubled boy. That relationship kept Peter from giving into the pressure to join a gang like many of his friends while growing up.

Walking home from his job as a nightclub bouncer one night, Peter passed by Father Gregory's church and noticed that the side door was standing open, lock broken. Worried, he stepped inside to find that the church had been vandalized and his mentor attacked. Although the priest recovered over time, that incident had a profound effect on Peter's life. Peter realized he wanted to make a difference, to be more than just another resident of the city slums. He applied to the police academy and graduated near the top of his class. As a beat cop, Peter gained the reputation for being a tough guy who might be flexible in specific situations – but not someone who could be bought.

The next twenty years of his life in uniform flew by as he moved steadily up the ranks – but not as quickly as he wanted. He felt that his contributions were consistently overlooked in favor of other cops in the department, so Peter made few close friends, relying on a scruffy mutt named “Kojak” for company. Once he earned detective status, Peter became a regular fixture at court, providing testimony in several high profile cases. It was during one such case that Peter was brought to the attention of Legacy Security. Reluctantly acknowledging that every day on the street might be his last as his body aged and reflexes slowed down, Peter decided to accept the job supervising the courier department. Still settling into the position, Peter is the newest hire at the company.

Description: A towering African-American man with graying hair at his temples, Peter has taken care of his body, though he sports a pugilist’s crooked nose, knobby knuckles and scars along the left side of his neck. These injuries give the impression that more wounds document his career in law enforcement underneath his clothes. He has a steady gaze that seems to compel criminals to confess to their misdeeds.

Roleplaying hints: You’ve been through a lot, experiencing hardships since before you were old enough to remember them. Older than many of your co-workers, you are still physically imposing and in good shape, though you can tell it’s slipping away when you wake up in the morning with sore muscles, or when you get winded just a little quicker than you used to while running.



the World of Darkness

Name: *Peter Sweeney*

Age:

Player:

Concept: *Ex-Cop*

Virtue: *Justice*

Vice: *Envy*

Chronicle:

Faction:

Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics ●●●●●
 Computer ●●●●●
 Crafts ●●●●●
 Investigation *Crime Scenes* ●●●●●
 Medicine ●●●●●
 Occult ●●●●●
 Politics ●●●●●
 Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
 Brawl ●●●●●
 Drive *Pursuit* ●●●●●
 Firearms *Pistol* ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 Weaponry ●●●●●

Social

(-1 unskilled)

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

OTHER TRAITS

Merits

Allies ●●●●●
 (Police, Legal, Gangs)
 Quick Draw ●●●●●
 Resources ●●●●●
 Retainers (Dogs) ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●

Flaws

Size *5*
 Speed *11*
 Initiative Mod *4*
 Defense *2*
 Armor

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 0
 9 0
 8 0
 7 0
 6 0
 5 ●
 4 ●
 3 ●
 2 ●
 1 ●

Experience

Weapons

.357 Magnum
 (Dmg 3, Rng 30/60/120, Cpcty 6, Str 2, Sz 1)

Dice Mod.

Equipment

Surveillance equipment
Kojak (Dog stats on p. 203 of the WoD Rulebook)

Dice Mod.

+2

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

the World of Darkness

Seasoned Character

Name: *Peter Sweeney*
Age:
Player:

Concept: *Ex-Cop*
Virtue: *Justice*
Vice: *Envy*

Chronicle:
Faction:
Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics ●●●●●
Computer ●●●●●
Crafts ●●●●●
Investigation *Crime Scenes* ●●●●●
Medicine ●●●●●
Occult ●●●●●
Politics ●●●●●
Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
Brawl *Grappling* ●●●●●
Drive *Pursuit, Shaking Tails* ●●●●●
Firearms *Pistol* ●●●●●
Larceny ●●●●●
Stealth ●●●●●
Survival ●●●●●
Weaponry ●●●●●

Social

(-1 unskilled)

Animal Ken ●●●●●
Empathy ●●●●●
Expression ●●●●●
Intimidation *Physical Threats* ●●●●●
Persuasion ●●●●●
Socialize ●●●●●
Streetwise *Undercover Operations* ●●●●●
Subterfuge ●●●●●

OTHER TRAITS

Merits

Allies ●●●●●
(Police, Legal, Gangs)
Quick Draw ●●●●●
Resources ●●●●●
Retainers (Dogs) ●●●●●

Health

●●●●●●●●●●
□□□□□□□□□□

Willpower

●●●●●●●●●●
□□□□□□□□□□

Morality

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ ●
4 _____ ●
3 _____ ●
2 _____ ●
1 _____ ●

Flaws

Size 5
Speed 11
Initiative Mod 4
Defense 2
Armor _____

Experience _____

Weapons

Dice Mod.

.357 Magnum
(Dmg 3, Rng 30/60/120, Cpcty 6, Str 2, Sz 1)

Equipment

Dice Mod.

Surveillance equipment +2
Kojak (Dog stats on p. 203 of the WoD Rulebook)

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

Kevin "KayGee" Clayton

Quotes: "So, can you list the four most commonly used passwords? How about the first 40? 400? I can."

"Don't document the problem. Fix it."

"When a computer asks you if you want to play Global Thermonuclear War, you should always tell it you want to play a nice game of chess instead. Promise me you'll do that."

Virtue: Hope. Kevin is an optimist and his good will under times of stress can be infectious. Having faced personal adversity while growing up, Kevin refuses to give up or allow others to do so.

Vice: Greed. Knowledge is power to many. To Kevin it is air, water and food. He needs to know things. He can get tunnel vision, and when fixated on a question he doesn't care who he hurts or what he risks in order to get the answer.

Background: Born a few weeks premature, Kevin grew up in a computer rich environment – from the machines that monitored his heart rate and oxygen in the ICU to the various cutting-edge consumer products and experimental technology that cluttered his family's home. His father was a software director for one of the larger Silicon Hills-based technology companies, and his mother was a software programmer of exceptional skill. Limited in what he could do because of health issues that left him bed-ridden as a young child, Kevin became a dedicated computer game player, mastering games designed for a much older crowd. After he grew bored with them, Kevin decided he wanted to learn how they were created.

Encouraged by his parents, Kevin studied computer languages and programming as part of his home schooling. A child prodigy, he received his GED at age 14. Slowly his health began to improve, making it possible for Kevin to start classes at the University of Texas. While there, he was introduced to the concept of hacking and other computer wizardry by some fellow students, and Kevin slowly made connections and inroads with that community while using the handle "KayGee." (He got the nickname when a friend started ranting about how he was always avoiding giving direct answers to questions, that Kevin's "cagey" replies were driving him up the wall.)

In the last semester of his degree program, Kevin considered teaching or taking one of several offers to join an established company, but ultimately he felt that was too limiting. He wanted the flexibility to explore the world, to program ideas as they came to him. Most importantly he wanted to be needed, to be part of a team.

A serious movie buff, Kevin never entertained the idea of being James Bond, but creating the various gadgets and toys that the spy used was a job he could envision doing well. So Kevin set out to find the right company for his needs, and after some research decided upon Legacy Security. His interview took the form of a presentation detailing every weakness he'd identified in the company's computer systems, after he admitted to setting the initial appointment for the meeting by hacking that same setup and adding it to the CEO's calendar.

At age 19, he was made the company's Chief Technology Officer. Uneasy about being in the spotlight, over the past seven years Kevin's department has increased in size and added substantially to the bottom line profits of Legacy Security. He has been given control of a large budget for research expenses, and was the only executive to be retained after Robert Lennox's assumed personal control of the company. Respected in the computer community, valued by his company and well liked by his subordinates, Kevin is exactly where he wants to be.

Description: Kevin is a beanpole-thin African-American man of average height. He prefers to wear T-shirts and blue jeans, and is never seen without his backpack. For all that Kevin possesses an incredible intellect, he looks like regular college student, with an iPod in his hip-pocket, ear buds blocking out the sounds around him while he jams to a favorite playlist.

Roleplaying hints: You love the opportunity to quote movies or relate situations to the plot of this or that film, and wish you could get other people to appreciate the art form like you do. You observe everything around you, almost on constant alert, because you never know what might be important.



the World of Darkness

Name: Kevin "KayGee" Clayton Concept: Computer Expert Chronicle:

Age: Virtue: Hope

Player: Vice: Greed

Faction:

Group Name: LSCS

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics ●●●●●
 Computer Hacking ●●●●●
 Crafts ●●●●●
 Investigation ●●●●●
 Medicine Emergency Care ●●●●●
 Occult ●●●●●
 Politics ●●●●●
 Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
 Brawl ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 Weaponry ●●●●●

Social

(-1 unskilled)

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

OTHER TRAITS

Merits

Contacts ●●●●●
 (Computer Industry)
 Encyclopedic Knowledge ●●●●●
 Resources ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ ●
 6 _____ ●
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Flaws

Size 5
 Speed 9
 Initiative Mod 6
 Defense 2
 Armor _____

Experience _____

Weapons

Dice Mod.

Equipment

Dice Mod.

Top of the line laptop w/wireless access card
 First-Aid Kit

+1

+1

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

the World of Darkness

Seasoned Character

Name: Kevin "KayGee" Clayton Concept: Computer Expert Chronicle:

Age: Virtue: Hope

Player: Vice: Greed

Faction:

Group Name: LSCS

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics *History, Movies* ●●●●●
 Computer *Hacking, Internet* ●●●●●
 Crafts *Jury-rigging* ●●●●●
 Investigation ●●●●●
 Medicine *Emergency Care* ●●●●●
 Occult ●●●●●
 Politics ●●●●●
 Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
 Brawl ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 Weaponry ●●●●●

Social

(-1 unskilled)

Animal Ken ●●●●●
 Empathy ●●●●●
 Expression ●●●●●
 Intimidation ●●●●●
 Persuasion ●●●●●
 Socialize ●●●●●
 Streetwise ●●●●●
 Subterfuge *Misdirection* ●●●●●

OTHER TRAITS

Merits

Contacts ●●●●●
(Computer Industry)
 Encyclopedic Knowledge ●●●●●
 Resources ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●
 ●●●●●

Flaws

Size 5
 Speed 9
 Initiative Mod 6
 Defense 2
 Armor

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 0
 9 0
 8 0
 7 ●
 6 ●
 5 ●
 4 ●
 3 ●
 2 ●
 1 ●

Experience

Weapons

Dice Mod.

Equipment

Dice Mod.

Top of the line laptop w/wireless access card +1
First-Aid Kit +1

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7



Morgan Welles



Quotes: *"Navigating through society is like being a high-wire artist. You have to be aware of every shift of the wind and keep your balance. If you make a mistake, the fall can kill you."*

"Ambassador, I would love to dance with you, if you promise to tell me all about the reason you're visiting Chicago."

"I have learned that a little disdain, mixed with scorn will prove alluring to the wrong people."

Virtue: Prudence. Morgan has learned the value of moving cautiously. She's always been a little afraid of losing what she has – her looks, her position in society and so on – so she never makes quick, impulsive decisions.

Vice: Envy. Morgan tries very hard to conceal it, but the women she calls friends elicits jealousy. They have good lives. They don't have to work to have nice things. Morgan wants security, love and happiness, and envies others who have it.

Background: Morgan's family, the Howards, suffered from the classic case of old blood and no money. As a consequence, she was raised with the social cache of admission into high society, but without the means to fully enjoy it. Her parents were solidly middle-class, living off a combination of inherited money and her father's job as a manager in the bank which still bore the Howard name over the doorway.

Her beauty was evident even as a small child, and Morgan's mother saw to it that she received dancing and music lessons, much like an old-fashioned girl from another time. A famous high-fashion photographer spotted Morgan and her parents in a restaurant when she was nine. An afternoon's test session later, and she was on her way to becoming a famous face – first as a child model, then a regular in print media campaigns as she grew older.

Morgan travelled for a few years: Paris, Rome, Milan and New York, doing catwalk shows and photo shoots. Because she spent her teenage years working, Morgan missed attending a regular school or making friends with anyone not enmeshed in the fashion industry. But she did learn how to handle the press, contract negotiations and to navigate cultural differences by working with or observing some of the top people in public relations.

Shortly after her 23rd birthday, Morgan encountered Anthony Welles, the scion of another prominent (and extremely wealthy) family at a benefit for the history museum. They dated for two months, he proposed and the couple was married a few weeks later. It was love at first sight. Morgan retired from modeling, happy to become a society wife – taking lengthy lunches in the afternoon, looking beautiful by her husband's side at public events and enjoying exotic vacations when his schedule permitted. Morgan was a regular volunteer for several charity organizations, and her cheerful disposition made her a welcome addition to almost every event or activity.

Over the years, Anthony's work demanded more and more of his time. They became strangers to each other, and Morgan, lonely for companionship, had an affair with one of the managers at the Howard Bank. It didn't last, but Morgan realized she was no longer happy in her marriage. She asked Anthony for a divorce. The matter was handled discreetly, with neither party wanting to attract undue media attention. Sadly for Morgan, the pre-nuptial agreement meant that Anthony retained possession of everything but the house, her jewels and her car. She was on the brink not only of losing her identity as Mrs. Anthony Welles, but her place in the upper echelons of society.

That problem was solved when she met Robert Lennox. Impressed with her connections and her capability to put other people at ease, he considered Morgan the perfect choice to handle PR and contract negotiations. Now Morgan is able to maintain a semblance of her old quality of life through her salary from Legacy Security, as she finds suitable, well-paying clientele for their services. After all, appearances can be everything.

Description: With her long red hair and porcelain skin, Morgan is never seen looking less than perfect. Her jewelry is tasteful and understated, and all of it real. She wears v-necked dresses in clingy fabrics. Her bright green eyes and heart-shaped face, combined with her smoky speaking voice and sensual laugh, help create an aura of desirability akin to a movie star's. Morgan is always in demand at benefits, premieres and other society functions because of her charm and manners.

Roleplaying hints: As a society wife, you learned the trick of feigning interest, even when bored. You strive to make the person you are talking to feel like they are the only person in the room with you, even while you study their behavior, learning what their hot buttons are. You are so accustomed to being the center of attention that you notice when people's attention drifts – because that is extremely unusual. You never raise your voice in anger, but can express your disgust with a single glance.



the World of Darkness

Name: *Morgan Welles*

Age:

Player:

Concept: *Social Networker* Chronicle:

Virtue: *Prudence*

Vice: *Envy*

Faction:

Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics ●●●●●
 Computer ●●●●●
 Crafts ●●●●●
 Investigation ●●●●●
 Medicine ●●●●●
 Occult ●●●●●
 Politics ●●●●●
 Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
 Brawl ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 Weaponry ●●●●●

Social

(-1 unskilled)

Animal Ken ●●●●●
 Empathy ●●●●●
 Expression ●●●●●
 Intimidation ●●●●●
 Persuasion *Sales Pitches, Cut a Deal* ●●●●●
 Socialize ●●●●●
 Streetwise ●●●●●
 Subterfuge *Spot Lies* ●●●●●

OTHER TRAITS

Merits

Barfly ●●●●●
Resources ●●●●●
Striking Looks ●●●●●

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 0
 9 0
 8 0
 7 ●
 6 ●
 5 ●
 4 ●
 3 ●
 2 ●
 1 ●

Flaws

Size *5*
 Speed *10*
 Initiative Mod *6*
 Defense *2*
 Armor

Experience

Weapons

Dice Mod.

Equipment

Dice Mod.

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

the World of Darkness

Seasoned Character

Name: *Morgan Welles*

Concept: *Social Networker* Chronicle:

Age:

Virtue: *Prudence*

Faction:

Player:

Vice: *Envy*

Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics ●●●●●
 Computer ●●●●●
 Crafts ●●●●●
 Investigation ●●●●●
 Medicine ●●●●●
 Occult ●●●●●
 Politics ●●●●●
 Science ●●●●●

Physical

(-1 unskilled)

Athletics ●●●●●
 Brawl ●●●●●
 Drive ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ●●●●●
 Weaponry ●●●●●

Social

(-1 unskilled)

Animal Ken ●●●●●
 Empathy *Personalities* ●●●●●
 Expression ●●●●●
 Intimidation ●●●●●
 Persuasion *Sales Pitches, Cut a Deal* ●●●●●
 Socialize *Formal Events* ●●●●●
 Streetwise ●●●●●
 Subterfuge *Spot Lies* ●●●●●

OTHER TRAITS

Merits

Barfly ●●●●●
Resources ●●●●●
Striking Looks ●●●●●
Contacts ●●●●●
(Media)
(Event Planners)
(High Society)
Fame ●●●●●
 ●●●●●

Flaws

Size *5*
 Speed *10*
 Initiative Mod *6*
 Defense *2*
 Armor

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 0
 9 0
 8 0
 7 ●
 6 ●
 5 ●
 4 ●
 3 ●
 2 ●
 1 ●

Experience

Weapons

Dice Mod.

Equipment

Dice Mod.

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7



Lesley Porter

Quotes: *"The handcuffs are tight because they're new. I'm using you to break them in."*

"Let's make one thing clear. You hired us to make sure you're still alive 48 hours from now. This means I'm calling the shots. Understand?"

"If you're alive, then there is a purpose behind that. It's your job to figure out what it is."

Virtue: Faith. Lesley believes that she was saved in the desert to fulfill a task, a greater purpose. She takes comfort in that, and is always on the lookout for a sign that points to her destiny.

Vice: Wrath. She becomes frustrated when people don't take her orders – particularly when she's trying to keep them safe. In the Army, her subordinates had to follow orders. Her coworkers sometimes ignore them outright, and that makes her angry.

Background: An Army brat, Lesley grew up all over the world, but in sheltered communities where discipline and respect of authority saturate the environment. Lesley became part of the Junior ROTC and excelled in the curriculum that focused on military history, tactics, physical fitness and marksmanship. She was a natural for the service, and joined up the week after receiving her high school diploma.

A seasoned soldier with multiple duty assignments under her belt, Lesley was sent overseas as part of a troop deployment to the Middle East, when she was promoted to the rank of Staff Sergeant. It was late at night when she and a group of soldiers, straight out of boot camp, were attacked while in transit between bases. Lesley was the only member of the party to be found alive by the rescue and recovery teams, five days after they were reported missing. The other bodies were barely recognizable as human, and reports indicated that scavengers had scattered the remains across a broad swath of desert. Lesley regained consciousness in the base hospital two days later, and her screams echoed down the halls. The staff opted to sedate her when it became clear that whatever had happened out in the desert was something Lesley was reliving over and over again in her nightmares.

Months of physical therapy and counseling resulted in Lesley's discharge from the Army. Unable to recall what happened to her team or how she avoided dying, Lesley is now obsessed with the idea that she was spared for a reason, but what that is remains unknown to her. She is also dependent on sleep aids each night – if not medication, then alcohol – in order to get a decent night's rest.

Still possession of the formidable skills she learned as a soldier, Lesley joined a company run by some ex-Marines that provided hired bodyguards and security for celebrities and other wealthy individuals. Being one of a few women in such a specialized field, Lesley was an oddity, but her reputation was made when she was able to decisively and aggressively halt the approach a rabid, gun-wielding stalker twice her size while protecting a well-known female pop star, and the alteration was seen on both CNN and YouTube.

Given her choice of assignments, Lesley agreed to take a week-long job travelling with a businessman who wanted to pick up and transport some rare books from Oxford, England. The client was a quiet, withdrawn type who never engaged her in conversation, and things were accomplished with no complications. But something about Lesley made a strong impression. Less than a month after her return to the States, the client had arranged to purchase the entire operation (and Lesley along with it), absorbing it into Legacy Security.

Description: The first thing you notice about Lesley is her eyes – they are always scanning her surroundings. At five foot seven and 140 pounds, she is extremely fit, easy to mistake for a personal trainer at the local gym. Lesley's hair is cut short, and is as unremarkably brown as her eyes. She dresses in black pants, with a loose-fitting sports jacket. When she's not wearing her ubiquitous sunglasses, they hang from the front collar of her t-shirt. Observant people can notice the line of a shoulder holster under her left arm, where she carries one of the two guns on her body.

Roleplaying hints: You use humor as a coping mechanism to relieve tension when confronted with dangerous situations. Sometimes you are subject to violent headaches, and find comfort in drinking when off duty. You see yourself as a warrior in the classic sense, duty bound to protect the people in your care. You're the one who is supposed to be on the frontlines and everyone else needs to understand that. It's what you do *well*.



the World of Darkness

Name: *Lesley Porter*

Age:

Player:

Concept: *Ex-Military Bodyguard Chronicle:*

Virtue: *Faith*

Vice: *Wrath*

Faction:

Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics *Military Tactics* ●●●●●
 Computer _____ 00000
 Crafts _____ ●●●●●
 Investigation _____ 00000
 Medicine _____ ●●●●●
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Physical

(-1 unskilled)

Athletics _____ ●●●●●
 Brawl *Dirty Tricks* ●●●●●
 Drive _____ 00000
 Firearms _____ ●●●●●
 Larceny _____ 00000
 Stealth _____ ●●●●●
 Survival *Rifle* ●●●●●
 Weaponry _____ 00000

Social

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ ●●●●●
 Persuasion _____ ●●●●●
 Socialize _____ 00000
 Streetwise _____ ●●●●●
 Subterfuge _____ ●●●●●

OTHER TRAITS

Merits

Allies (Military) ●●●●●
 Danger Sense ●●●●●
 Fast Reflexes ●●●●●
 Iron Stamina ●●●●●
 Resources ●●●●●
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Flaws

_____ 00000
 _____ 00000
 _____ 00000
 Size 5
 Speed 12
 Initiative Mod 7
 Defense 2
 Armor _____

Health

●●●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Experience _____

Weapons

Sniper Rifle
 Dmg 4 (9 again), Rng 250/500/1000, Cpcty 10+, Str 2, Sz 3

Dice Mod. _____

Equipment

Flip Flask
Night Vision Goggles (No penalty for operating blind)
Restraints

Dice Mod. _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

the World of Darkness

Seasoned Character

Name: *Lesley Porter*

Age:

Player:

Concept: *Ex-Military Bodyguard Chronicle:*

Virtue: *Faith*

Vice: *Wrath*

Faction:

Group Name: *LSCS*

ATTRIBUTES

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

SKILLS

Mental

(-3 unskilled)

Academics *Military Tactics* ●●●●●
 Computer _____ 00000
 Crafts _____ ●●●●●
 Investigation _____ 00000
 Medicine *Heal Wounds* ●●●●●
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Physical

(-1 unskilled)

Athletics _____ ●●●●●
 Brawl *Dirty Tricks, Blocking* ●●●●●
 Drive _____ 00000
 Firearms _____ ●●●●●
 Larceny _____ 00000
 Stealth _____ ●●●●●
 Survival *Rifle* ●●●●●
 Weaponry *Improvised Weapons* ●●●●●

Social

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ ●●●●●
 Persuasion _____ ●●●●●
 Socialize _____ 00000
 Streetwise _____ ●●●●●
 Subterfuge _____ ●●●●●

OTHER TRAITS

Merits

Allies (Military) ●●●●●
 Danger Sense ●●●●●
 Fast Reflexes ●●●●●
 Iron Stamina ●●●●●
 Resources ●●●●●
 Natural Immunity ●●●●●
 _____ 00000
 _____ 00000
 _____ 00000

Flaws

Size 5
 Speed 12
 Initiative Mod 7
 Defense 2
 Armor _____

Health

●●●●●●●●●●
 □□□□□□□□□□

Willpower

●●●●●●●●●●
 □□□□□□□□□□

Morality

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Experience _____

Weapons

Dice Mod.

Sniper Rifle
 Dmg 4 (9 again), Rng 250/500/1000, Cpcty 10+, Str 2, Sz 3

Equipment

Dice Mod.

Flip Flask
Night Vision Goggles (No penalty for operating blind)
Restraints

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7



Storyteller Advice

If your player group is new to the **World of Darkness**, then their characters can gain understanding of the setting in concert with the growing knowledge of the players. As the Storyteller, you have the ability to pick and choose from the wealth of background materials already available and customize the world setting to your particular needs – even the location of LSCS is kept vague for that reason. This pre-generated group was created as a security and services agency precisely because the flexibility of such a business lends itself to hooks and ties with multiple supernatural entities. Say a vampire wants to make sure his newly acquired haven has the best security system money can buy; she hires Legacy's experts to install it, and that introduction can lead to the start of a story. Or a newly uncovered tome needs to reach a cabal of mages in Rome, and the mage in question can't abandon his sanctuary, so he needs reliable transport. Again, Legacy is there to provide the transport service in the form of bonded couriers.

Why this isn't Hunter: The Vigil

The easiest distinction between **World of Darkness** and **Hunter: The Vigil** protagonists lies in how they interact with the supernatural. Hunters have had encounters with monsters and things in the dark and make the choice to step further into the shadows; they seek out danger and go on the offensive. In the core **World of Darkness** setting, the player characters may have experienced an incident at one time in their past, or are completely unaware of anything unusual happening in the world around them. In this case, the creatures seek *them* out, crossing their paths as the protagonists stumble deeper into the mysteries of the setting. The characters are reacting to the environment and setting. That isn't to say that the employees of Legacy can't eventually become hunters of the supernatural, but as they are written here they don't yet have the fire and zeal to proactively seek out monsters like those who hold the Vigil.

Changing the Group Composition

There are five characters provided with this kit, but it is possible you will have fewer players at your table. If you are planning to use this group with the **Chicago Workings** SAS, we recommend cutting either Peter or Lesley if you have only four players, or both if you only have three. The ratings for that adventure indicate a greater emphasis on the social and physical tasks, and the players would still have many of the most useful skill sets available to one of them with that arrangement. There may be more appropriate choices for elimination, based on the needs of your story or chronicle.

If you are running a larger tabletop group and need to add characters to those provided here, or in the event that a character dies or is rendered otherwise unplayable in the course of the story, there are some easy ways to integrate new and replacement characters into the chronicle. Legacy Security numbers more than the pre-generated individuals in this kit, so a transfer from one of the branch offices or a long-term Storyteller character employee can be converted to a player character quite easily. Another option could be a new hire that comes into game with story hooks designed to bring the whole group along on a new adventure.

Story Seeds

Each character in this pre-generated group comes with a backstory designed to help the player get a sense of personality and how to portray them in the game session. These profiles also exist to provide ideas for additional stories in your chronicle. What follows are some detailed ideas specific to each character, along with additional information how they develop into their "seasoned" versions.

Robert

- There are ties Robert maintains from his time in Bishopsgate. One of the least troublesome patients, Robert had some limited freedom to move about, enabling him to meet other patients there. Some of these unfortunates became friends of a sort, while others looked to him for protection.

Should something happen at the asylum – a friend smuggles a message to Robert pleading for help, a family member retains LSCS to escort a patient to or from Bishopsgate, and so on – this can be a logical hook to draw him in. There are two cases in **World of Darkness: Asylum** that work particularly well: “A Little Girl Lost” (pp. 122-126) and “The Lost Nurse” (pp. 130-133).

- Robert strives to study the supernatural and come to terms with his unusual ability to sense ghosts. His fascination with artifacts and texts about unusual phenomena is common knowledge in esoteric circles, because he’s perceived as an easy mark. For someone attempting to rid themselves of a cursed object, he makes an excellent target. Once such an item comes into his possession, it becomes a problem for the entire group to handle.

Robert as a seasoned character: As he becomes more comfortable with being in the outside world and being the head of the Lennox Foundation, Robert is granted more control over his personal funds by the family’s law firm. Robert hires an executive assistant and bodyguard for times when Lesley is not available. In an effort to better understand his own condition, Robert delves into psychiatry. One possible story hook is that a vampire of note may be building a dossier on Robert with an eye towards making him a ghoul and thereby gaining proxy control of LSCS.

Peter

- Once Peter was attacked by a guy in a dimly-lit house, leaving his neck torn open with what appeared to be talons or animal claws. That was almost 20 years ago, but he spots the same guy, looking no older than he did then, walking away from woman who staggers into the street, blood trickling down her neck. This hook can delve into Peter’s past, flesh out the police force and characters in your chronicle, and open the door to the idea of vampires or a supernatural of another flavor crossing paths with LSCS.

- One of Peter’s relations, an uncle he barely remembers, mails him a box of oddities on the day he dies from a mysterious accident. Unbeknownst to him, Peter is part of a werewolf lineage, where for the past five generations about one in five members actually change. His uncle was killed by other werewolves who wanted to steal the man’s fetishes, and they are still looking for them.

Peter as a seasoned character: Peter learns to be less obvious about his presence while handling sensitive assignments (stealth and undercover operations). At the same time, being able to train with coworkers like Lesley, Peter adds to his fighting prowess and overall fitness. A potential story related to these advancements could include having to recover from a botched delivery assignment where a client died under his protection because he was in over his head.


Lesley

- One of Lesley’s service mates from the Middle East calls in a favor. Pets in the local neighborhood are turning up dead – victims of what looks to be a satanic sacrifice. An investigation reveals the existence of a cult who is getting ready to move from taking animal life to human life. This could be due to the depravity of the cult leader, or it could be the result of demonic influences on the weak-minded and easily tricked.

- Lesley suffers from post-traumatic stress disorder. Ninety-nine percent of the time, she has it under control. But tonight it was triggered by a smell of unnatural decay. Memories from the ambush she survived come rushing back. Lesley’s team countered a monster, one just like Frankenstein’s monster. Instinctively they shot at it, but the creature wouldn’t die. It roared and attacked them, and everyone died but her. Now that same smell is here: another monster is in the area.

Lesley as a seasoned character: Working to enhance her physical skills and abilities makes sense for Lesley to try to become a better warrior, fighter and protector. Lesley believes she was spared from death in combat because she has a higher purpose, so stories that have an





element of danger (particularly the defense or coming to the aid of others) will make the most sense. One example is when she starts training in a local gym and becomes aware of an underground fighting ring – maybe one with some supernatural competitors.

Kevin

- When clients want a state of the art security system installed, they want Kevin supervising it. Such is the case with a cabal of mages who have been fighting off incursions of their sanctum. They can handle the mystical wards, but want to protect against mundane attacks as well. The risk here is that Kevin might notice more than they are prepared for him to see. He happens to be in the wrong place at the wrong time when the place is attacked again. (This can tie in to the **Lines of Power** SAS for **Mage: The Awakening**.)

- Kevin has a network of contacts through the Internet – mostly hackers of the highest order. One of them, M4cL4r3n, has access to a stolen disc drive that one LSCS client wants recovered ASAP. Kevin arranges for a meeting, but shortly before the appointed hour he gets a cryptic message, begging for help. M4cL4r3n has been set-up, and thinks he's in immediate danger. This can be a lead-in for **The Harvesters** SAS.

Kevin as a seasoned character: Kevin continues to add to his mastery of computers and technology, mostly by independent experimentation or consulting with specialists in the field. He also believes those who ignore the past are doomed to repeat it, so he becomes a student of history. Beyond that, Kevin learns how to be more effective out of his studio, but devoting time to his physical development. As a result of his personal growth, perhaps some of the Internet experts he reaches out to are representatives

of various hunter conspiracies, and they want to talk with him about duplicating his results or acquiring items he's developed in the course of his experiments.

Morgan

- Newly arrived in Chicago, there is a banished fae creature who hovers about Morgan because she reminds him of a possession left in his own world. He intends build the closest possible semblance of his estate and life in the mortal realm, and she will be part of it, willing or no.

- At a social function, Morgan is introduced to a man that makes the hair rise on the back of her neck – she's never seen a gaze so void of anything and dead inside. He leaves with one of her friends on his arm, and three days later the woman is the subject of a statewide missing persons search. She is certain the stranger from that night has something to do with the disappearance. It could be that a vampire has arrived in town and is setting up house, or a serial killer who prefers rich, single women of a certain age for his prey.

Morgan as a seasoned character: As time passes with LSCS, Morgan adds to her network of contacts and polishes her abilities to manipulate the social arena and those within it. Becoming an ornament of society brings with it a measure of Fame as well. Stories around her growth should revolve around high-profile events. Morgan agrees to help plan a benefit banquet, but slights the wrong people, gaining powerful corporate enemies focused on her and Legacy Security. What if she becomes the pawn in a struggle between two vampires over who is the secret master of the city, unknowingly coming under the protection of one vampire and earning the enmity of the other?