

THE NEWCOMER'S CUTTERS NUMBER



Once banned from the city, the Newcomers are indeed not native to Seattle. They have nestled themselves in the University District where they are thought to simply be a Tremere operation of some sort. As the years went on they were able to establish a power base and even have a base of operation: Cutters Numbers.

Yes, there are many Tremere who work under the Newcomer banner, but they are not the only ones; those kindred who have a sharp mind, look for something greater than themselves, and who want to know more about their condition as well as what the blood has to offer will be welcomed. Learned kindred who seek to delve into the occult and other intellectual pursuits will be rewarded greatly in exchange for their freely given loyalty. Many professors, scholars, and runaways can be found in the halls of the Cutters Number studying away.

To advance in the faction, one must be able to contribute to blood sorcery knowledge of the library. Experiments, breakthroughs, treatises on the blood, etc. are all items of interest to the Newcomers. There is also aiding other Newcomers, as their faction has a precarious position in Seattle, they know the importance of sticking together. Get fellow members out of trouble or help push along their plots and schemes.

▶ Lore ◀

• **Regular Patron:** You know your way around the library. Maybe you've spent a good amount of time in study there, or maybe you've even contributed a few modest monographs of your own to the collection. But your acuity has been honed by your time surrounded by knowledge. While in Newcomer territory, you gain +1 die to all Occult and Insight rolls.

•• **Don't Mind The Gargoyle:** The towering book cases no longer intimidate you. You have researched and studied some truly fascinating phenomenon or maybe you have aided a few members in a string of crazy nights. Whichever the case others have noticed

you and encourage you to stay the course. You get 3 dots to spend on haven or haven merit warding from The Newcomers, the wards must be level 3 or under and something they would know. Betrayal of this trust and they will burn down your haven “:)” is all that's left behind.

••• **Closed Stacks:** Your research or presence has caught the attention of some of the librarians. You have earned their trust and they are more than willing to let you see some of the rarer grimoire and tomes the Newcomers have locked away. You are now able to learn rituals from other books regardless of background, and study level 3 and above rituals by visiting

Cutters Numbers. You, the player, must own the correlating books however. Gain a level 3 Mawla who will teach Tremere or aid non-Tremere. This mawla will, however, take a small sample of your blood and preserve it in a glass vial. Betray the faction and your mawla becomes an adversary, with the ability to use the preserved blood in your phylactery to track or otherwise attack you as they desire.

•••• **Lightning Stone:** Making such a name for yourself, your research or your contribution to the group, they bestow upon you a token of gratitude. A hematoid Quartz or blood quartz that has fault lines of power flowing through, called a Lightning Stone

informally. Once per story, you have access to the crystal. it allows you to cast one ritual without any preparation regardless of clan; this can be a ritual you have not even learned yet. In effect, the stone itself is producing the effect, not you. However, if the ritual roll is a messy crit then you gain the Tremere compulsion, even if you are not Tremere yourself. Betrayal of the faction flips the effect of the stone and it has now cursed you instead of aiding.

All of your daysleep suffers from the effect of the haunted flaw permanently, regardless of where you sleep.

•••• **Weird Science:** The Newcomers are always experimenting and pushing the limits of their work. This sometimes means living subjects. You have helped the Newcomers or done enough research to not be bothered by this. Your understanding of the needs of research has solidified the trust of the faction. You get to test what they have done to the blood of their mortal followers.

Keep this a secret. Once per story you can gain access to a dyscrasia and tap it without killing the vessel, you cannot choose the mechanical benefit (exp) dyscrasia effect. Betray them and once a month you must roll to resist three rounds of Dagon's Call.



SEATTLE

by Night