

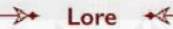
# THE BARON'S RAZOR'S EDGE

**W**elcome to Razor's Edge the Baron-aligned, kindred establishment that plays to the vices kindred are steeped in these nights; namely greed. This may look like any other Dive bar that runs on Seattle's infamous Aurora street, but to kindred with loose morals and a sharp mind it could be a place to get in good with the Baron.

The back room has gambling where you can try to beat the house or enjoy a place to schmooze with kindred of the criminal underworld. Swap business cards while playing craps or wager your ghoul at the poker table. Become known as the high roller in Razor's Edge and grab the attention of other whales and important people of the faction.

Maybe you aren't inclined to gamble, then fight for the Baron: the underbelly of the bar has a fighting cage. The camarilla totally don't approve, but we don't care. Bet on fight, go in there and brutalize each other. Winning enough fights will show the factions you're a Baron member with balls.

Fights, gambling, or being useful to the faction, all drive to strengthen the faction's grip on the city and make a profit doing so. Those that help will be rewarded, those that double cross the Baron will be on his list.



• **Run The Streets:** Hang around the Razor's enough and you start to pick up knowledge of the Aurora underworld, the various gangs, illicit dealmaking, and criminal activity of all sorts which is the Baron's stock in trade. You might even learn a thing or two in the bar itself. While in Baron-held territory, you gain +1 die to all Streetwise and Larceny rolls.

•• **High Roller:** Gamble enough times or win enough fights at the Razor's Edge and you are able to take home a hefty haul one night; maybe you got lucky, or maybe someone laid a hefty bet on you and cuts you in on their take.

take. Once per story, you may bump your resources by 1 (max resources 3); this increase lasts for a month unless it is exhausted faster by big spending. Betray the faction and they will take what they have given you, reducing your resources by 1 for two months.

••• **I Know A Guy:** You've been a regular at the Razor long enough that you've met a few people, made some deals, have a good working relationship with some of the Baron's crew. In short, you know a guy. Once per story you can meet with this criminal contact and make use of the equivalent of Criminal Contacts 3 for one acquisition -- guns, drugs, information from the streets, a

drugs, information from the streets, a good encrypted phone, a car that's only a little hot, etc. Betray the faction and take Infamy 2 with Seattle's criminal underworld. Everyone now knows you're a snitch; the difficulty of all rolls related to conducting crime in the city is increased by 2.

•••• **Prize fighter:** Whether it is from your time at the gambling tables or your time in the ring, you have been able to meet some of the Baron's shady high rollers and their more mortal associates. Gain 4 dots to allocate to the Allies merit, split between Effectiveness and Reliability. Betray the faction, and take 2-dot flaw Despised: Aurora Gangs.

## Lore

••••• **Cleaner:** Razor's Edge offers many services which are off the books, and treats regular patrons of the faction well. Once per story, in

exchange for owing the faction a major boon, they'll make one of your problems disappear. The Baron will send one of their agents out to lure away an enemy, distract an adversary,

cover a breach, dump a body, etc. Betray the faction and you go on their list, gaining a 3-dot Adversary.

